Ancient One

Form

Clear Mind

At the start of your turn, flip an impression face up.

Thief of Thought

Turn one of your impressions face down to inflict the **Stunned** status on a target.

Abandon Soul

If you have no impressions face up at the end of your turn, refresh a stat token and gain **Monstrous**.

Beast

Form

Reckless

Increase damage taken by 1.
+1 Movement Speed.

Relentless

If you are **Monstrous**, gain 1 extra AP at the start of your turn.

General Critical

Attacks gain the critical option
Howl: Gain **Monstrous**.

Carcinous

Form Shape =

Many Legs

+1 Movement Speed.

Sideways Scuttle

Mark a front hex and back hex for your character token.
You may attack using either hex.
You move with your front hex.
When you stop moving, place your back hex in any adjacent hex.

Cracked Shell

Reduce all damage to your back hex by 3.

Crystalline

Form

Labyrinth: or

Make a 2 tile wall of Crystal. It can not be climbed and is **Destructible**.
Then gain up to .

Budding Growth

At the start of combat, add an extra to all your limbs with .

Fungal

Form

Pulpy

Increase your maximum composure by 1.

Toxic

Whenever you would deal damage, you may instead set that beings composure to 1.

Giant

Form Shape =

Behemoth

You can't be be forced to move against your will.

Massive Limbs

Attacks that cost more than 2 AP cost 1 less and have **Reach**.

Hefty

After emergence, gain +1 Heft.

Glowing Kintsugi

Form

Warm Glow

At the start of your turn, gain . Temporary composure can stack from any source up to 5.

Light Beam:

Do one of the following:
Scamper: Move 1 tile.
Focus: Increase your attack roll by 1. Once per attack.
Calm: Restore .

Hag

Form

Symptom Sower: 2 AP +

Inflict any status other than **Cursed** effect on target being.

Putrefy: 1AP

Suffer a wound to a stat of your choice and inflict the **Cursed** status on an adjacent target.

General Critical

Attacks gain the critical option
Rake Essence: If your target is **Cursed**, restore a . Choose only once per attack.

Hollow

Form

Odd structure

Your composure is equal to twice your Weird.

Fragile

If you take a wound during combat, you **Die**.

Human

Form

Two Legs

+1 Movement Speed.

Two Arms

Terrain interactions cost 1 less AP.

Plot Armour:

Prevent all damage from a source that would otherwise kill you.

Hungry Clay

Form

Regenerative

When you take a wound, replenish a spent token of the same stat.

General Critical

Your attacks have the Crit option:
Absorb: Heal a wound of the same stat you wounded.

Insectile

Form

Exoskeleton

Whenever you take a move action, gain a .
Maximum of 4 charges.

Leap: 4 x

Leap to target hex and gain **Monstrous.**
Your next melee attack this turn hits all targets in range.

Lanky

Form

Long Limbed

You have +1 range on all melee attacks and terrain interactions.

Sweeper

Your melee attacks target all possible targets in range, roll once for the attack.

Butter Cutter

When you hit two or more creatures with a single attack, replenish a .

Liquid Lightning

Form

Dampen:

Reduce damage taken by 3 until the start of your next turn.

Beam: or

Teleport to any hex inside a starting zone.

Recharge

Your attacks have the Crit option:
Extract energy: Refresh 1 .

Mechanical

Form

Modal

At the start of your turn, put a counter on an empty mode, then gain up to and use that effect.

Modes

Flight Mode: Gain +2 move speed and ignore terrain effects this turn.
Destruction Mode: All attacks deal 2 extra damage this turn.
Charge Mode: Refresh a or .
Overdrive: Remove all counters from this and gain up to two for each removed.

Mob of The Deep

Form

Very Fast

+2 Movement Speed.

Multitudinous

You have 3 bodies, each 1 in size. You may distribute movement between them when moving. All bodies attack when you make a melee attack.

Shared Mind

Damage taken by any of your bodies is taken in full.

Ooze

Form

Easy as Walking

Climbing does not cost you .

Secretions:

When you next take the move action, you leave a trail of goo in all hexes moved out of. Moving through this goo takes 2 hexes of movement per hex.

Moving is Optional

At the end of your turn, if you did not move, gain up to 4 .

Overlord

Form

Coerce: Exhaust or

Give a target **well rested.**

Command: 1 AP or

Target creature moves one tile under your control.

Consume

Whenever you land a killing blow (including death by command), restore all wounds to one stat of your choice.

Phantom

Form

Ghostly

Whenever you spend a Ⓦ, for your next move that turn you may pass through solid objects freely and ignore terrain penalties. You may not stop inside terrain.

Chilling Presence: Ⓙ

Reduce the composure of a being you have moved through this turn by 3 (minimum 1).

Serpentine

Form

Just a Tail

While you have at most 1 limb equipped, you refresh 1 Ⓦ at the start of each of your turns.

Fast

Your move speed is increased by 1.

Siltwood Sapling

Form

Heart Bulb: 1 AP

Once per game, you may place a heart bulb on an adjacent hex. This is your weak point and can be damaged normally. It has your impressions but not your limbs. **Your body takes 4 less damage from all sources** after you have placed the heart bulb. Both your heart and body can be inflicted with status effects. Status effects apply to both beings.

Transplant: 1 AP + (Ⓦ or ❂)

Swap the location of your body and the heart bulb.

Stone Plated

Form Shape =

Behemoth

You can't be be forced to move against your will.

Stone Flesh

Reduce damage taken by 1.
-2 Movement Speed.

Impervious Plates

Reduce damage from non-adjacent beings to 0.

Unstable

Form

Radioactive

Whenever you spend Ⓦ, adjacent beings take 2 damage.

Decay

At the end of each of your turns, take 2 damage and refresh 1 Ⓦ.

Volcanic

Form

Furnace

Reduce damage taken by 1.
-1 Movement Speed.

Breathe Fire: 3 AP + Ⓦ

Emit an inferno of fire, all other beings within 3 hexes take 7 damage.
You and all adjacent beings suffer the **Burning** status.

Worm Nest

Form ❂ x 5

Writhe and Revel

At the start of your turn, gain 1 temporary composure for each infected being, including you.

Infect

Your attacks have the Crit option **Infect:** Spend one ❂, target takes the ❂ and is infected.

Feast

Remove an infected token from a being, and force them to use an ability on one of their cards without paying AP costs.

Wreathed in Flame

Form

Enflamed

Fire and **Burning** give you temporary composure instead of dealing damage.

Flame Geysers

At the start of each turn, gain the **Burning** status effect.

General Critical

Attacks gain the critical option **Purification:** Remove one of your status effects and inflict it.

Writhing Mass

Form

Generative

At the start of your turn, if you have less than 4 limbs equipped, draw and equip a limb.

Regenerative: 1 AP

You may destroy an equipped limb to refresh a ◆.

Adaptive

Impression

Mimic: W + 1 AP

Adaptive becomes a copy of any Limb or Impression in play, except it also retains the **Mimic** ability. If it would be destroyed, so is Adaptive.

Ambidextrous

Impression

Creative Duellist

You may use Crit options available to any of your limbs on all attacks.

Assertive

Impression

Charger

When you make an attack, you may move 2 tiles before attacking.

Balanced

Impression

Passive

At the start of your turn, if you have an equal number of unspent tokens in each stat, refresh .

They must be different tokens.

Blood Mage

Impression

Passive

Once per turn you may suffer a wound to a stat of your choice to refresh 2 spent tokens in that stat.

Confident

Impression

Passive

While you are unwounded, gain 1 additional AP at the start of each turn.

Coward

Impression

Flee: J

When an enemy moves into an adjacent tile, you may take a free move action immediately.

Creative

Impression

Passive

At the start of your first turn, draw an impression and equip it over creative.
At the end of your each turn, you **May** discard that impression to draw and equip a new impression over creative.

Dancer

Impression

On the Move

Whenever you gain temporary composure, you may move that many hexes.

General Critical

Attacks gain the critical option
Dash: Take a move action.

Determined

Impression

Ignore Pain: (H)

Ignore damage from a source that wouldn't wound you.

Disciplined

Impression

Passive

When you take the **Chill Out** action, also gain up to (C)(C).

Dormant

Impression

Passive

The first time a being dies in combat, draw 4 impressions and equip 2 of them.

Energetic

Impression (✱)(✱)(✱)

Burst: (✱) or (W)

Replenish a (J) or (H).

Grandiose

Impression

Mold Earth: (W)(W)

Create a large pillar ⬡ in target empty location.

Pillars can be climbed by spending 3 AP or (J). Beings take 8 damage if they fall off.

World Sculptor

Whenever you spend (W), create a small pillar ⬡ in target empty hex.

Hardy

Impression

Passive

You can't be affected by the **Targeted Strike** critical effect.

Heroic

Impression

General Critical

Attacks gain the critical option **Rally:** You and target being gain up to (C)(C)

I'm Normal

Impression

Normality

Replace your Weird with Normal. You cannot spend (W) any more.

What?: 1 Normal

Ignore the effects of an ability with (W) in its cost (even if no (W) was spent).

Cup of Tea: 1 AP + 1 Normal

Gain the **Well Rested** status effect.

Kind

Impression

Sharing

Whenever you gain a status effect, you may also grant it to a willing target.

Giving

Whenever you spend a (W), restore 2 of another targets composure.

Liar

Impression

Change of Luck:

After any die is rolled by target being, you may force it to be re-rolled after seeing the result.

Loot Goblin

Impression

Treasure!

During map creation, search the boons deck for any card. You may place this on the map in addition to your allotted terrain cards.

General Critical

Attacks gain the critical option **Magic Touch:** Gain the **Imbued** status effect.

Lucky

Impression

Passive

Whenever a 12 is rolled by any being during the game, replenish 1 spent stat token of your choice.

Malevolent

Impression

Twisted Kindness

Whenever you would give another creature temporary composure, you may deal that much damage instead.

Oppression

Whenever you inflict a status effect, you may reduce that beings composure by 2 (down to a minimum of 1).

Melancholic

Impression

Apathy: W

Put a counter on a limb of target being. The next time that limb deals damage, it deals 2 less and a counter is removed.

Musical

Impression

Rally Song: 2 AP or W

You and any number of target allies gain up to ⊖⊖⊖.

Negotiator

Impression

Pact: 1 AP + W

Offer a deal to a player. If they accept they gain one temporary stat token.
If they then break the deal, they take 8 damage.
If they reject the deal, you gain the temporary stat token.

Nimble

Impression

Dash: J

Take a move action. Take this action only once per turn.

Obscene

Impression

Slander: 1 AP + W

Mark a target, your attacks against marked target deal +1 damage.

Vulgarity

Whenever you spend a W, all marked targets lose ◯, down to a minimum of 1.

Pathetic

Impression

Passive

When you take the Cower reaction, you can reduce damage taken by 2 instead of 1.

Patient

Impression

Inhale

At the end of your turn, for each unspent action point add ❂ to this card, up to max of your Weird.

Exhale: Remove all ❂

Gain 1 AP for each ❂ removed. This turn inhale won't trigger.

Protector

Impression

Good Clay: ⓦⓦ or 2 AP + ⓦ

You and up to 1 adjacent being restore 1 wound.

Aura of Earth

Whenever you spend ⓦ, target being gains up to ⊖⊖.

Ravenous

Impression

Unsated

Start combat with all tokens spent instead of available. If you equip this impression during combat, immediately spend all available tokens.

Consuming

Whenever you inflict a wound, restore a ◆.

Relentless

Impression

Relish in battle

Whenever you Critically hit, restore ⓒⓒ or gain up to ⊖⊖.

Double Down: ⓙⓙ

Re-roll an attack roll you have made.

Restless

Impression

Passive

When you take the Reposition reaction you can move your speed instead of 1 hex.

Sly

Impression

Billowing Dark: 1 AP + ⓦ

Create a 3 hex area of darkness ⬡

This blocks line of sight. Melee attacks against beings inside darkness will only hit on a 7 or higher and miss otherwise, they only Crit on a 12.

Slinking

You are unaffected by darkness

Spiteful

Impression

Passive

Your attacks deal bonus damage equal to the number of Weird wounds you have.

Stalwart

Impression

Protect: ⓗⓗ or ⓦ

When a target being that isn't you takes damage, reduce that damage by 2. Activate only once per instance of damage.

Stoic

Impression

Unfazed: (W)

When you would take a status effect (except **Exhausted**), ignore it instead.

Strange

Impression

Rubbery: 1 AP or (W)

Your next melee attack this turn has range equal to your Jazz.

General Critical

Attacks gain the critical option **Puppeteer:** Move the target 2 hexes in any direction.

Strong Heartbeat

Impression

Passive

Whenever you would heal or refresh a stat token, heal or refresh one more.

Tinkerer

Impression

Wreath: 1 AP + (W)

Wreath target limb in shards, placing a counter on it. The next time this limb hits with an attack, that attack deals +2 damage and remove a counter.

Enchanting

Whenever you spend (W), wreath one of your own limbs.

Treacherous

Impression

Snigger: (W) or **Exhaust**

When you see a being take damage from a source other than you, you may increase that damage by 2. This does not stack.

Minion

The boss does not consider you a target unless you are the last alive or you have dealt damage to it.

Trickster

Impression

Switcheroo: **Exhaust** + (W)

After taking damage, you may activate this to swap places with any being.

Wilful

Impression

Overexert: **Exhaust** or (H)(H)

Gain the **Well Rested** status effect.

Baleful Eye

Limb

Rancor: 1 AP + (W)(J)

Mark a target as your hated target. You can only have one target at a time.

Scorn: 2 AP

Damage = 4, Ranged
This attack can only target your hated target.

Limb Criticals

Omen: inflict the **Cursed** status effect.

Bladed Fingers

Limb

1000 Cuts: 2 AP

Damage = 3, Close

Limb Criticals

Flurry: Your next attack costs 1 less AP.
Strike: +1 Damage.

Chalk Vein

Limb

Create Sigil: 1 AP

Draw a sigil on an adjacent tile. You may have a maximum of 4 sigils. Other players may spend 3 AP to destroy an adjacent sigil.

Siphon: 2 AP + (W)

If there are 3 sigils, deal a random wound to all other creatures within the triangle of sigils (edges count). Heal a wound of your choice.

Cicada Wings

Limb

Fly: 2 AP or (W)

Make a move action, ignore terrain during this move (within reason).

Chorus: 3AP

You and any number of target allies gain up to (E)(E)(E).

Clay Exuder

Limb

Coat in Clay: 1 AP + (W)

A target gains up to 4 (E) and the **Entangled** status.

Spreading Clay

Whenever you spend (W), gain up to (E)(E).

Clayling

Limb

Flail: Automatic

Damage = 3, Close

Tantrum

At the end of your turn, this limb uses **Flail** for free. It will target you if there are no other targets available.

Cloven Hoof

Limb

Back-kick: 2 AP

Damage = 4, Close

Limb Criticals

Dash: Take a move action.
Mighty Shove: Push the target 2 hexes.

Crackling Geode

Limb

Shock: 2 AP

Damage = 1 **True Damage**, Reach

Sparks

Whenever you spend (W), deal 1 **True Damage** to any target. This damage cannot be reduced.

Crystal of the Deep

Limb (✳)

Embed: (W)(W) or (✳)

Place a 1 hex crystal on an adjacent hex. The crystal breaks if it takes damage.

Radiance

At the end of your turn, if there is at least one crystal on the map, choose one of the following status effects to gain:
Monstrous, Well Rested, Imbued.

Dolem Piston

Limb

Smash: 2 AP + (C)(C)

Damage = 5, Close

Drive-Power: (W)

Add +1 damage and +1 range to attacks this turn. Use only once each turn.

Doomtouch

Limb

Thwack: 1 AP

Damage = 1, Close

Smear: 2 AP + (W)(W)

Inflict the **Cursed** status effect on a target in melee.

Limb Criticals

Omen: Inflict the **Cursed** status effect.

Dragonfly Wings

Limb

Fly: 2AP or (W)

Make a move action with +1 speed, ignore terrain during this move (within reason).

Elastic Heart-Spike

Limb

Stretchy Strike: 2AP + (J)

Damage = 4, Ranged

Limb Criticals

Cut: Remove all temporary composure from the target, before damage.

Enflamed Lash

Limb

Flay: 2 AP

Damage = 2, Reach

Limb Criticals

Burn: Inflict the **Burning** status effect.
Incinerate: Deal +2 damage if the target is burning. Use only once per attack.

Engraved Slab

Limb

Read the Runes: (W)

Inflict the **Entangled** status effect on target being.

Slam: 4 AP

Damage = 8, Close

Eyes on Stalks

Limb

Glare: 1AP + (W)

Remove all temporary composure from a target.

Surprising Thwack: (J)(J)(J)

Damage = 4, Close.

Feet

Limb

Sure Footed

You have + 1 speed and effects from terrain or abilities cannot reduce your speed.

Fleet

While you have the **Well Rested** status effect, gain an additional +1 speed.

Fungal Miasma

Limb (✱)(✱)

Miasma: 2 AP + (✱)

Create a 1 hex cloud at target empty hex.

Growing Cloud

At the start of your turn, each cloud grows by one hex in all directions.

Toxic

Whenever you spend (W), all beings inside a cloud take 4 damage. This damage cannot be reduced.

Gemstone Shards

Limb (✱)(✱)(✱)

Eject: 1 AP + (✱)

Damage = 2 **True Damage**, Ranged

Burgeon: 2 AP + (H)

Recharge this item.

Bare

This limb starts with no charges.

Granite Fists

Limb

Crush: 4 AP or (2 AP + (H)(H))

Damage = 8, Close

Limb Criticals

Concuss: Inflict the **Stunned** status effect.

Grasp of Mud

Limb

Bludgeon: 3 AP

Damage = 6, Close

Whelm: 1 AP + (W)

Damage = 3, Close
Inflicts the **Entangled** status effect on a hit.

Limb Criticals

Concuss: Inflict the **Stunned** status effect.

Hammer and Chisel

Limb

Vandalise: 2 AP

Damage = 4, Close
On a hit, you may destroy this card to destroy any equipped Limb or Impression from the target.

Hands

Limb

Slap: 2 AP or 1 AP + (J)(J)

Damage = 3, Close

Handy

Terrain interactions cost 1 AP less.

Limb Criticals

Strike: +1 damage.

Horns

Limb

Charge: 2 AP

Damage = Hexes Moved, Close
Charge any number of hexes in a straight line as part of making the attack. Hits all marked hexes.

Shove: 1 AP + (H)

Damage = 2, Close
On a hit, the target is pushed back hexes equal to your Heft.

Hungering Hand

Limb

Bite: 2 AP

Damage = 4, Close

Phage: 2 AP

Damage = 7, Ranged
Throw this limb at your target as part of the attack, regardless of attack outcome, they now have Hungering Hand equipped .

LanceFlower Bloom

Limb

Impale: 2 AP

Damage = 4, Reach

Bloom: (W)

Completely ignore damage from falling.

Lithium Geode

Limb

Splinters: 1 AP + ((✱) or (W))

For the rest of your turn, leave a conductive trail behind in any hex you move out of.

Electrify: 2 AP

Electrify an adjacent hex and all connected conductive hexes. All beings electrified take 3 **True Damage**.

Locked Scream

Limb

Headbutt: 2 AP

Damage = 4, Close

Release

When you hit with this limb, you may spend (H) as though it were (W) until the end of your turn.

Mandibles

Limb

Gnaw: 1 AP

Damage = 1, Close
This attack always hits, do not roll.

Snack

Whenever you inflict a wound with Mandibles, refresh a spent token of the same type as the wound.

Mantid Scythe

Limb

Nasty Stab: 3 AP

Damage = 6, Close

Limb Criticals

True Strike: Attack deals **True Damage**.

Monolith of Pain

Limb

Salt the Wound: Ⓦ

Whenever an adjacent creature takes a wound, you may activate this and inflict the **Stunned** status effect on them.

Fuelled by Pain

Whenever you suffer a wound, gain the **Well Rested** status effect.

Moonstone

Limb

Crush: 3 AP

Damage = 6, Close

Reverberate: 1 AP or Ⓦ

You and any number of target allies gain the **Monstrous** status effect.

Needle Mouthed

Limb

Nip: 2 AP

Damage = 3, Close

Precise

Wounds inflicted by this limb's attacks always target the stat of your choice.

Limb Criticals

Strike: +1 damage.

Noxious Trunk

Limb

Corrosive Spit: 2 AP + Ⓦ

Damage = 4 **True Damage**, Ranged

Oversized Claw

Limb

Snap: 3 AP + Exhaust

Damage = 7, Reach

Painted Slab

Limb

Slam: 4 AP

Damage = 8, Close

Wall of Splendour: 1 AP

Place the slab down on an adjacent hex. It extends straight on each side to become a three hex wall, if there is space. This wall blocks vision and is indestructible.

Reclaim: 3 AP or ⒽⒽⒽ

Pick up a deployed painted slab, any adjacent being can do this.

Pincer Grips

Limb

Nip: 2 AP

Damage = Heft, Close

Limb Criticals

Restrain: Inflict the **Entangled** status effect.

Projectile Spines

Limb

Volley: 2 AP

Damage = 4, Ranged
You take 1 **True Damage** when you use this attack, this damage cannot be reduced.

Puffballs

Limb

Plant: 1 AP + (✱ or Ⓦ)

Place a puffball on an adjacent hex. Puffballs are **Destructible** but will **Pop** when destroyed.

Pop: Exhaust

Burst one target puffball or all puffballs on the map. Adjacent beings take 5 damage and terrain is destroyed, including walls.

Pulsing Heartstone

Limb

Embed: ⓦⓦ or ✱

Place a 1 hex sized heartstone on an adjacent hex. It is **Destructible**

Living Rhythm

At the end of your turn, if there is at least one crystal on the map, you gain up to ⊖⊖⊖ at the end of your turn.

Pustule

Limb

Burst: ✱

Deal 6 damage to all beings within 2 hexes, activate only after taking Damage.

Quartz Seed

Limb

Sprout: 2 AP + (Ⓦ or ✱)

Place a **Crystal Spire** on an adjacent hex, it has a two hex radius aura, blocks line of sight, and is **Destructible**.

Passive

Other beings that start their turn inside a **Crystal Spire** aura or enter it take 3 damage.

Shovelling Talons

Limb

Thump: 2 AP

Damage = 4, Close

Dig: 1 AP or Ⓗ

Clear an adjacent hex of any terrain. This can cause beings to fall if they were on top of it.

Limb Criticals

Concuss: Inflict the **Stunned** status effect.

Sinuous Lash

Limb

Yoink: 1 AP

Damage = 0, Ranged
Pull the target to an adjacent hex on a hit.

Limb Criticals

Entangle: Inflict the **Entangled** status effect.

Slime Spitter

Limb

Glob: 2 AP

Damage = 2, Ranged
Inflicts the **Entangled** status effect on a hit.

Sneak Spurs

Limb

Ping: 1 AP

Damage = 1, Close

Limb Criticals

Dash: Take a move action for free.
Brutal Strike: +2 damage. Use this only once per attack.

Spore Coat

Limb

Deadly Aura

Whenever you take damage, deal 1 **True Damage** to all adjacent beings.

Sponge: ⒽⒽ, **Exhaust**

Restore your composure.

Stalagmite

Limb

Prod: 2 AP

Damage = 4, Reach
This can only target non-adjacent beings.

Limb Criticals

Impale: Move to a hex adjacent to the target and deal + 2 damage. Use this only once per attack.

Steam Vent

Limb

Geyser: 2 AP

Damage = 2, Reach
On a hit, remove all **Temporary Composure** from the target before dealing damage.

Limb Criticals

True Strike: Attack deals **True Damage**.

Stone-Swivel Hinge

Limb

Smash: 3 AP + ◯◯

Damage = 7, Reach

Limb Criticals

Exalt: Refresh your composure

Swarm of Eyes

Limb

Squint: 2 AP or (Ⓦ + 1 AP)

Damage = 2 **True Damage**, Ranged

Thermal Funnel

Limb

Flameball: 3 AP

Damage = 5, Ranged
On a hit, inflict the **Burning** status effect.
On a miss, inflict the **Burning** status effect on you.

Torsion Ribs

Limb

Winch: 1 AP

Add ❂ to this card. Activate only once each turn.

Release: 5 x ❂

Automatically activates upon reaching 5 ❂.
Deal 8 damage to all beings in a straight line from you. No attack roll required.

Flex

Whenever you spend a Ⓦ, add a ❂ to this card.

Twitching Talons

Limb

Scour: 2 AP

Damage = 4, Close

Snatch: Ⓙ + **Exhaust**

Whenever a being leaves your attack range, you may make an attack that costs 2AP against them.

Venomous Tail

Limb

Lance: 2 AP

Damage = 3, Reach

Jab: Ⓙ

Use the **Lance** attack on a being that has entered your attack range for the first time on their turn.

Limb Criticals

Venom: Inflict the **Stunned** status effect.

Weird Stone

Limb ✸

Embed: ⓦⓦ or ❂

Place a 1 hex crystal on an adjacent hex. Is blocks line of sight and is **Destructible**.

Disruption

While the crystal is in play, any being that spends Ⓦ takes 2 damage.

Willow Parasite

Limb

Lash Out: 2 AP

Damage = 4, Reach

Summon Saplings: W W

Fill 3 target connected empty hexes with a willow tree which blocks movement and vision. Each hex is **Destructible**.

Withered Hand

Limb

Anhedonia: 3 AP

Damage = 5, Close
Inflict the **Exhausted** status effect on a hit.