

**SPIDER**

**TIER-1**

**1** **2**

**1/Turn, during Action Phase:**  
You may move another Mon in the next Row to the space in front of this Mon.

With their ability to manipulate webs as strong as diamonds, they are formidable opponents that can rearrange their opponents formation at a whim.

**⊗⊗⊗Y**

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**MAD HATTER**

**TIER-1**

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**When battling a Mon with equal/greater i:**  
Play Rock-Paper-Scissors. Gain +3*i* for the turn on a win, otherwise -1*i*.

Mad Hatters are a curious, moody bunch. They can be the strongest warrior you can employ, or an angsty Mon that needs extra incentive.

**⊗⊗⊗H**

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**HOBGOBLIN**

**TIER-2**

**2** **3\***

All your ♀ and ♂ Mons gain +1*i*.  
(Including this Mon)

Hobgoblins are said to be an evolution of the goblins. They carry all of a Goblin's virtue while shedding their vices.

**⊗⊗⊗H**

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**⊗⊗⊗H**

**VENUS**

**TIER-2**

**2** **4**

This Mon's Row counts as your Deploy Zone.

A plant species that can manipulate its root and branches. They can make all kinds of accommodation for other Mons, but who knows if that's just to lure them in!

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**DRAGON**

**TIER-2**

**2\*** **4**

**When Deploying:**  
You may Defeat your other Mon; Deploy at its space for 1 less *i*.

The Dragon is a strong and vain species that can be tamed with offerings and praise. Their flight allows them to arrive at the battlefield from anywhere.

**⊗⊗⊗Y**

**DRAGON**

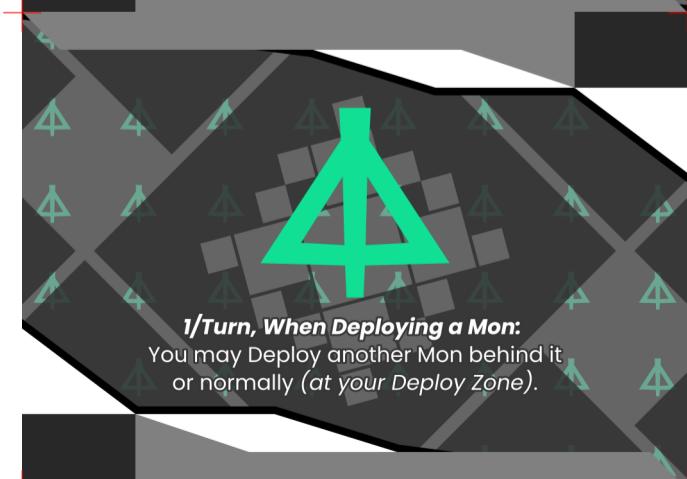
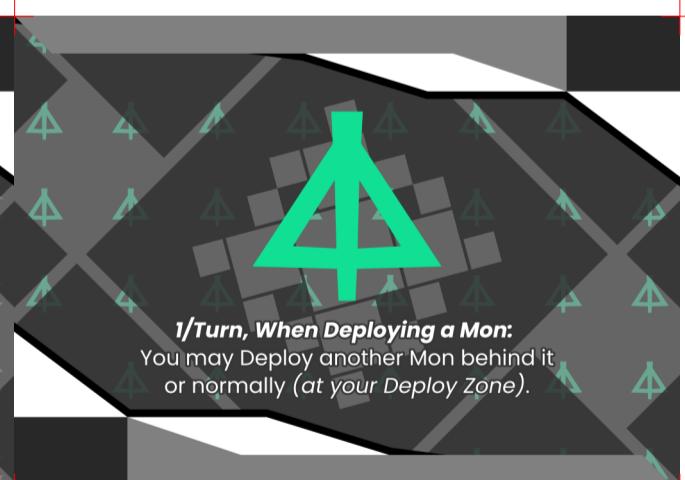
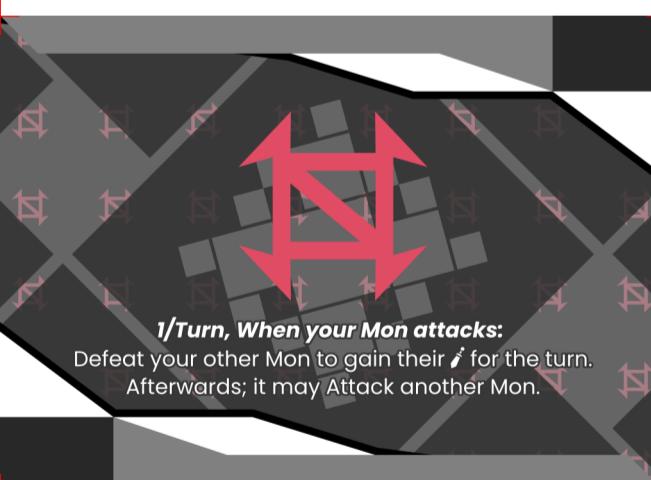
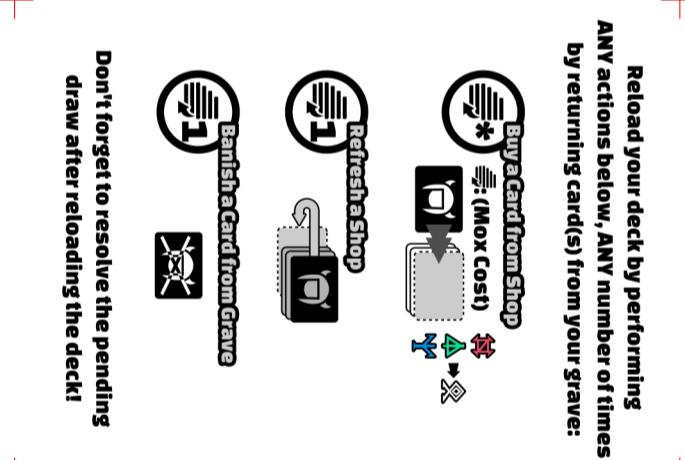
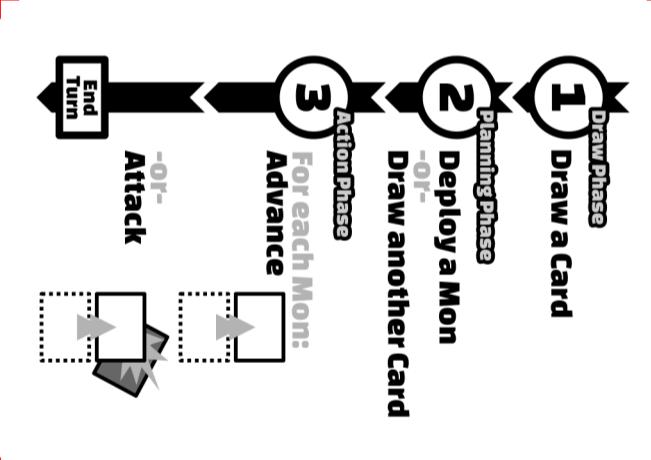
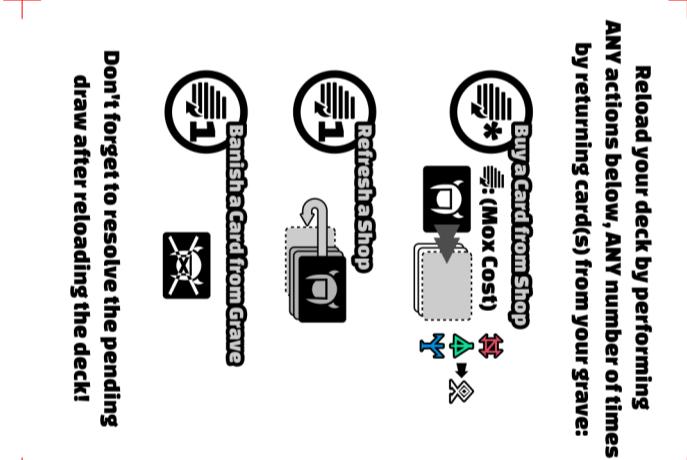
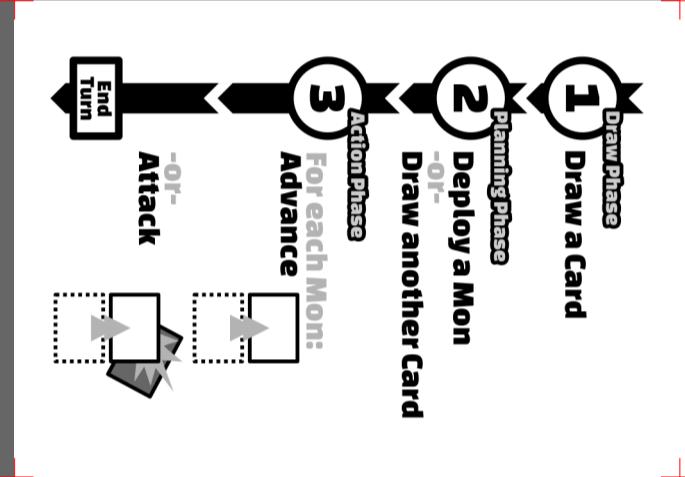
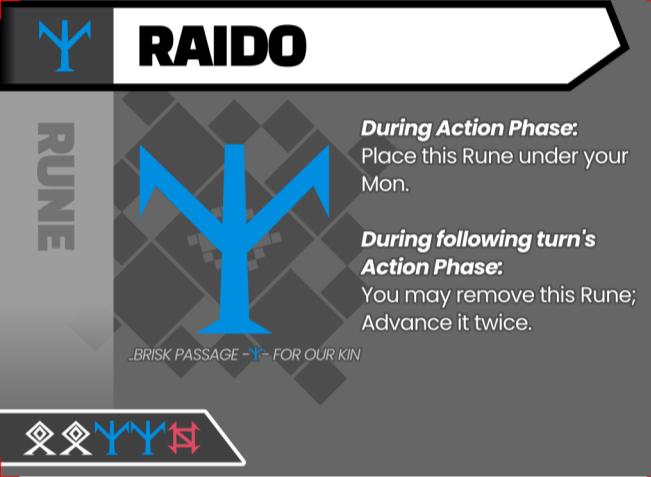
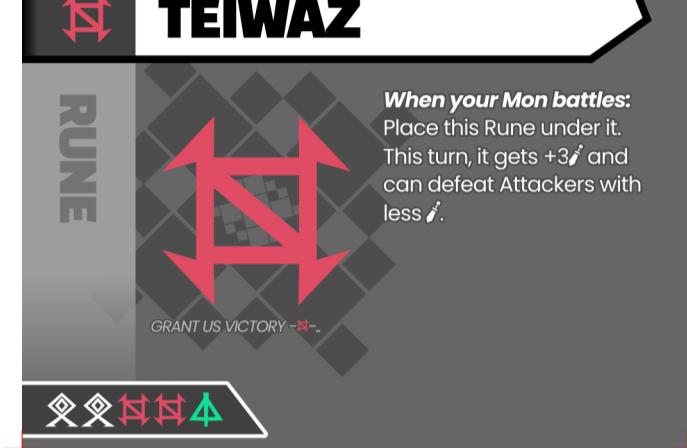
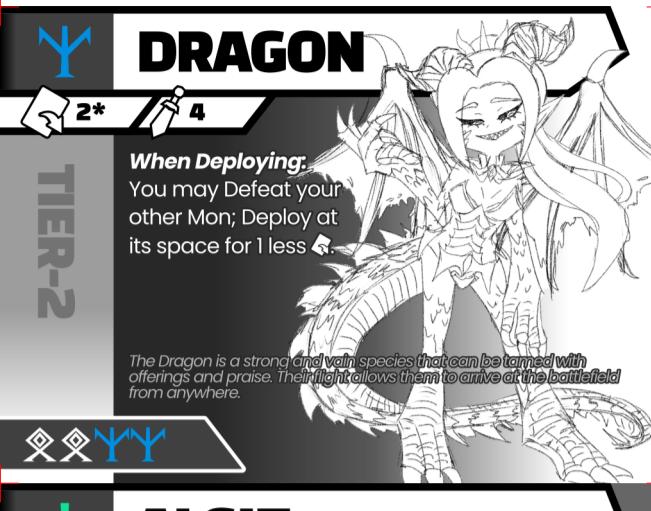
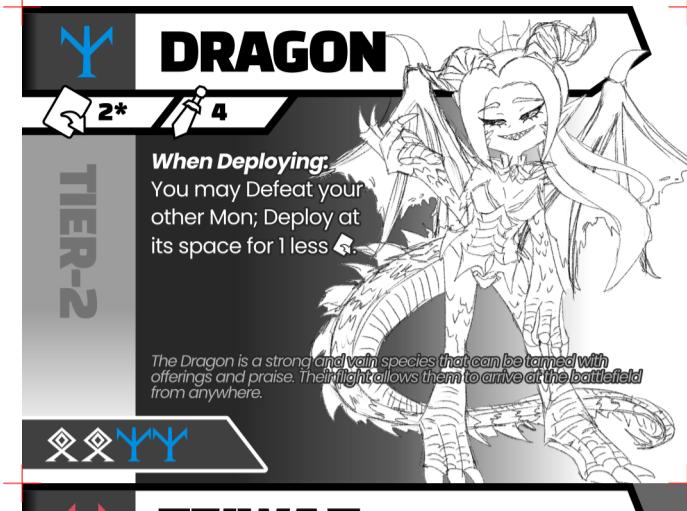
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**Reload your deck by performing ANY actions below, ANY number of times by returning card(s) from your grave:**