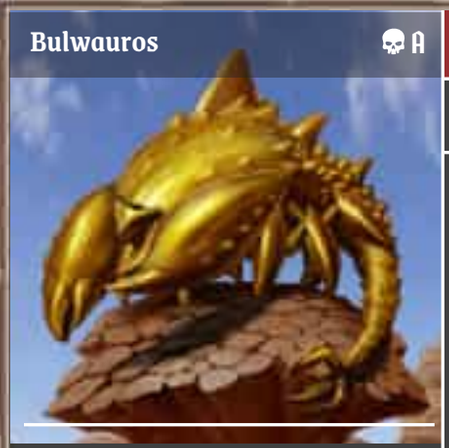
Bulwauros

A



If this unit is damaged, reduce its 🛡 by 3.

♥ 5

🛡 3

+0 | +0 | +1 | +0 | +0 | -1

Iron Claws

3

2 | all enemies within

1

Hold Tight

3

1 | 3

2

Pincer Attack

4

2 | all enemies within

3

Striking Tail

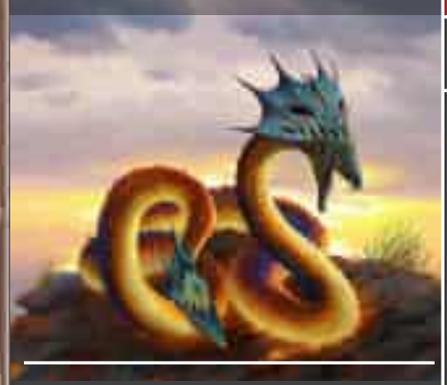
2

1-2 | 2

4

Dyad

B



♥ 12

🛡 0

+0 | +1 | -1 | +0 | +2 | -2

Constrict

3

1 | 4

1

Captivating Gaze

2

2 | all enemies within

0 | 1

2

Twin Lashes

3

1-2 | 3

2

3

Dizzying Spit

2

2-3 | 4

4

Hydra

C

♥ 15*R

🛡 0

+0 | +2 | -1 | +0 | +2 | -2

Rising Tide

4

2-3 | 2

2

all

0-3 | 2

self and all dyads

1

Twin Hydro Cannons

3

4

all enemies within

2

Sinking Ships

3

1-2 | 3

2

all

3

Piercing Gaze

3

2-3 | 4

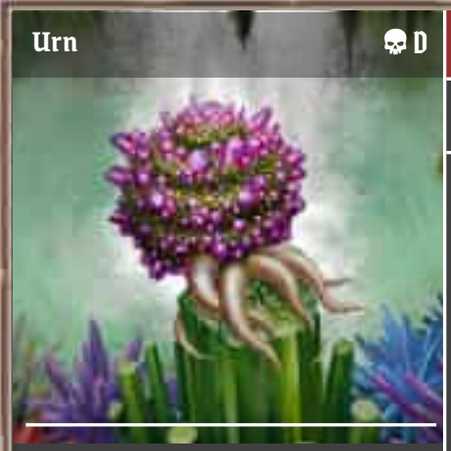
2

0-3 | 2

self and all dyads

4

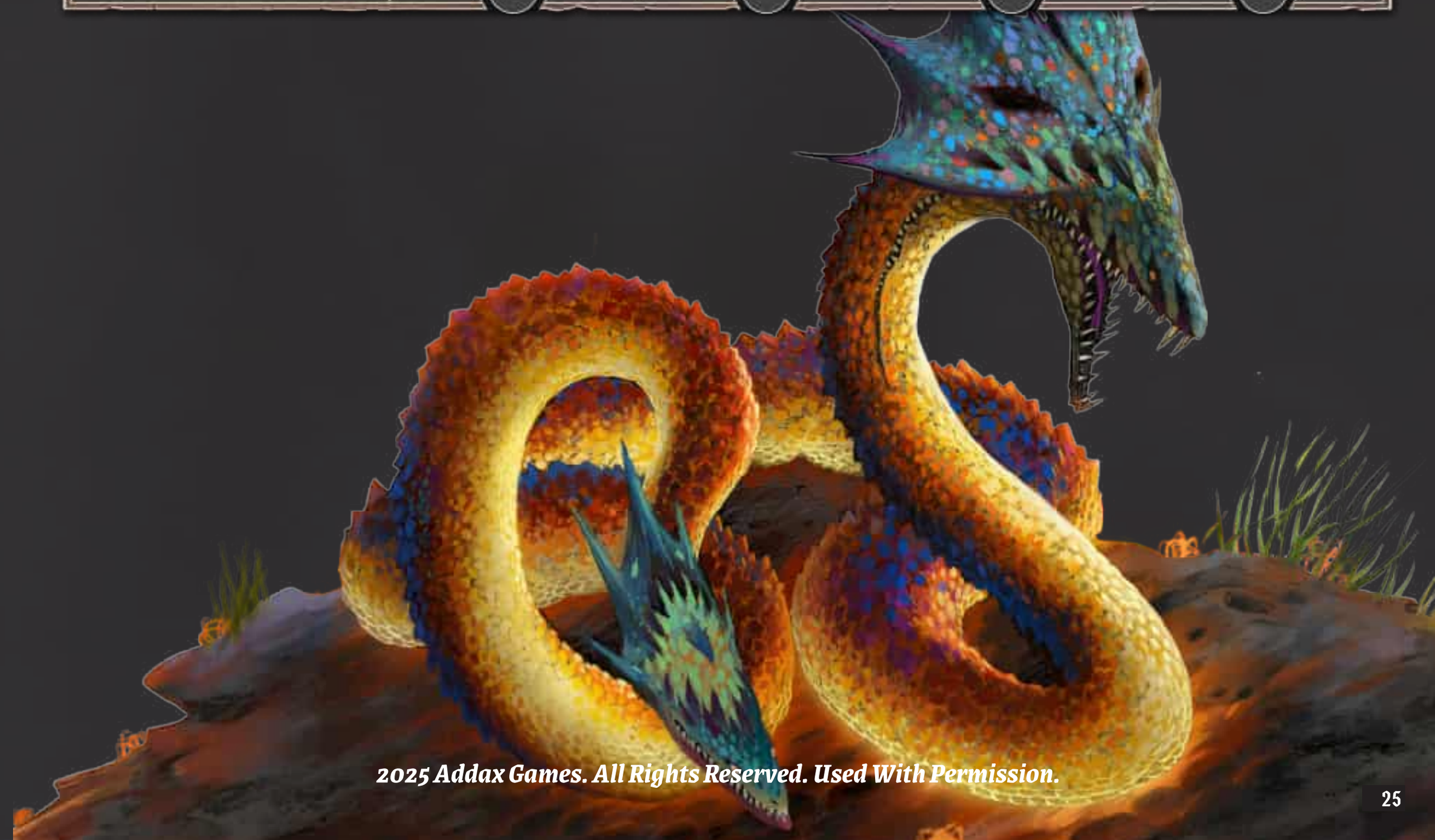
2025 Addax Games. All Rights Reserved. Used With Permission.



Urn — D

♥ 2*R	🛡 3
✳ ✹	
🔥 +1	
💧 +1	
🍃 +1	
🌊 +1	
◈ +0	
🌀 +0	

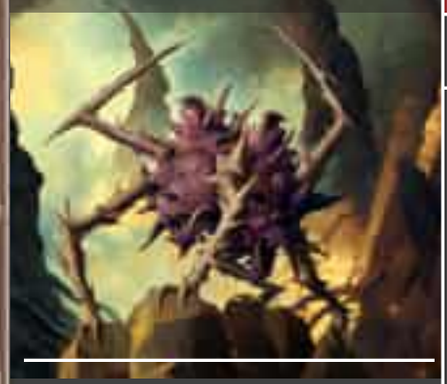
Absorb Mucus	Slime Trail	Interior Renovations	Elemental Calcification
♥+ ↗0 ♥R	**Logic:** Retreat. 1 Create one ✹1 ✹ trap in each space exited.	**Logic:** Retreat. 2 ♥+ ↗0 ♥1 ☘	1 ⚔ ↗1 ✹1 The target must return one ◐ dice from their personal pool to the general pool, if able to. If they do, they then perform +⬢.
1	2	3	4



2025 Addax Games. All Rights Reserved. Used With Permission.

Stomaw

A



When this unit attacks, if at least one of its allies are adjacent to the target, it gains +1 ✸ to the attack.

❤ 7

🛡 0

✸ ✸ | -1 | +0 | +1 | +0 | -1 | +1

Sanguine Lust

4

1 | 2

1

Countless Teeth

3

1 | 2

all

2

Terrible Claws

3

1 | 2

If the target is damaged, gain +1 ✸.

3

Endless Appetite

3

1 | 2

0 | 2

4

Broken Vessel

B

Before this unit is slain, it performs:

1 | 2

all units

❤ 5

🛡 0

✸ ✸ | +0 | +0 | +0 | +0 | -2 | +1

Instinct

4

1 | 2

2

Logic: Retreat.

2

1

Glean

2

2-3 | 2

1

If the target has a ◐ dice in their personal or infusion pools, gain +1 ⇦.

2

Panic

Logic: Wants to move towards the closest enemy.

4

Create one ✸ 2 trap in the space this occupies.

Logic: Retreat.

2

3

Dissociation

3

1 | 2

If the target has a ◐ dice in their personal or infusion pools, gain +1 ✸.

4

Fell Cradle

C

When this unit is slain:

Spawn one Broken Vessel in the space this unit occupied.

❤ 14

🛡 0

✸ ✸ | +0 | +0 | +0 | +0 | -2 | +2

Make Contact

2

2 | 3

2

all enemies within ✸

1

Avoidant Attachment

4

1 | 4

2

Lash Out

3

2

all enemies within ✸

3

A Burden Shared

1

2-5 | 3

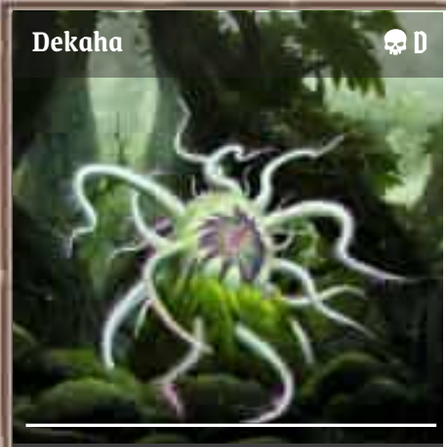
0 | 3

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Dekaha

D



Immune to forced movement.

♥	7
🛡	0
✳	✹
🔥	-2
💧	+2
🌿	+1
🌊	-1
◈	+0
🌀	+0

Hydraulic Whip

1-4 | ✹ 2
→ 2

1

Sap Trap

Create one ✹ 2 trap in an unoccupied space within ↗ 1-3, closest to the nearest enemy.

2

Water Spout

0-5 | ♥ 3

3

Draining Tendrils

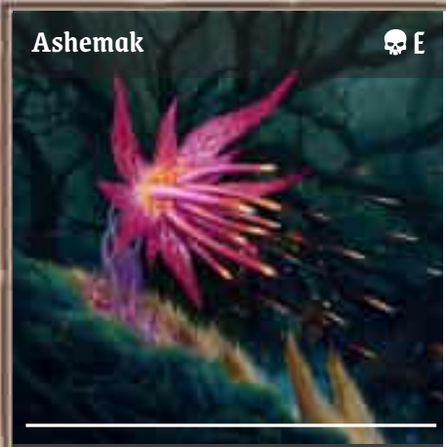
1-4 | ✹ 2

0 | ♥ 2

4

Ashemak

E



Immune to forced movement.

Before this unit is slain:

All units within ↗ 1 suffer ✹ 2.

♥	6
🛡	0
✳	✹
🔥	+2
💧	-2
🌿	+0
🌊	+0
◈	+0
🌀	+0

Burst Pod

2-4 | ✹ 2
→ 1

1

Backdraft

2-4 | ✹ 2
← 1

2

Absorb Nutrients

1-2 | ✹ 3

0 | ♥ 2

3

Throw Pod

2-4 | ✹ 2

4

Haunt

F

♥	3*R
🛡	0
✳	✹
🔥	+0
💧	+0
🌿	+0
🌊	+0
◈	+2
🌀	-2

Search and Sift

Logic: Wants to move towards the nearest Rover enemy.

4

One Rover within ↗ 1 must return one dice from their infusion pool to the general pool, if able to.

Logic: Retreat.

2

Gleaming Wisps

0-4 | ♥ 1

2

Logic: Retreat.

3

Surprise Delivery

4

1 | ✹ 1

Logic: Retreat.

3

Hide in Plain Sight

Logic: Retreat.

4

♥ | 0 | ♥ 1

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Stomaw — A

When this unit attacks, if at least one of its allies are adjacent to the target, it gains +1 ✸ to the attack.

❤ 7 | 🛡 0

✸	✸
🔥	-1
💧	+0
✦	+1
⚔	+0
◈	-1
✦	+1

Sanguine Lust (1)

4

1 | ✸ 2

Countless Teeth (2)

3

1 | ✸ 2

all

Terrible Claws (3)

3

1 | ✸ 2

If the target is damaged, gain +1 ✸.

Endless Appetite (4)

3

1 | ✸ 2

0 | ❤ 2

Broken Vessel — B

Before this unit is slain, it performs:

1 | ✸ 2

all units

❤ 5 | 🛡 0

✸	✸
🔥	+0
💧	+0
✦	+0
⚔	+0
◈	-2
✦	+1

Instinct (1)

4

1 | ✸ 2

1

Logic: Retreat.

2

Glean (2)

2

2-3 | ✸ 2

1

If the target has a ◐ dice in their personal or infusion pools, gain +1 ⇦.

Panic (3)

Logic: Wants to move towards the closest enemy.

4

Create one ✸ 2 trap in the space this occupies.

Logic: Retreat.

2

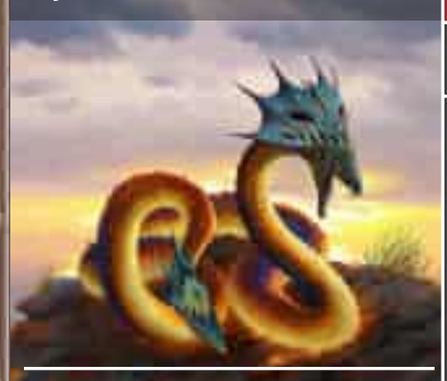
Dissociation (4)

3

1 | ✸ 2

If the target has a ◐ dice in their personal or infusion pools, gain +1 ✸.

Dyad — C



❤ 12 | 🛡 0

✸	✸
🔥	+0
💧	+1
✦	-1
⚔	+0
◈	+2
✦	-2

Constrict (1)

3

1 | ✸ 4

Captivating Gaze (2)

2

1 | 🛡

all enemies within ⊗

0 | ❤ 2

Twin Lashes (3)

3

1-2 | ✸ 3

2

Dizzying Spit (4)

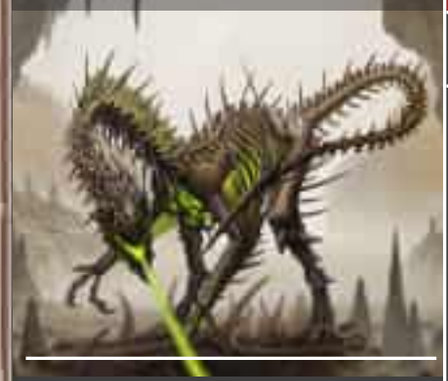
2

2-3 | ✸ 4

2025 Addax Games. All Rights Reserved. Used With Permission.

Scour

D



At the start of this unit's turn, it recovers ♥ X.

Where X equals the number of Morph nodes on the map.

♥ 12*R

🛡 1

-1 | +0 | +1 | +0 | -2 | +2

Bile Bomb

3

⚔ 2-3 | ✸ 2

all enemies within ⊕

1

Snap and Pop

4

⚔ 1 | ✸ 3

On advance:

2

⚔ 1 | ✸ 4

2

Acid Nova

4

⚔ 1-2 | ✸ 2

1

all

On advance:

✸ 3 | 🛡

all enemies at ↗ 2 or greater

3

The Last Bite

Logic: Wants to move toward the enemy with the greatest ♥.

5

Set the enemy with the greatest ♥ within ↗ 1 to 1 ♥.

Logic: Retreat.

3

4

Urn

E

♥ 3*R

🛡 2

+1 | +1 | +1 | +1 | +0 | +0

Absorb Mucus

♥+ ↗ 0 | ♥ R

1

Slime Trail

Logic: Retreat.

1

Create one ✸ 1 ❄ trap in each space exited.

2

Interior Renovations

Logic: Retreat.

2

♥+ ↗ 0 | ♥ 1

☘

3

Elemental Calcification

1

⚔ 1 | ✸ 1

The target must return one ◉ dice from their personal pool to the general pool, if able to. If they do, they then perform + ⬢.

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Dyad Hatchling

A

❤ 6

🛡 0

+0 | +0 | +0 | +0 | +2 | -2

Constrict

3

1 | 3

1

Captivating Gaze

2

1 | all enemies within

0 | 2

2

Twin Lashes

3

1-2 | 2

2

3

Dizzying Spit

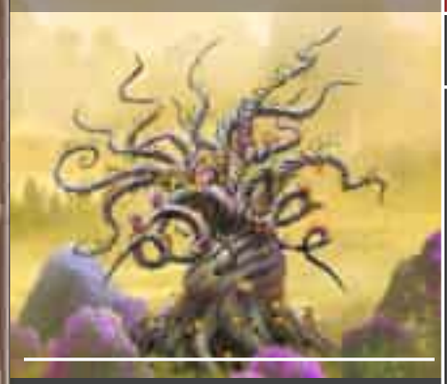
2

2-3 | 3

4

Azoth

B



Immune to forced movement and teleport.

❤ 5*R

🛡 2

-2 | +0 | +0 | +0 | +1 | +1

Tangle Vines

1-4 | 4

3

R-1

1

Curse Burs

1-2 | 4

If the Azoth did not attack, it performs:

0 | 3

2

Rejuvenating Zokolat

0-4 | 3

2

3

Razing Zokolat

2-5 | 3

R-1

4

Crown

C

This unit is immune to all damage while the Azoth is alive.

Gains +2 ✸ to all attacks when the Azoth is slain.

❤ 12*R

🛡 0

+0 | +0 | +0 | +0 | +2 | +0

Channeled Beam

5

3 | 1 | all enemies within

Logic: Retreat.

2

Bolts of Crux

1

2-4 | 2 | all enemies within

Logic: Retreat.

4

Transfixation

Logic: Retreat.

3

2-3 | 2 | 4

Logic: Retreat.

3

Scion of Power

3

3 | all enemies within

0 | 1

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Broken Vessel

A

Before this unit is slain, it performs:

1 | 2 | all units

5

0

+0 | +0 | +0 | +0 | -2 | +1

Instinct

4

1 | 2 | 1

Logic: Retreat.

2

1

Glean

2

2-3 | 2 | 1

If the target has a dice in their personal or infusion pools, gain +1 .

2

Panic

Logic: Wants to move towards the closest enemy.

4

Create one 2 trap in the space this occupies.

Logic: Retreat.

2

3

Dissociation

3

1 | 2

If the target has a dice in their personal or infusion pools, gain +1 .

4

Fell Cradle

B

When this unit is slain:

Spawn one Broken Vessel in the space this unit occupied.

14

0

+0 | +0 | +0 | +0 | -2 | +2

Make Contact

2

2 | 3 | 2 | all enemies within

1

Avoidant Attachment

4

1 | 4

2

Lash Out

3

2 | all enemies within

3

A Burden Shared

1

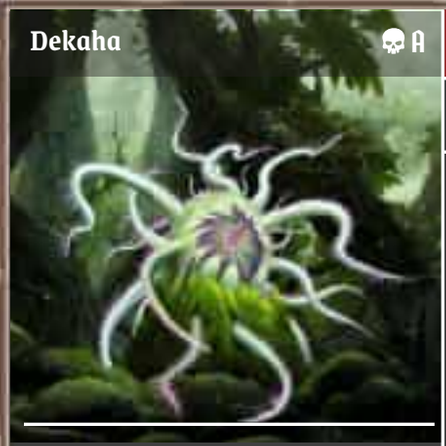
2-5 | 3

0 | 3

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Dekaha (A)

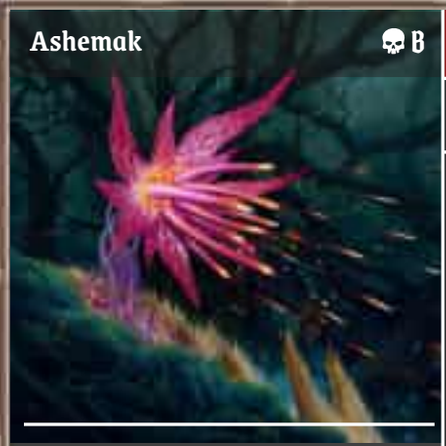


Immune to forced movement.

♥ 7	0					
		-2	+2	+1	-1	+0	+0

Hydraulic Whip	Sap Trap	Water Spout	Draining Tendrils
1-4 / 2 / 2	Create one 2 trap in an unoccupied space within 1-3, closest to the nearest enemy.	0-5 / 3	1-4 / 2 ; 0 / 2
1	2	3	4

Ashemak (B)



Immune to forced movement.

Before this unit is slain:

All units within 1 suffer 2.

♥ 6	0						
		+2	-2	+0	+0	+0	+0

Burst Pod	Backdraft	Absorb Nutrients	Throw Pod
2-4 / 2 / 1	2-4 / 2 / 1	1-2 / 3 ; 0 / 2	2-4 / 2
1	2	3	4

Grovetender (C)

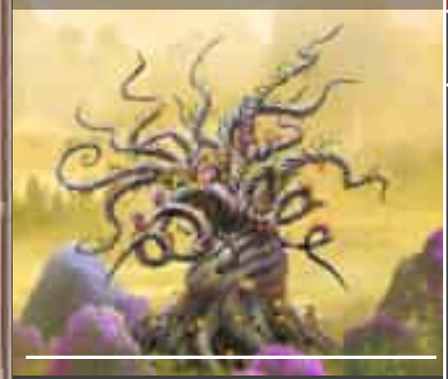
If a Rover slays this unit, that Rover + .

♥ 12	1						
		-1	+2	+1	+0	+0	+0

Verdant Cleave	Toxic Spores	Raging Pollen	Creeping Roots
4 ; 3 / all enemies within	2-4 / 2	0-4 / 3	4 ; 1 / 5
1	2	3	4

2025 Addax Games. All Rights Reserved. Used With Permission.

Hyperborea D



Immune to forced movement and teleport.

6*R

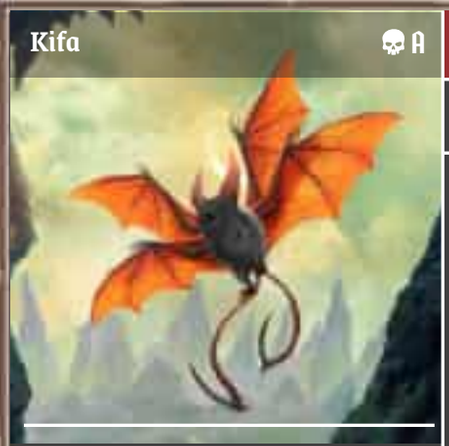
2

-2 | +0 | +0 | +0 | +1 | +1

Tangle Vines	Strangle Roots	Draining Zokolat	Razing Zokolat
1-5 · 2 · 3 · R	3 · all enemies occupying bramble, thick brush, or	1-5 · 2 · R	1-5 · 2 · R
1	2	3	4

2025 Addax Games. All Rights Reserved. Used With Permission.

Kifa



A

❤	6
🛡	0
✳	✹
🔥	-1
💧	-1
☠	+1
🌬	+1
◈	+0
✺	+0

Wingbeat Onslaught	Stone Fling	Hook and Drag	Sonic Screech
3	2	2	2
⚔ ↗1 ✹2	➶ ↗2 ✹3	⚔ ↗2 ✹2	⚔ ✹2 🛡
➡1		⇦1	all enemies within ✪
1	2	3	4

Briarwog

B

❤	8
🛡	0
✳	✹
🔥	-1
💧	+1
☠	-1
🌬	+0
◈	+0
✺	+1

Tongue Pluck	Leaping Tackle	Water Balloon	Venomous Splatter
2	3	2	2
⚔ ↗1-2 ✹2	⚔ ↗1 ✹2	⚔ ↗1-2 ✹1	➶ ↗2-3 ✹2
⇦1		➡2	One enemy adjacent to the attacked target suffers ✹1.
		all	
1	2	3	4

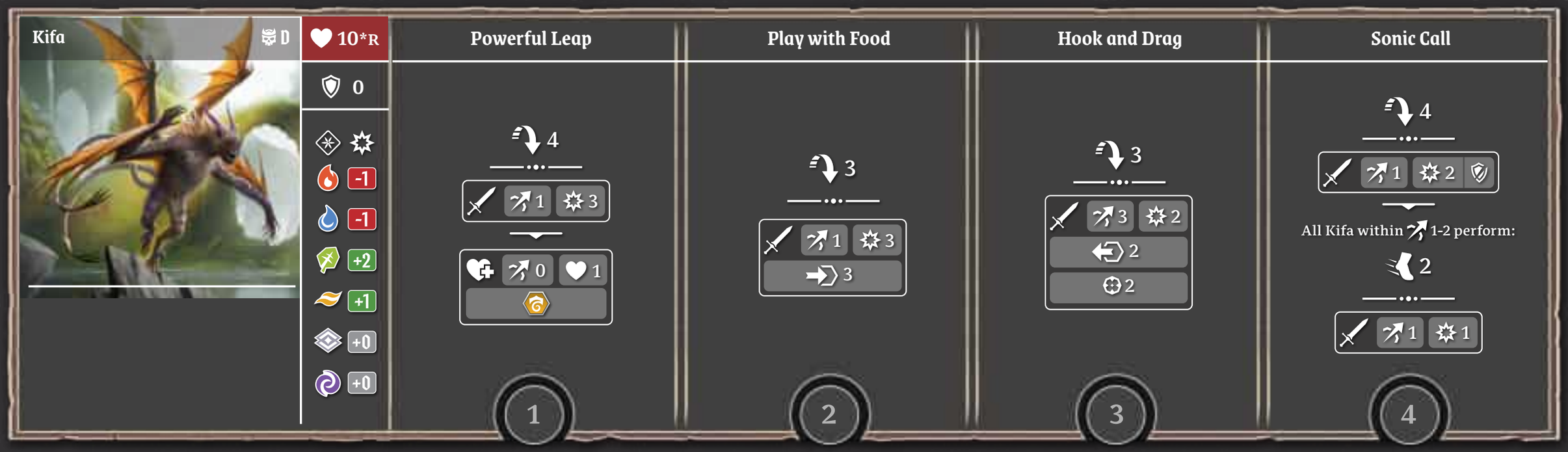
Dyad

C

❤	12
🛡	0
✳	✹
🔥	+0
💧	+1
☠	-1
🌬	+0
◈	+2
✺	-2

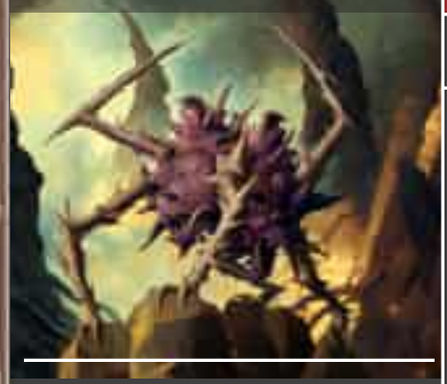
Constrict	Captivating Gaze	Twin Lashes	Dizzying Spit
3	2	3	2
⚔ ↗1 ✹4	⚔ ✹1 🛡	⚔ ↗1-2 ✹3	➶ ↗2-3 ✹4
❄	all enemies within ✪	✪2	✪
	♥+ ↗0 ♥2		
	✪		
1	2	3	4

2025 Addax Games. All Rights Reserved. Used With Permission.



2025 Addax Games. All Rights Reserved. Used With Permission.

Stomaw — A



When this unit attacks, if at least one of its allies are adjacent to the target, it gains +1 ✸ to the attack.

♥ 7 | 🛡 0

✸	✸
🔥	-1
💧	+0
🌿	+1
🌊	+0
◈	-1
✦	+1

Sanguine Lust
4
1 | ✸ 2

1

Countless Teeth
3
1 | ✸ 2
all

2

Terrible Claws
3
1 | ✸ 2

If the target is damaged, gain +1 ✸.

3

Endless Appetite
3
1 | ✸ 2

0 | ♥ 2

4

Broken Vessel — B

Before this unit is slain, it performs:
1 | ✸ 2
all units

♥ 5 | 🛡 0

✸	✸
🔥	+0
💧	+0
🌿	+0
🌊	+0
◈	-2
✦	+1

Instinct
4
1 | ✸ 2
1

Logic: Retreat.

2

1

Glean
2
2-3 | ✸ 2
1

If the target has a ◐ dice in their personal or infusion pools, gain +1 ⇦.

2

Panic
Logic: Wants to move towards the closest enemy.

4

Create one ✸ 2 trap in the space this occupies.

Logic: Retreat.

2

3

Dissociation
3
1 | ✸ 2

If the target has a ◐ dice in their personal or infusion pools, gain +1 ✸.

4

Zaghan Nahoot — C

♥ 10*R | 🛡 0

✸	✸
🔥	-1
💧	+0
🌿	+0
🌊	+1
◈	-1
✦	+2

Feral Claw
4
1 | ✸ 3
2

Logic: Retreat.

2

Frenzied Barrage
4
2
all enemies within ✸

Draining Strike
3
1 | ✸ 3

0 | ♥ 3

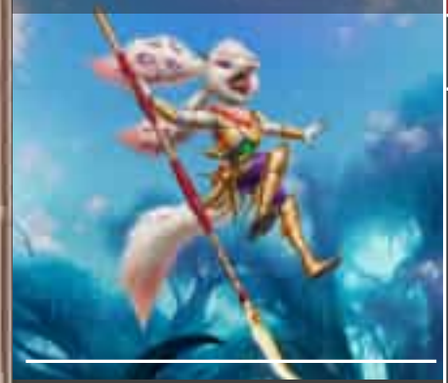
Visceral Frenzy
1 | ✸ 3
4
1 | ✸ 2

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Querist

A



After this unit suffers damage from any source and it is at 2 or less ♥:

They flee. Remove this unit from the map.

♥ 8

0

+0 | +0 | +0 | +1 | +1 | -2

Distracting Conjuration

2

2-4 | 2

1

1

Frenzied Barrage

4

1-2 | 1

1

Logic: Retreat.

2

2

Draining Strike

Create one ✸ 3 trap in an empty space within ↗ 1-3, closest to the nearest enemy.

Logic: Retreat.

2

3

Visceral Frenzy

3

2 | 3

Logic: Retreat.

1

4

Haunt

B

When this unit enters into a space with a hoard tile:

Remove that hoard tile and this unit from the map.

♥ 3*R

0

+0 | +0 | +0 | +0 | +2 | -2

Search and Sift

Logic: Wants to move towards the nearest Rover enemy.

4

One Rover within ↗ 1 must return one dice from their infusion pool to the general pool, if able to.

Logic: Wants to move toward the nearest hoard tile.

2

1

Gleaming Wisps

0-4 | ♥ 1

2

Logic: Wants to move toward the nearest hoard tile.

3

2

Surprise Delivery

4

1 | 1

Logic: Wants to move toward the nearest hoard tile.

3

3

Hide in Plain Sight

Logic: Retreat.

4

♥ | 0 | 1

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Stomaw

A

When this unit attacks, if at least one of its allies are adjacent to the target, it gains +1 ✸ to the attack.

♥ 7

0

✸	✸
🔥	-1
💧	+0
🌿	+1
🌊	+0
◈	-1
✦	+1

Sanguine Lust

4

1 ✸ 2

1

Countless Teeth

3

1 ✸ 2

all

2

Terrible Claws

3

1 ✸ 2

If the target is damaged, gain +1 ✸.

3

Endless Appetite

3

1 ✸ 2

0 ♥ 2

4

Fell Cradle

B

When this unit is slain:

Spawn one Broken Vessel in the space this unit occupied.

♥ 14

0

✸	✸
🔥	+0
💧	+0
🌿	+0
🌊	+0
◈	-2
✦	+2

Make Contact

2

2 ✸ 3

2

all enemies within ✪

1

Avoidant Attachment

4

1 ✸ 4

2

Lash Out

3

✸ 2

all enemies within ✪

3

A Burden Shared

1

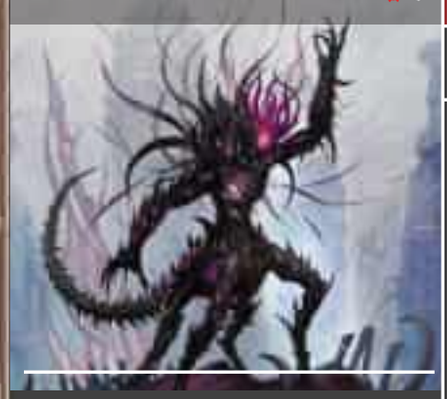
2-5 ✸ 3

0 ♥ 3

4

Bazhar Caller

C



♥ 12*R

0

✸	✸
🔥	+0
💧	+0
🌿	+0
🌊	+0
◈	-2
✦	+2

Shadow Orb

3

2-3 ✸ 2

all enemies within ✪

1

Broken Volly

The furthest Broken Vessel and Bazhar perform:

3

2-3 ✸ 2

2

Fell Wail

The furthest Fell Cradle and Bazhar perform:

2

2 ✸ 1

all

3

Dark Wave

1-2 ✸ 1

1

all

On advance:

✸ 3

all enemies at exactly 2, 4, and 6

4

2025 Addax Games. All Rights Reserved. Used With Permission.

Bazhar Charger — C

Can enter into spaces occupied by enemies. If this unit does, that enemy suffers 1 damage and is pushed 1 away.

15*R | 0 | +0 | +0 | +0 | +0 | -2 | +2

Brutal Assault (1)

Logic: Moves the full distance in a straight line through the closest enemy.

4

3 — the first enemy moved through

Fell Lance (2)

1-4 | 2 | 2

Logic: Moves the full distance in a straight line through the closest enemy.

4

Rapid Retort (3)

Logic: Moves the full distance in a straight line through the closest enemy.

5

2-3 | 2 | R

Dark Charge (4)

Logic: Wants to line up the most enemies possible for the following action.

4

Logic: Moves the full distance in a straight line through the closest enemy.

6

Enemies suffer double damage caused by this action.

Bazhar Absolute — C

Immune to forced movement and teleport.

18*R | 0 | +0 | +0 | +0 | +0 | -2 | +2

Devastation (1)

Spawn R-1 broken vessels in empty spaces at 2 of this unit.

On advance:

3 — all enemies within

Denial (2)

Spawn R-1 broken vessels in empty spaces at 2 of this unit.

On advance:

3 — all enemies within

Unblinking (3)

On advance:

6 — the enemy with the fewest

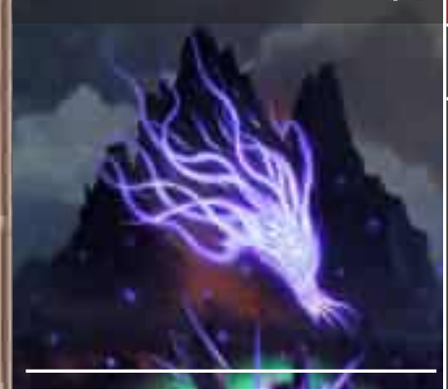
Seeking (4)

Spawn R-1 broken vessels in empty spaces at 2 of this unit.

On advance:

3 — all enemies at exactly 2, 4, and 6

Broken Vessel — D



Before this unit is slain, it performs:

1 | 2 | all units

5 | 0 | +0 | +0 | +0 | +0 | -2 | +1

Instinct (1)

4

1 | 2 | 1

Logic: Retreat.

2

Glean (2)

2

2-3 | 2 | 1

If the target has a dice in their personal or infusion pools, gain +1 .

Panic (3)

Logic: Wants to move towards the closest enemy.

4

Create one 2 trap in the space this occupies.

Logic: Retreat.

2

Dissociation (4)

3

1 | 2

If the target has a dice in their personal or infusion pools, gain +1 .

2025 Addax Games. All Rights Reserved. Used With Permission.