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| <p>1 Name: ARCHITECTUS Vitality: 5</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in any hex in a straight line → Attack: 0 +1 per catapult tower under control <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any adjacent unoccupied hex → Place obstacle token 3) Allied castle if it has suffered any damage → Decrease 1 damage point | <p>2 Name: ARMUS Vitality: 3</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in an adjacent hex → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any enemy in an adjacent hex → Move the target into an adjacent unoccupied hex in a straight line away from Armus, then move Armus into the target's previous hex. If the target cannot move it gets stunned. 3) Armus and all allies → Defense increase | <p>3 Name: AQUUS Vitality: 3</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in an adjacent hex → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any enemy or ally with at least 1 positive effect → Copy the most recent positive effect gained by the target to Aquus 3) Any adjacent unoccupied water hex → Move Aquus into the targeted hex. Then he gains attack increase |
| <p>4 Name: BALLISTARIUS Vitality: 2</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in any hex in a straight line from Ballistarius → Attack: 0 +1 per unoccupied hex between <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Ballistarius → Attack increase 3) Any enemy in any hex in a straight line from Ballistarius → Move the target one unoccupied hex away from Ballistarius | <p>5 Name: ARBORUS Vitality: 2</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target all enemies in forest hexes → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any enemy or ally in a hex adjacent to an unoccupied forest hex → Move the target into an adjacent unoccupied forest hex 3) Arborus or any ally → Defense increase | <p>6 Name: FIDEA Vitality: 2</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in any hex in a straight line (if the target's current vitality is greater than Fidea's) → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Fidea or any ally → Target has at least 1 dmg, it restores 1 dmg. Otherwise it gains swiftness 3) Fidea or any ally → Flying |
| <p>7 Name: CABALLUS Vitality: 4</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target all slowed enemies → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any character in an adjacent hex → Move Caballus in a straight line away into an adjacent unoccupied hex. The target moves in Caballus previous hex. 3) All enemies in adjacent hexes → Slowness | <p>8 Name: CARNIFEX Vitality: 4</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target any enemy in an adjacent hex → Attack: 0 +1 per enemy with at least one negative effect within 2 hexes from Carnifex <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any enemy in a straight line → Control decrease 3) Any enemy in a straight line → Move it in a straight line towards Carnifex and replace all positive effects with negatives | <p>9 Name: CERBERUS Vitality: 3</p> <p>Core Ability:</p> <ol style="list-style-type: none"> 1) Target all enemies in adjacent hexes → Attack: 1 <p>Support Abilities:</p> <ol style="list-style-type: none"> 2) Any adjacent unoccupied hex → Maneuver (only if any enemy has at least 1 dmg) 3) All enemies in adjacent hexes → Attack decrease |

10 Name: CORNIBUS**Vitality: 2****Core Ability:**

- 1) Target **all** enemies in any hexes in a straight line
→ Attack: 1

Support Abilities:

- 2) Cornibus
→ Control increase
- 3) Any unoccupied hex in any catapult tower`s control area under allied control
→ Move Cornibus into the targeted hex

11 Name: FRIGUS**Vitality: 2****Core Ability:**

- 1) Target any enemy with at least 1 negative effect
→ Attack: 1

Support Abilities:

- 2) Any enemy
→ Attack decrease
- 3) Any enemy
→ Slowness

12 Name: GOETIUM**Vitality: 2****Core Ability:**

- 1) Target any enemy that does not have Goetium or one of his allies in adjacent hexes
→ Attack: 1

Support Abilities:

- 2) Goetium or any ally, if the target has at least 1 dmg
→ Any allied character suffers 1 dmg, and the target restores 1 dmg
- 3) Any ally with at least 1 dmg
→ Move the target adjacent to Goetium

13 Name: CATAPULTUS**Vitality: 3****Core Ability:**

- 1) Target any medium or big enemy in a straight line
→ Attack: 1 (medium), 2 (big)

Support Abilities:

- 2) Any enemy in a straight line
→ Stun
- 3) Catapultus
→ Control increase

14 Name: FERRARIUS**Vitality: 4****Core Ability:**

- 1) Target any enemy in an adjacent hex (except water)
→ Attack: 1

Support Abilities:

- 2) Any enemy in an adjacent hex
→ Move the target into an adjacent unoccupied hex that is also adjacent to Ferrarius
- 3) Any enemy in a straight line
→ Stun

15 Name: IRATUS**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 1 (2 if there are at least 2 enemies in adjacent hexes to Iratus)

Support Abilities:

- 2) Iratus and **all** allies
→ Resistance
- 3) Iratus
→ Attack increase

16 Name: MORTUM**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0+1 per enemy with at least 1 dmg within 2 hexes from Mortum

Support Abilities:

- 2) Mortum or any ally in an adjacent hex
→ Vampirism
- 3) Any adjacent unoccupied hex
→ Move Mortum into the targeted hex

17 Name: IGNIFER**Vitality: 2****Core Ability:**

- 1) Target any enemy in an adjacent hex to your allied character (if this allied character has at least 1 positive effect)
→ Attack: 1

Support Abilities:

- 2) Any melee ally
→ Attack increase
- 3) Ignifer or any ally in an adjacent hex
→ Swiftiness

18 Name: ILLESEBRA**Vitality: 2****Core Ability:**

- 1) Target **all** stunned enemies
→ Attack: 1

Support Abilities:

- 2) Any ally
→ Swap the position of Illesebra and the target
- 3) Any enemy in any hex in a straight line
→ Stun

19 Name: MALLEUS**Vitality: 4****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 1

Support Abilities:

- 2) **All** enemies in any hexes in a straight line
→ Stun
- 3) Malleus or any ally in an adjacent hex (if the target is in a catapult tower hex)
→ Control increase

20 Name: SAXUM**Vitality: 5****Core Ability:**

- 1) Target **all** enemies in adjacent hexes
→ Attack: 0+1 per Defense point on Saxum

Support Abilities:

- 2) Saxum
→ Defense increase
- 3) **All** enemies in adjacent hexes
→ Stun

21 Name: REDUX**Vitality: 3****Core Ability:**

- 1) Target **all** enemies in a circle 1 hex away from Redux
→ Attack: 1

Support Abilities:

- 2) Redux
→ Defense increase
- 3) Any character 1 unoccupied hex away in a straight line
→ Move Redux into an adjacent unoccupied hex towards the target. Then Redux gains Resistance

22 Name: TEMPUS**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0+1 for each of the targets support abilities on cooldown

Support Abilities:

- 2) Any ally with at least 1 support ability on cooldown
→ Decrease the remaining cooldown for each targets support ability by 1
- 3) Tempus or any ally in an adjacent hex
→ Swiftess

23 Name: LIGNUM**Vitality: 2****Core Ability:**

- 1) Target any enemy
→ Attack: 0+1 per target`s ally in adjacent hexes to the target

Support Abilities:

- 2) Any enemy 1 unoccupied hex away in a straight line from any character
→ Move the enemy into an adjacent hex towards the chosen character
- 3) Any enemy
→ Attack decrease

24 Name: MANUS**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0+1 per Manus`s ally in adjacent hexes to Manus

Support Abilities:

- 2) Any character 1 unoccupied hex in a straight line away
→ Move the target into an adjacent hex towards Manus
- 3) Manus and **all** allies in adjacent hexes
→ Defense increase

25 Name: VINCTUM**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0+1 per 1 dmg on Vincum

Support Abilities:

- 2) Any character in an adjacent hex
→ Move the target into an adjacent hex in a straight line away from Vincum
- 3) Any enemy in an adjacent hex
→ Stun

26 Name: MECHANICUS**Vitality: 3****Core Ability:**

- 1) Target any enemy in a hex in a straight line (except for adjacent hexes)
→ Attack: 1

Support Abilities:

- 2) Mechanicus
→ Swiftess
- 3) **All** enemies in catapult towers control areas under enemy control
→ Control decrease

27 Name: TOXICUM**Vitality: 3****Core Ability:**

- 1) Target **all** poisoned enemies
→ Attack: 0+1 per poison effect on the target

Support Abilities:

- 2) **All** enemies with at least 1 dmg
→ Poison
- 3) Any enemy in any hex in a straight line
→ Move the target into an adjacent water hex, then the target gets poison

28 Name: ERESIDA**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 1 (2 if the target is stunned)

Support Abilities:

- 2) Any unoccupied hex in a straight line (except for castle hexes, or hexes with obstacle)
→ Web
- 3) Any enemy in any hex in a straight line
→ Move the target into an adjacent unoccupied hex in a straight line towards Eresida

29 Name: MESSUM**Vitality: 2****Core Ability:**

- 1) Target any enemy that has none of their allies in adjacent hexes
→ Attack: 1

Support Abilities:

- 2) Any enemy
→ Defense decrease
- 3) Any enemy
→ Move the target into any unoccupied adjacent hex

30 Name: LIBRORUM**Vitality: 2****Core Ability:**

- 1) Target any enemy in a hex of a terrain type that differs from the type of Librorum's current hex
→ Attack: 1

Support Abilities:

- 2) Any character in any catapults tower's control area
→ Move the target into an adjacent hex in the same area
- 3) **All** enemies
→ Silence

31 Name: BREWUS**Vitality: 4****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 1 (2 if the sum of remaining cooldowns of the targets support abilities is 8+)

Support Abilities:

- 2) **All** enemies in adjacent hexes (if the target has at least 1 support ability on cooldown)
→ Increase the cooldowns by 1
- 3) Any enemy in any hex in a straight line
→ Stun

32 Name: SATURN**Vitality: 5****Core Ability:**

- 1) Target **all** enemies in adjacent hexes, if their combined current vitality is equal to or greater than Saturn's

Support Abilities:

- 2) **All** enemies within a number of hexes equal to Saturn's dmg
→ Stun
- 3) Any ally with at least 1 dmg
→ Saturn suffers 1 dmg, then the target restores 1 dmg

33 Name: TENEBRIS**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0 (1 if there are 2-4 unoccupied hexes adjacent to the target, 2 if there are 5 hexes)

Support Abilities:

- 2) Any unoccupied hex adjacent to any enemy with at least 1 dmg
→ Move Tenebris into the targeted hex
- 3) Any enemy in an adjacent hex
→ Move him 1 hex vertically in direction of it's castle

34 Name: EQUITA**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 1 (2 if Equita is swiftened, 0 if she is slowed)

Support Abilities:

- 2) Equita
→ Swiftiness
- 3) Any enemy in an adjacent hex
→ Poison

35 Name: MAGNUS**Vitality: 3****Core Ability:**

- 1) Target any enemy in an adjacent hex
→ Attack: 0+1 per 2 available support abilities of all enemies

Support Abilities:

- 2) Any enemy or ally in a hex adjacent to an unoccupied mountain hex
→ Move the target into an adjacent mountain hex
- 3) **All** enemies in adjacent hexes (within 2 hexes if Magnus has 1 dmg, 3 hexes if 2 dmg)
→ Silence

36 Name: CLAMORIS**Vitality: 2****Core Ability:**

- 1) Target any enemy with at least 1 dmg in any hex in a straight line
→ Attack: 1

Support Abilities:

- 2) Glamoris and **all** allies in adjacent hexes
→ Swiftiness
- 3) Any enemy
→ Silence