

ANUBIS

Scaling, Range, Execute

AN

41

6

"Guide to Death"

Execute an enemy ($\text{dist} \leq 2$) with $\text{HP} \leq X+8$. Gain 2 [Power].

2

pts

T

cd

"Weighing of Hearts"

All enemies ($\text{dist} \leq 2$) lose $2+X$ HP.
Self and all allies ($\text{dist} \leq 2$) gain $2+X$ HP. Gain 1 [Power] per enemy affected.

4

pts

R

cd

"Embalmer's Might"

After attacking, gain 1 [Power]: "Spells gain extra strength per stack, represented by X."

Passive

Origin: Ancient Egyptian Religion

BANSHEE

Range, Cripple, AoE

BN

44

7

"Burden of Life"

An enemy (dist ≤ 2) gains [Inc. Attack Dmg +50%, R] and 2 [ATK \downarrow , T].

5
pts

R
cd

"Shriek"

All enemies (dist = 2) lose 4 HP and gain 1 [ATK \downarrow , R].

4
pts

All enemies (dist = 1) lose 8 HP and gain 2 [ATK \downarrow , R].

R
cd

"Herald of Death"

When any creature (dist ≤ 2) dies, all creatures (dist ≤ 2 to BN) gain 3 [ATK \uparrow , T] if self or an ally and 3 [ATK \downarrow , T] if an enemy.

Passive

Origin: Irish Folklore

BASILISK

Cripple, Range, Execute

BS

43

7

"Lethal Gaze"

Execute an enemy (dist ≤ 2) with 7+ [Venom] and gain 12 HP.

2
pts

T
cd

"Virulence"

All enemies (dist ≤ 2) gain 2 [ATK \downarrow , T] and 2 [Venom].

3
pts

R
cd

"Concentrated Venom"

Attacks inflict 1 [Venom]: "When using an action, gain 1 extra [Venom]. When the round ends, lose 1 HP per stack, then remove 4 stacks. *Max 9 stacks.*"

Passive

Origin: European Bestiaries & Legends

BOOGEYMAN

Damage, Move, Cripple

BG

40

8

"Nightmare"

An enemy (dist ≤ 2) gains [Nightmare, T]: "When BG's turn starts, its owner may place BG on a tile (dist = 1 to enemy)."

2
pts
T
cd

"Terrorize"

Attack an enemy (dist = 1), inflicting [No Move, T].

3
pts
T
cd

"The Fear That Follows"

After using a spell, its target gains 2 [Delay DEF \downarrow , T].

Passive

Origin: Found in Many Cultures

CENTAUR

Move, Damage

CN

42

8

"On Your Marks..."

Gain 1 [One-Time Move Cost ↓, R] and
2 [One-Time ATK ↑].

2
pts

T
cd

"Galloping Strike"

Move one tile* (dist = 1), then attack
an enemy (dist = 1).

3*
pts

*Reminder: 'Galloping Strike' counts as
a spell, movement, and attack action.*

T
cd

"Graceful Movement"

After attacking, gain 1 [One-Time
Move Cost ↓, T].

Passive

Origin: Greek Mythology

CYCLOPS

Cripple, Modify

CY

45

7

"Me Smash"

Attack an enemy (dist = 1) and inflict 1 [Action Cost ↑, R].

5
pts

T
cd

"Big Rock"

An unoccupied tile* (dist ≤ 2) and not a *Control Center* becomes a [Rock, R]:
"Allies gain +1 ATK/DEF on this tile.
Enemies may not occupy this tile."

3*
pts

R
cd

"Very Tall"

+1 ATK/DEF while on a *Coin, Mountain*, or [Rock]. *This effect does not stack if the tile has multiple types.*

Passive

Origin: Greek Mythology

DRYAD

Damage, Block, Heal



"Double Strike"

Attack an enemy (dist = 1) twice.	3
	pts
	T
	cd

"Take Roots"

Gain 3 HP and 1 [One-Time Inc. Attack Dmg -50%, T].	3
	pts
	T
	cd

"One With the Forest"

After using a spell, switch Form. Start in [Human Form]: +2 ATK. [Tree Form]: +2 DEF.	Passive
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Origin: Greek Mythology

DWARF

Modify, Support, Move



"Terraform"

All tiles ($\text{dist} \leq 2$), not <i>Control Centers</i> , become [Terraformed, T]: "If a <i>Coin</i> , <i>Mountain</i> , or <i>Recovery Zone</i> , treat as if a basic gray tile for all purposes."	3
	pts
	R
	cd

"Tunnel"

Two tiles ($\text{dist} \leq 2$ to DW), not <i>Control Centers</i> , become [Tunnels, R]: "Treat as if connected by a <i>Bridge</i> . +1 ATK/DEF for self and allies, -1 ATK/DEF for enemies."	4
	pts
	R
	cd

"Technical Expertise"

Self and all allies gain +1 point from <i>Coins</i> and +1 HP from <i>Recovery Zones</i> .	Passive
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Origin: Germanic Folklore

GHOST

Block, Damage, Move



"Vanish"

Lose 2 HP and gain [One-Time Immune, T]: "All enemy actions have no effect. After being attacked (<i>which does nothing</i>), remove this status."	2
	pts
	T
	cd

"Phasing"

Place GH on any tile (dist = 1), even if it is occupied. Repeat this action as many times as you want until the tile is unoccupied, but never the same tile twice. Enemies moved through lose 5 HP. Afterwards, trigger "Incorporeal".	5
	pts
	R
	cd

"Incorporeal"

When the round starts, when summoned, or when triggered, gain 1 [One-Time Inc. Attack Dmg -50%, R].	Passive
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Origin: Found in Many Cultures

GHOUL

Damage, Range, Unique

GL

41

7

"Desecrate"

Lose 6 HP and an enemy (dist ≤ 2) loses 9 HP.

2
pts

T
cd

"Burial Ground"

Spend X points on this spell.
All enemies (dist = 1) lose 2X HP and also gain [No Move, T] if $X \geq 3$.

X
pts

R
cd

"Beyond the Grave"

Upon reaching 0 HP, remain on the board.
Remove all statuses and gain [Individual Pt Limit \uparrow , T], [Immune to Enemy Actions, T], and [No Status Gain, T]. Die when your turn ends.

Passive

Origin: Pre-Islamic Arabic Folklore

GOBLIN

Move, Unique

GB

34

7

"Mimic"

Perform the spell of an enemy
(dist ≤ 2) with cost X as if it were your
own. *Once per spell per round. Unique
interactions with certain spells.*

X
pts

T
cd

"Shapeshift"

(3 pts) Switch places with an ally
(dist ≤ 2).

3,5
pts

(5 pts) Switch places with an enemy
(dist ≤ 2) and inflict [No Spell, T].

R
cd

"Spellslinger"

After using a spell, gain 2 [One-Time
ATK \uparrow] or 2 [One-Time DEF \uparrow].

Passive

Origin: General European Folklore

HYDRA

AoE, Cripple, Heal



"Regenerate"

Spend X points on this spell. Recover 2X HP.	X
	pts
	T cd

"Toxic Breath"

All enemies (dist = 1) gain [No Move, T] and 2 [Decay]: "When your turn ends, lose 1 HP per stack".	3
	pts
	R cd

"The More the Merrier"

Attacks target all enemies (dist = 1) and inflict 1 [ATK ↓, T].	Passive
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Origin: Greek Mythology

HARPY

Cripple, AoE, Damage



"Cripple"

A spell of your choosing of an enemy (dist = 1) gains [No Use, T].	1
	pt
	T
	cd

"Famine"

All enemies (dist = 1) gain [Max 1 Action per Turn, T].	2
	pts
	T
	cd

"Storm Winds"

After using a spell, all enemies (dist = 1) lose 2 HP.	Passive
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Origin: Greek Mythology

IFRIT

Scaling, AoE, Modify



"Scorch"

An enemy (dist \leq 2) gains 1 [Burn]: "When your turn ends, lose 1 HP per stack."	2
	pts
	T
	cd

"Wildfire"

Two tiles (dist = 1 to each other, 1 or 2 dist = 1 to IF) become [Flames, R: "Enemies on this tile gain 1 [Burn] when using an action. Enemies on this tile or (dist = 1 to any Flame) gain 1 [Burn] when their turn ends."	5
	pts
	R
	cd

"Death Inferno"

When an enemy (dist \leq 3) dies, all enemies (dist = 1/2/3 to enemy) lose 3X/2X/X HP, where X is the stacks of [Burn] the enemy had.	Passive
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Origin: Islamic Folklore

LEPRECHAUN

Support

LP

44

7

"Prosperity"

Self or an ally (dist ≤ 2) gains 1
[One-Time Spell Cost \downarrow , R].

2
pts

T
cd

"Inherit Wealth"

Spend 2-5 points on this spell. Gain
X-1 [Delay Total Pts \uparrow , T].

X
pts

R
cd

"A Streak of Luck"

When your final turn of the round
starts, self and all allies (dist = 1) gain
1 [Individual Pt Limit \uparrow , T].

Passive

Origin: Irish Folklore

MEDUSA

Damage, Cripple

MD

38

7

"Envenom"

Gain [One-Time Attack Dmg +50%, R].

2

pts

T

cd

"Petrify"

An enemy (dist = 1) gains
[No Action, T].

3

pts

R

cd

"Empower"

When your turn ends, gain [Empower]:
"Remove when taking 3+ non-status
damage at once. When your turn
starts, gain 3 [ATK ↑, T]."

Passive

Origin: Greek Mythology

MINOTAUR

Damage, Heal

MN

36

8

"Frenzied Strike"

Lose 10 HP and attack an enemy (dist = 1). The attack still occurs if you drop to ≤ 0 HP. (*Death does not occur until an action fully completes.*)

1

pt

T

cd

"Ravenous Hunger"

Gain 2 [ATK ↑] plus 1 [ATK ↑] per enemy (dist = 1). Lose HP equal to the amount of [ATK ↑] ganed.

3

pts

T

cd

"Taste for Flesh"

When attacking, recover HP = 50% damage dealt (round up), but your spells cost HP.

Passive

Origin: Greek Mythology

ONI

Modify, Support, Scaling

ON

42

6

"Stormcaller"

A tile ($\text{dist} \leq 1$) gains 1 [Storm]: "Self and allies: +1 ATK per stack. Enemies: When your turn starts, lose 2 HP per stack. *Control Centers* are immune."

5
pts

T
cd

"Electrical Discharge"

Spend X points on this spell. Choose X *Storms* ($\text{dist} \leq 2$) (no duplicates) to *discharge* :
For each creature ($\text{dist} \leq 1$) -
ON and allies gain 2 [One-Time ATK ↑].
Enemies gain 2 [One-Time ATK ↓].

X
pts

T
cd

"Galvanic Death"

When any creature ($\text{dist} \leq 2$) dies, its tile gains 1 [Storm], then each stack of *Storm* on that tile *discharges*.

Passive

Origin: Japanese Folklore

PEGASUS

Support, Block, Unique



"Ride to Battle"

Place PG and his <i>Rider</i> , if there is one, on a new tile (dist = 1).	3 pts
	R cd

"Divine Protection"

Gain [Divine, R]: "Damage dealt from enemy actions to all allies (dist = 1) is reduced by 50% (round down), and PG is dealt the amount of avoided damage."	4 pts
	R cd

"A Worthy Steed"

An ally may <i>Ride</i> PG by being moving or being placed on top of PG. If so, you both gain +1 ATK and +1 DEF, but PG cannot perform non-spell actions. <i>For the sake of effects, you are considered to be dist = 1 to your Rider.</i>	Passive
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Origin: Greek Mythology

PHOENIX

Damage, AoE, Unique



"Immolate"

Lose 2 HP. Gain 4 [Retaliate, T]: "When attacked, the attacker loses 1 HP per stack."	1
	pt
	T
	cd

"Combust"

All enemies (dist = 1) lose 18 HP. If [Exhausted], lose 8 HP. Otherwise, gain 1 [Exhaust].	5
	pts
	R
	cd

"Rebirth"

While not [Exhausted]: Upon reaching 0 HP, gain 2 [Exhaust] and remove from the board, but do not 'die' for the sake of effects. You may resummon without counting towards your summon limit. If you would have 5+ [Exhaust], gain [Exhausted].	Passive
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Origin: Greek Mythology

RAIJU

Cripple, Damage

RJ

45

7

"Shock"

An enemy (dist = 1) loses 5 HP and gains 1 [Action Cost ↑, T]. This spell also costs 1 [Static].

2
pts
no
cd

"Ball Lightning"

An enemy (dist ≤ 2) gains 1 [Action Cost ↑, T]. Gain 1 [Static, R], plus 1 extra [Static, R] per enemy (dist = 1 to the target).

3
pts
R
cd

"Static Charge"

After attacking, gain 1 [Static, R]:
"When attacked, the attacker loses 1 HP per stack."

Passive

Origin: Japanese Folklore

SIREN

Cripple, AoE, Move



"Taunt"

An enemy (dist = 1) gains [Taunt, T]: "If (dist = 1) to SR when your turn starts, you must attack SR during your turn, if possible."	2
	pts
	T cd

"Siren's Call"

You may place each enemy (dist ≤ 2) on a new tile (dist = 1 to enemy and SR).	5
	pts
	R cd

"Dangerous Temptation"

After using a spell with X cost, gain X [Retaliate, T]: "When attacked, the attacker loses 1 HP per stack."	Passive
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Origin: Greek Mythology

SPHINX

Cripple, AoE

SP

45

7

"Confuse"

An enemy (dist = 1) loses 3 HP and gains 1 [Spell Cost ↑, R].

2
pts

T
cd

"Riddle"

All enemies (dist = 1) lose 3 HP and gain 1 [ATK Cost ↑, R].

3
pts

R
cd

"Temple Guard"

While on a *Coin* or *Control Center*, gain +1 DEF.

Passive

Origin: Greek Mythology

SUCCUBUS

Damage, Support, Unique

SC

42

7

"Frenzy"

Self or a creature (dist ≤ 2) gains 2 [ATK \uparrow , T] and [Frenzy, T]: "After attacking, lose 2 HP."

1
pts

T
cd

"Seduce"

An enemy (dist = 1) gains [Delay Seduce, T]:

"This creature is treated as your own for all purposes (including start of turn effects) except it does not count towards your creature limit and cannot capture *Control Centers*."

3
pts

R
cd

"The Pleasure of Pain"

When self or an ally (dist = 1) takes non-status damage, gain 2 [One-Time ATK \uparrow]. *Once per action*.

Passive

Origin: Religious Folklore

SYLPH

Move, Support



"Tailwind"

Self or an ally (dist = 1) gains 1 [One-Time Move Cost ↓, T].	2 pts
	T cd

"Gust"

Place an enemy (dist = 1) on a new tile (dist = 1 to their current tile and dist = 2 to Sylph).	3 pts
	T cd

"Swiftiness"

Moving to a <i>Coin</i> or <i>Mountain</i> costs -1 point.	Passive
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Origin: 16th Century Alchemy

UNICORN

Block, Support, Modify



"Purity"

Self or any creature (dist = 1) gains [No Status Gain, T].	1 pts
	T cd

"Holy Ground"

Three tiles (dist = 1 to each other, ≤ 2 to UN) become [Holy Ground, R]: "Self and all allies occupying this tile cannot lose more than 9 HP per turn while on one of these tiles. Does not apply to executes."	5 pts
	R cd

"Healing Power"

If (dist = 1) to a <i>Recovery Zone</i> , recover 2 HP when your turn starts. If on a <i>Recovery Zone</i> , all allies (dist = 1) recover 2 HP when your turn starts.	Passive
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Origin: European Literature

VAMPIRE

Damage, Move, Heal



"Feed"

Attack an enemy (dist = 1) and recover HP = 100% damage dealt.	4
	pts
	T
	cd

"Bat's Escape"

Place VM on any tile (dist ≤ 2). Gain [No Capture, T], [No Action, T] and 4 [One-Time ATK ↑].	3
	pts
	R
	cd

"Bloodlust"

When your turn starts or when summoned gain 2 [One-Time ATK ↑].	Passive
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Origin: European Folklore

WEREWOLF

Damage, Heal, Unique



"Ravage"

Attack an enemy (dist = 1), inflicting 2 [DEF ↓, T]. If [Transformed], recover HP = 50% damage dealt (round up), inflicting 2 [DEF ↓] instead.	3
	pts
	no
	cd

"Full Moon: Transform"

<i>Gain [No Status Gain, T] and [Delay Transformed, T]:</i> "When your turn starts, gain 3 [ATK ↑, T], 1 [One-Time Move Cost ↓, T], 1 [Individual Pt Limit ↑, T]. +1 ATK per creature (dist = 1) when attacking."	3
	pts
	R
	cd

"Thrill of the Hunt"

+1 ATK per creature (dist = 1), increased to +2 if [Transformed].	Passive
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Origin: European Folklore