ANUBIS
Scaling, Range, Execute

AN

41   6

"Guide to Death"

| Execute an enemy (dist ≤ 2) with HP ≤ X+8. Gain 2 [Power]. | 2 pts |
| | T cd |

"Weighing of Hearts"

| All enemies (dist ≤ 2) lose 2+X HP. Self and all allies (dist ≤ 2) gain 2+X HP. Gain 1 [Power] per enemy affected. | 4 pts |
| | R cd |

"Embalmer's Might"

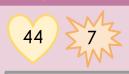| After attacking, gain 1 [Power]: "Spells gain extra strength per stack, represented by X." | Passive |

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 ↓, T].	5 pts
	R cd

"Shriek"

All enemies (dist = 2) lose 4 HP and gain 1 [ATK ↓, R].	4 pts
All enemies (dist = 1) lose 8 HP and gain 2 [ATK ↓, R].	R cd

"Herald of Death"

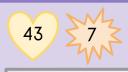| When any creature (dist ≤ 2) dies, all creatures (dist ≤ 2 to BN) gain 3 [ATK ↑, T] if self or an ally and 3 [ATK ↓, T] if an enemy.	Passive

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 ↓, 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 ↓, 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

DR

♥ 36   ✦ 6

"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

Origin: Greek Mythology

DWARF
Modify, Support, Move

DW

43   7

"Terraform"

All tiles (dist ≤ 2), not *Control Centers*, become [Terraformed, T]: "If a *Coin*, *Mountain*, or *Recovery Zone*, treat as if a basic gray tile for all purposes."	3 pts
	R cd

"Tunnel"

Two tiles (dist ≤ 2 to DW), not *Control Centers*, become [Tunnels, R]: "Treat as if connected by a *Bridge*. +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 *Coins* and +1 HP from *Recovery Zones*.	Passive

Origin: Germanic Folklore

GHOST
Block, Damage, Move

GS

42   8

"Vanish"

Lose 2 HP and gain [One-Time Immune, T]: "All enemy actions have no effect. After being attacked *(which does nothing)*, 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

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 ≥ 3.	X pts
	R cd

"Beyond the Grave"

Upon reaching 0 HP, remain on the board. Remove all statuses and gain [Individual Pt Limit ↑, 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 ↑] or 2 [One-Time DEF ↑].	Passive

Origin: General European Folklore

HYDRA
AoE, Cripple, Heal

HY

48   7

"Regenerate"

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

"Toxic Breath"

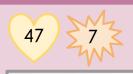|	
All enemies (dist = 1) gain [No Move, T] and 2 [Decay]: "When your turn ends, lose 1 HP per stack".	3 pts
	R cd

"The More the Merrier"

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

Origin: Greek Mythology

HARPY
Cripple, AoE, Damage

HR

47   7

"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 |

Origin: Greek Mythology

IFRIT
Scaling, AoE, Modify

IF

40 7

"Scorch"

| An enemy (dist ≤ 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"

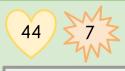| When an enemy (dist ≤ 3) dies, all enemies (dist = 1/2/3 to enemy) lose 3X/2X/X HP, where X is the stacks of [Burn] the enemy had. | Passive |

Origin: Islamic Folklore

LEPRECHAUN

Support

LP

44 | 7

"Prosperity"

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

"Inherit Wealth"

Spend 2-5 points on this spell. Gain X-1 [Delay Total Pts ↑, 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 ↑, 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"

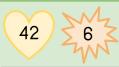| Gain 2 [ATK ↑] plus 1 [ATK ↑] per enemy (dist = 1). Lose HP equal to the amount of [ATK ↑] ganed.	3 pts
	T cd

"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 (dist ≤ 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* (dist ≤ 2) (no duplicates) to *discharge*: For each creature (dist ≤ 1) – ON and allies gain 2 [One-Time ATK ↑]. Enemies gain 2 [One-Time ATK ↓].	X pts
	T cd

"Galvanic Death"

When any creature (dist ≤ 2) dies, its tile gains 1 [Storm], then each stack of *Storm* on that tile *discharges*.	Passive

Origin: Japanese Folklore

PEGASUS
Support, Block, Unique

PG

43   6

"Ride to Battle"

| Place PG and his *Rider*, 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 *Ride* 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. *For the sake of effects, you are considered to be dist = 1 to your Rider.* | Passive |

Origin: Greek Mythology

PHOENIX
Damage, AoE, Unique

PH

28 7

"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].
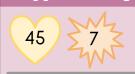
| 5 pts |
| R cd |

"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

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

SR

49 6

"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"

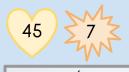| After using a spell with X cost, gain X [Retaliate, T]: "When attacked, the attacker loses 1 HP per stack." | Passive |

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 ↑, 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 ↑]. *Once per action.*

Passive

Origin: Religious Folklore

SYLPH
Move, Support

SY

38   7

"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 |

"Swiftness"

| Moving to a *Coin* or *Mountain* costs −1 point. | Passive |

Origin: 16th Century Alchemy

SYLPH
Move, Support

SY

38   7

"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 |

"Swiftness"

| Moving to a *Coin* or *Mountain* costs −1 point. | Passive |

Origin: 16th Century Alchemy

UNICORN
Block, Support, Modify

UN

♥ 34 ✦ 7

"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 *Recovery Zone*, recover 2 HP when your turn starts.

If on a *Recovery Zone*, all allies (dist = 1) recover 2 HP when your turn starts.

Passive

Origin: European Literature

VAMPIRE

Damage, Move, Heal

VM

❤ 42   ✴ 7

"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 |

Origin: European Folklore

WEREWOLF
Damage, Heal, Unique

WE

❤ 42   ✦ 6

"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"

Gain [No Status Gain, T] and [Delay Transformed, T]: "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

Origin: European Folklore