

# Shoul



9



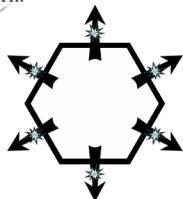
**FEAR:** Townsfolk gains a Fear token and can't use its Weapons on creatures with Fear next turn.



**ROT:** Townsfolk moves the largest value Delayed die to this creature.



**SICKEN:** Townsfolk gains a Sicken token and cannot heal next turn.



# Shoul



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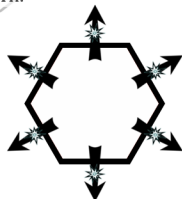
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# Bargoyle



8



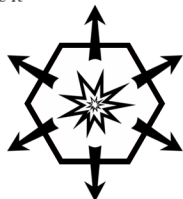
**ARMOR:** Reduce damage from each attack by the number of icons.



**FLYING:** Can jump over any number of contiguous creatures and/or Townsfolk when moving.



**BREAK:** A Townsfolk weapon gains a Broken token and cannot use it until repaired.



# Bargoyle



8



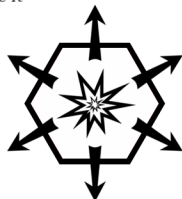
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# Bargoyle



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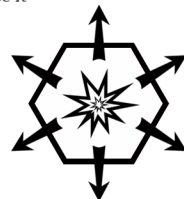
**ARMOR:** Reduce damage from each attack by the number of icons.



**FLYING:** Can jump over any number of contiguous creatures and/or Townsfolk when moving.



**BREAK:** A Townsfolk weapon gains a Broken token and cannot use it until repaired.



# Banshee



14



**FLYING:** Can jump over any number of contiguous creatures and/or Townsfolk when moving.



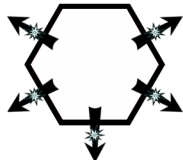
**RANGED:** Attacks a Townsfolk or Building in its Line of Fire.



**FEAR:** Townsfolk gains a Fear token and can't use its Weapons on creatures with Fear next turn.



**WEAKEN:** Townsfolk gains a Weaken token and can't have any dice of value 4 or greater next turn (reduce to 3).



# Barghest



15



**FAST:** Take one additional action for each icon.



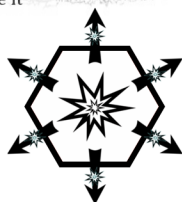
**DODGE:** Ignore all damage that does not at least equal the number of icons.



**BREAK:** A Townsfolk weapon gains a Broken token and cannot use it until repaired.



**CURSE:** Townsfolk gains a Curse token and cannot share or receive shared dice next turn.



# Bargoyle



8



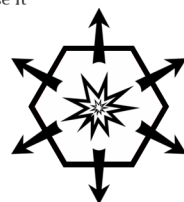
**ARMOR:** Reduce damage from each attack by the number of icons.



**FLYING:** Can jump over any number of contiguous creatures and/or Townsfolk when moving.



**BREAK:** A Townsfolk weapon gains a Broken token and cannot use it until repaired.



# Reaper

15



ARMOR: Reduce damage from each attack by the number of icons.



FLYING: Can jump over any number of contiguous creatures and/or Townfolk when moving.



REAP: Attack hits all adjacent Townfolk and Buildings.



SICKEN: Townfolk gains a Sicken token and cannot heal next turn.



# Skeleton

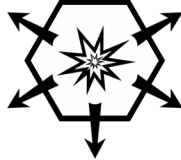
5



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townfolk or Building anywhere.



# Skeleton

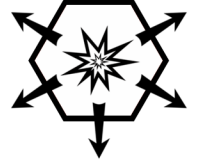
5



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townfolk or Building anywhere.



# Imp

11



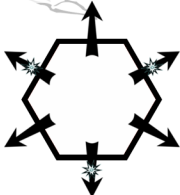
FAST: Take one additional action for each icon.



FLYING: Can jump over any number of contiguous creatures and/or Townfolk when moving.



ROT: Townfolk moves the largest value Delayed die to this creature.



# Necromancer

25



ARMOR: Reduce damage from each attack by the number of icons.



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



RANGED: Attacks a Townfolk or Building in its Line of Fire.



ANIMATE: Draw a creature to each adjacent empty space in clockwise order.



# Nosferatu

14



ARMOR: Reduce damage from each attack by the number of icons.



FLYING: Can jump over any number of contiguous creatures and/or Townfolk when moving.



MESMERIZE: Townfolk gains a Mesmer token and can't Upgrade or Refresh any dice next turn.



DRAIN: Townfolk permanently loses its largest value die.



# Ghoul

9



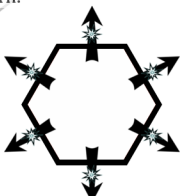
FEAR: Townfolk gains a Fear token and can't use its Weapons on creatures with Fear next turn.



ROT: Townfolk moves the largest value Delayed die to this creature.



SICKEN: Townfolk gains a Sicken token and cannot heal next turn.



# Mag

13



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



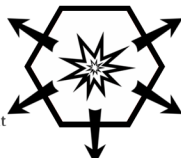
FAST: Take one additional action for each icon.



ARC FIRE: Ranged attack strikes the healthiest Townfolk or Building anywhere.



MAGICK: Townfolk immediately rolls the largest Delayed die and deals that amount of damage to an adjacent Townfolk or Building.



# Imp

11



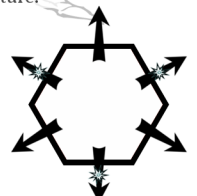
FAST: Take one additional action for each icon.



FLYING: Can jump over any number of contiguous creatures and/or Townfolk when moving.



ROT: Townfolk moves the largest value Delayed die to this creature.



# Spirit

## 10



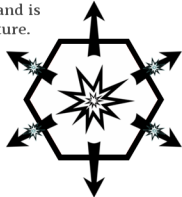
FLYING: Can jump over any number of contiguous creatures and/or Townsfolk when moving.



STACKING: Can stack on top of another creature or Townsfolk.



POSSESSION: Always moves to Stack with a Townsfolk. The Townsfolk can't move or attack other creatures, and is damaged by attacks on this creature.



# Spirit

## 10



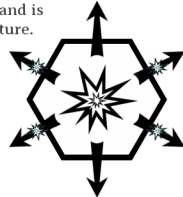
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# Vampyr

## 8



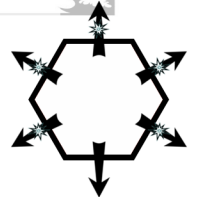
ARMOR: Reduce damage from each attack by the number of icons.



FEAR: Townsfolk gains a Fear token and can't use its Weapons on creatures with Fear next turn.



MESMERIZE: Townsfolk gains a Mesmer token and can't Upgrade or Refresh any dice next turn.



# Skeleton

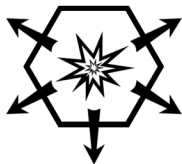
## 5



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townsfolk or Building anywhere.



# Skeleton

## 5



AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townsfolk or Building anywhere.



# Skeleton

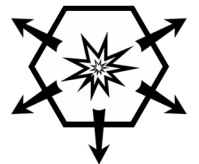
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ARC FIRE: Ranged attack strikes the healthiest Townsfolk or Building anywhere.



# Skeleton

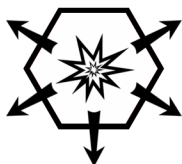
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AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townsfolk or Building anywhere.



# Skeleton

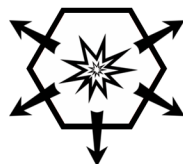
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AVOIDANCE: Always moves to avoid Line of Fire, if able. Otherwise it attacks.



ARC FIRE: Ranged attack strikes the healthiest Townsfolk or Building anywhere.



# Skeleton

## 5



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# Wolfpack



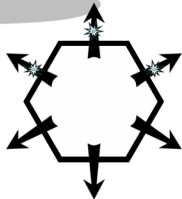
6



FAST: Take one additional action for each icon.



DODGE: Ignore all damage that does not at least equal the number of icons.



# Wolfpack



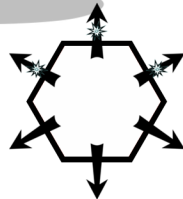
6



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# Wolfpack



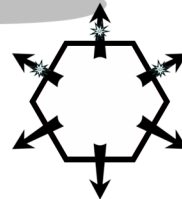
6



FAST: Take one additional action for each icon.



DODGE: Ignore all damage that does not at least equal the number of icons.



# Werewolf



16



FAST: Take one additional action for each icon.



DODGE: Ignore all damage that does not at least equal the number of icons.



REGENERATION: Heals damage equal to the number of icons.



SAVAGE: Deal an extra 1d8 damage.



# Wolfpack



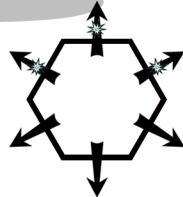
6



FAST: Take one additional action for each icon.



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# Wolfpack



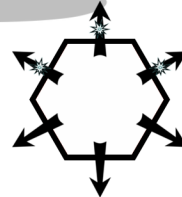
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# Vampyr



8



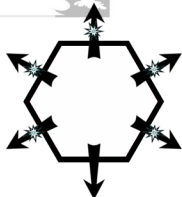
ARMOR: Reduce damage from each attack by the number of icons.



FEAR: Townsfolk gains a Fear token and can't use its Weapons on creatures with Fear next turn.



MESMERIZE: Townsfolk gains a Mesmer token and can't Upgrade or Refresh any dice next turn.



# Vampyr



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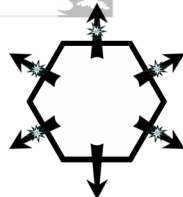
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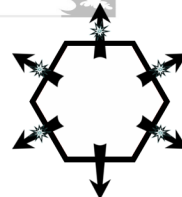
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# Zombie



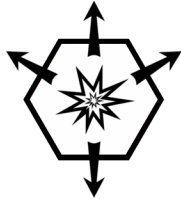
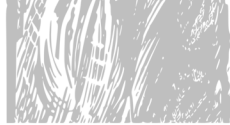
6



ARMOR: Reduce damage from each attack by the number of icons.



STACKING: Can stack on top of another creature or Townfolk.



# Zombie



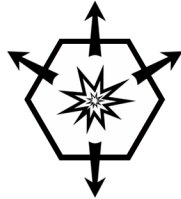
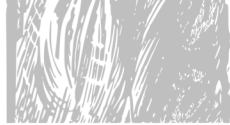
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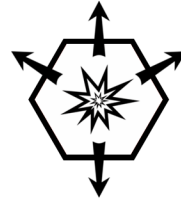
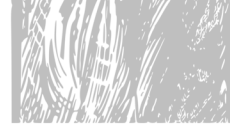
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# Zombie



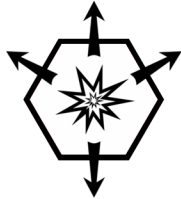
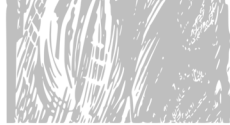
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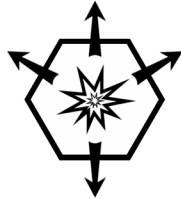
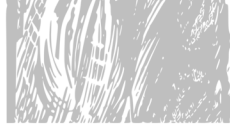
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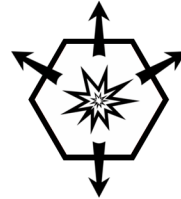
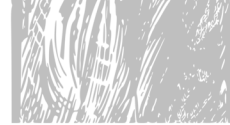
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# Wolfpack



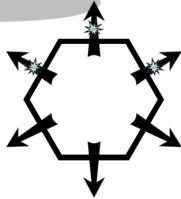
6



FAST: Take one additional action for each icon.



DODGE: Ignore all damage that does not at least equal the number of icons.



# Wolfpack



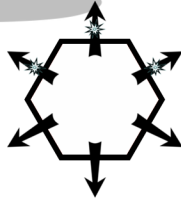
6



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# Wolfpack



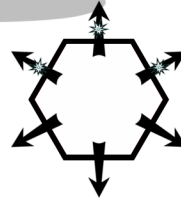
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**Zombie**

ARMOR: Reduce damage from each attack by the number of icons.

STACKING: Can stack on top of another creature or Townsfolk.



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