



L Havok, the Damned

Immune to White Unicorn.
Can heal one Undead for 1 Power Stone.

Vitality **17** **2** Wizard/Undead **CMP**

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L Northern Dragon F

4 pts AOE Fear attack
+ 4 Vitality Vs Knights
Immune to White Unicorn

Vitality **13** **3** Undead/Dragon **CMP**

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L Daffy Drake F

5 points ranged attack.

Vitality **11** **0** Dragon **CMP**

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L Southern Seas Drake

+10 Vitality in Seven Seas,
+2 Vitality in Rivers and Lakes,
-10 Vitality in Dry Heaps,
-2 Vitality in Mountains.

Vitality **13** **4** Dragon **CMP**

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L Wandering Serpent F

Wandering Serpent gains primary
opponent's terrain bonus instead of opponent.

Vitality **6** **0** Dragon **CMP**

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L Sea Serpent

3 pt. AOE fire breath.
+4 Vitality in "Seven Seas".

Vitality **17** **3** Dragon/Sea Monster **CMP**

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L Hydra

Hydra is +1 Vitality for every Creature that attacks it,
including ranged and secondary attacks. This bonus
remains until the end of combat but doesn't count for
space control. If you cut of a head, two grow back.

Vitality **20** **5** Dragon/Sea Monster **CMP**

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S Pseudo Dragon F

3 pt. ranged attack which can only be used
if your current Primary Attacker
is a Wizard.

Vitality **4** **1** Dragon **CMP**

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L Great Black Dragon F

All your Dragons are +3 Vitality when Great Black
Dragon is in play. Only one Great Black Dragon per
space per player. 5 pts AOE Fire breath.

Vitality **21** **6** Dragon **CMP**

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