

Properties

Dominating Mind



When you would **Take Out** a Foe, they are instead reduce to 1 HP and **Ensorcelled**. After taking their **Ensorcelled** action but before the rest of their turn, or when the **Ensorcelled** is removed, they are **Taken Out**.

Aquatic



You have the **Swimming** buff: you ignore **Difficult** and **Unstable** water terrain. **Hazardous Water** terrain often has less effect for you.

Turn Order

At the start of each **Hero Phase**, gain 1 **Mana**. During the **Hero Phase**, each **Hero** takes a **Turn**, during which they may make one **Move** and one **Major** action. During the **Monster Phase**, you may only use **Reacts** and **Opportunity** attacks.

Sprint



Once during each of your turns, you may spend 3 **Mana** to gain an extra **Move** Action.

Major Actions

Basic Attack



Make a **Basic Melee** or **Basic Ranged** attack. Choose a target in range, and roll your damage. Making a **Ranged** attack triggers **Opportunity Attacks** from adjacent enemies.

Charge



Choose a **Target**. Move up to your **Speed**, at least 2 squares, each square bringing you closer to the **Target**. If your movement brings you adjacent to the target, make a **Basic Melee** Attack against the target. End your turn.

Move Actions

Advance



Move a number of squares up to your **Speed** on the battlefield. Moving in any way triggers **Opportunity Attacks** when you leave squares adjacent to enemies.

Shift



Shift 1 square. Shifting doesn't trigger **Opportunity Attacks**.

Recover



Choose one **Permanent** duration condition on yourself or an adjacent ally. Downgrade that condition to **Temporary** status.


Epithets

Allies

Rivals

Sanity Blast

Chthonian Attack

 Action: Major

 Range: Close Wave 3, Each Target


3d6 damage.

 **Disquieting (2)**

Targets are Dazed.

 **Memetic (2)**

Targets are Perma-Harrowed 5.

 **Resounding (1, Stackable)**


Add 1 to the size of the Wave.


 **Usurp the Mind's Eye (X, Burnout)** ✨

X targets in the Wave are Ensorcelled.

Impossible Angles

Cthonian Utility

 Action: Move

 Teleport 2 squares. Then, make the following attack:

 Range: **Melee 3, One Enemy Target is Distracted.**

 **Obtuse (X)**

Add X to the distance Teleported.

 **Inchoate (2)**

You do not need to have Line of Sight to your Teleport destination.

 **Paradoxical (2)**


Additionally, the target is Slowed.

 **Fractals Within Fractals (2, Burnout)** ✨

Additionally, after the teleport, target each creature that was within Close Burst 5 of your starting or ending space. Teleport those targets the same distance you teleported.


Dragon's Breath

Draconian Attack


 Action: Major

 Range: Close Wave 3, Each Target

3d6 damage.

 **Far (2)**

Range: Area Burst 1 within 5, Each Target

 **Huge (2, Expend)** ✨

Range: Close Wave 5, Each Target.

If used with the *Far* technique, Area Burst 2 within 5, Each Target.

 **Sudden (3, Expend, Exclusive)** ✨


This power is a Free Action instead of a Major Action.

 **True Fury of the Dragon Revealed (4, Burnout)** ✨

5d6 damage. Targets are Pushed 3, and Perma-Harrowed 5.

Wings of the Dragon

Draconian Utility

 Action: Move

 Jump your Speed.

 **Buffet (2)**

First, target all enemies in Close Burst 1. Push targeted enemies 1.

 **Hover (0, Expend, Exclusive)** ✨

Instead of Jumping: You gain the Flying Buff until the end of the next Hero Phase. Move your Speed.

 **Airbrake (1, React, Expend)** ✨

React when you suffer Forced Movement. Jump your Speed after the Forced Movement, but before terrain effects are resolved.

 **Wing Gust (4, Burnout)** ✨

Instead, gain the Fly buff until the start of your next turn. Move twice your speed, then make the following attack:

Range: Wave 5, Each Creature

Effect: Push each target 5 squares.

At the start of your next turn, before you lose the Fly buff, Move twice your speed.

Properties

Draconian Calm



When you are not **Bloodied**, when you take a **Move Action** during your turn, you may **Shift 1** as a **Free Action** immediately after resolving the **Move Action**.

Bloodied Rage



While you are **Bloodied**, gain 1 additional **Mana** at the start of each **Hero Phase**.

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