The Monsters of The Enchanted Forest

CP	Monster	Passive
1	Wisp (x5)	Restoration: Heals you for +1 hp upon defeat.
2	Raven (x5)	Murder of Crows: For every Raven in the discard pile, this unit gains +2CP.
3	Changeling (x3)	Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy.
4	Merrow (x3)	Femme Fatale: Has +3CP against male fighters.
5	Fairy (x2)	Magic Essence: Grants +1 Energy upon defeat.
6	Pooka	Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy.
7	Leprechaun	Luck of the Irish: Upon defeating hold onto this card. May be used once to re-roll ANY dice roll (movement/ combat/ etc) then discarded.
8	Sprite (x2)	Magic Drain: Lose -1 Energy upon defeat.
9	Selkie	Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy.
10	Sporeful Spirit	Infection: If you are defeated by this unit you take an additional 3 damage at the start of your next turn.
11	Fairy Queen	Queens Essence: Grants +2 Energy upon defeat.
12	Kelpie (x2)	Lady Killer: Has +3CP against female fighters.
13	Siren	Femme Fatale: Has +3CP against male fighters.
14	Dark Sprite	Dark Drain: Lose -2 Energy upon defeat.

15	Banshee (x2)	Banshee's Wail: Upon being defeated by a Banshee you're **Deafened** for 1 Round (disabling the use of reactions).
16	Tam Lin	Offering: Upon encountering this monster you may make them an offering of either 2 Energy or 1 other **Currency**. If you do not, you have -5 CP for this encounter.
17	Aillén Mac Midgna	Mystic Fire: If you defeat this monster you are cleansed of all negative effects. Sleep Spell: If you're defeated by this monster your current turn ends.
18	Cliodhna	Banshee Queen: Upon being defeated by Cliodhna all fighters are **Deafened** for 1 Round (disabling the use of reactions). Upon defeating *Cliodhna* hold onto her card instead of discarding. You may use it to automatically win a battle with a *Banshee* (discarding both cards).
19	The Morrigan	Trickery: Upon entering combat with *The Morrigan*, draw the next Monster card. If this is a *Raven*, The Morrigan also turns into a Raven and you now fight 2 Raven's. If it's anything else, discard it and continue to fight The Morrigan normally. If the Morrigan is defeated as a Raven, shuffle her card back into the deck instead of discarding.