Creature Abilities

ABILITY	Trigger	Description
AURA(X)	Always active	Creature emits an aura that creates an effect, further defined per creature. Range is X tiles away. If a creature moves out of range of X, the effect is lost/reversed.
BLOCK	On attack	Creature takes no retaliation damage when attacking.
CHARM	As action	Target adjacent creature cannot use their action to attack on their next turn.
DASH(X)	On move	Creature can move up to X tiles per turn, instead of only 1.
DEPLETED	When played	When a card with DEPLETED is played, instead of going into the discard pile at any point it is instead removed from the game.
DORMANT	Always active	Creature cannot move, use actions, give attacks of opportunity, or retaliate.
DOUBLE ATTACK	On attack	Creature attacks twice when using their action to attack, further defined per creature. Attacking creature receives retaliation damage twice, once after each attack. Both attacks go to the same target, unless the attacking card says otherwise. If the attacked creature is killed by the first attack, the second attack does not happen.
DRAW(X)	When played	Player draws X number of cards.
FLIGHT	Always active	Creature can move over and on top of any other creature. Creatures with FLIGHT cannot be attacked by non-RANGE creatures in a different tile. Only 1 creature with FLIGHT may be in each tile.
HASTE	When played	Creature is able to use its action on the same turn it is played.
HEAL(X)	As action	Creature removes X damage tokens from target adjacent creature or player.
HERO	Always active	Players may only have a single copy of a card with Hero in their deck. Players can have multiple different HERO cards in their deck.
MAGIC	On attack	Creature does MAGIC damage when they attack.
MORALE(X)	Always active / As action	Friendly adjacent creatures receive either +X Damage or +X Health. Using the MORALE(X) creature's action switches between effects.

PACIFY	As action	Target adjacent creature cannot use their action on their next turn.
PACIFIST	Always active	Creature cannot use their action to attack.
PIERCE(X)	When attacked	Up to X amount of retaliation damage bypasses BLOCK.
RAGE(X)	After damage received	Creature gains X Rage tokens when it takes damage.
RANGE(X)	On attack	Creature may attack from X tiles away, instead of only 1.
READY(X)	As action	Creature uses its action to increase the damage of its next attack by X.
REGEN(X)	End of turn	Creature removes X damage tokens from itself at the end of its turn.
RELENTLESS	After damage dealt	When creature attacks and defeats an enemy creature, it automatically moves to the defeated enemy creature's tile.
RESISTANCE	When damaged	Creature takes half damage (rounded down) from non-MAGIC attacks, attacks of opportunity, and retaliation.
ROOTED	Always active	Creature does not have a move action.
SCRY(X)	When played	Player looks at X number of cards from the top of their deck and returns them in any order.
SIPHON	After damage dealt	Creature recovers health equal to the amount of attack damage it deals. Does not trigger on retaliation.
SPELL	As action	Further defined per creature.
SPY(X)	When played	Player looks at X number of cards from the top of their opponent's deck and returns them in the same order.
STEALTH	When played	Creature enters the field face-down, hiding what it is from owner's opponent, and flips face-up when using its action, if its attacked, or if one of its passive effects are triggered (eg TRICK). Creatures with STEALTH do not gain benefits from FLIGHT until they are turned face-up. Creatures with STEALTH can only be attacked by adjacent creatures.
SUMMON(X)	As action	Player places X of the summoned creature(s) on adjacent tiles to the creature with SUMMON(X).
SWARM(X)	Always active	Creature's space contains X number of that creature. Attack and Health of the creature is multiplied by X. Creature loses all other abilities.

TRANSFORM	As action	Creature is set aside and replaced by Token creature as defined by the TRANSFORM text.
TRICK	When played / Always Active	When a creature with TRICK is played, the owner may choose one of the available TRICK cards from the Fae set to play face-down near the board for each TRICK on the creature. Each player can only have one of each TRICK card in play at any given time. If the conditions on a played TRICK card are met, the owner removes it from play and chooses one TRICK effect from one of their living creatures with TRICK to activate. A creature's TRICK effect can be activated any number of times.
UNDEATH	On death	For each UNDEATH, the creature returns to life with a total number of Damage tokens equal to it's current maximum Health minus 1. Eg, if it has 5 maximum Health (including any Decay tokens) it returns to life with 4 Damage tokens. Each UNDEATH on a creature can only trigger once for that creature. A creature with UNDEATH is only considered killed and grants experience once all UNDEATH on the creature have been resolved/removed.
VANGUARD	Always active	Creature does full damage when delivering Retaliation or an Attack of Opportunity.