

BLINK DOG

ANIMAL

AC HP

TACTICS 12 2

The Blink Dog moves adjacent to the Hero with the least Hit Points and attacks with a vicious bite.

Blink: If you roll a natural even number when attacking the Blink Dog, you miss and it teleports to the nearest tile with no Heroes.

ATTACK

+7

DAMAGE

1

2 EXPERIENCE

X

WEREWOLF

ANIMAL

AC HP

TACTICS 15 4

If the Werewolf is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks that Hero with powerful claws and jaws.

Otherwise, it moves 2 tiles toward the closest Hero.

Regeneration: At the beginning of its activation, the Werewolf heals 1 Hit Point.

ATTACK

+7

DAMAGE

2 + move hero
1 tile away

4 EXPERIENCE

X

WOLFMAN

ANIMAL

AC HP

TACTICS 15 3

If the Wolfman is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks that Hero with powerful claws and jaws.

Otherwise, it moves 2 tiles toward the closest Hero.

Regeneration: At the beginning of its activation, the Wolfman heals 1 Hit Point.

ATTACK

+7

DAMAGE

1 + move hero
1 tile away

3 EXPERIENCE

X

CENTAUR

ANIMAL

AC HP

TACTICS 13 1

If the Centaur is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with a spear. Otherwise, it moves 1 tile toward the closest Hero.

Minion: When this Monster enters play, put another Animal or Elemental Monster from the Monster deck into play adjacent to it.

ATTACK

+6

DAMAGE

1

1 EXPERIENCE

X

DRUID PRIESTESS

HUMAN

AC HP

TACTICS 14 1

If the Priestess is on a tile with a Hero, it attacks the closest Hero with its staff and then moves 1 tile toward the nearest tile with no Heroes.

Otherwise, it does nothing.

Elven Healer: When this Monster activates, all Elementals, Reptiles, and Animals in play heal 1 Hit Point.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X

RAVENOUS BEAST

ABERRANT

AC HP

TACTICS 15 3

If the Beast is adjacent to a Hero, it rends and tears at that Hero.

Otherwise, the Beast moves 2 tiles towards the Hero with the least Hit Points remaining.

Bloodthirst: If a Hero within 2 tiles of the Beast takes damage, move the Beast adjacent to that Hero.

ATTACK

+5

DAMAGE

2 (Miss 1)

3 EXPERIENCE

X

ALPHA WOLF

ANIMAL

AC HP

TACTICS 14 2

If the Alpha Wolf is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks that Hero with its jaws.

Otherwise, the Alpha Wolf moves 2 tiles towards the Hero with the most monsters on his tile.

Pack Hunter: The Alpha Wolf gets +1 to attack rolls for each other monster on its tile.

ATTACK

+5

DAMAGE

2

2 EXPERIENCE

X

JAGUAR

ANIMAL

AC HP

TACTICS 16 2

If the Jaguar is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a wild pounce.

Otherwise, it moves 2 tiles towards the closest Hero.

Cunning Hunter: This Monster does +1 damage if the target Hero is the only Hero on its tile.

ATTACK

+9

DAMAGE

1*

2 EXPERIENCE

X