

FROST DRAKE

REPTILE

AC HP

TACTICS 16 1

If the Frost Drake is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a vicious bite.

Otherwise, the Frost Drake moves 2 tiles toward the Hero with the fewest Hit Points remaining.

Freezing Aura: If a Hero is adjacent to the Frost Drake at the beginning of his turn, he is Immobilized.

ATTACK

+9

DAMAGE

1

2 EXPERIENCE

X

FROST BEAR

ANIMAL

AC HP

TACTICS 15 2

If the Frost Bear is within 1 tile of a Hero, it moves to the closest Hero's tile and mauls each Hero on that tile.

Otherwise, the Frost Bear moves 1 tile towards the closest Hero.

Freezing Aura: If a Hero is adjacent to the Frost Bear at the beginning of his turn, he is Immobilized.

ATTACK

+7

DAMAGE

2 (Miss Dazed)

2 EXPERIENCE

X

FROST TROLL

TROLL

AC HP

TACTICS 12 4

If the Frost Troll is within 1 tile of a Hero, it moves adjacent to the closest Hero and tries to crush him.

Otherwise, the Frost Troll regains all lost Hit Points and moves 1 tile towards the closest Hero.

Freezing Aura: If a Hero is adjacent to the Frost Troll at the beginning of his turn, he is Immobilized.

ATTACK

+8

DAMAGE

3 (Miss 2)

4 EXPERIENCE

X

FROST DRAGONLING

REPTILE

AC HP

TACTICS 13 4

The Dragonling flies to the nearest tile with the most Heroes and attacks all Heroes there with its frost breath.

Frost Aura: All Heroes who begin their turn on this Monsters's tile are Slowed. All Heroes who end their turn there are Immobilized.

ATTACK

+9

DAMAGE

1

4 EXPERIENCE

X

ICE CREATURE

ELEMENTAL

AC HP

TACTICS 13 2

If the Creature is adjacent to a Hero, it attacks an adjacent Hero.

If it is within 2 tiles of a Hero, it throws ice spikes at the closest Hero.

Otherwise, it moves 1 tile toward the closest Hero.

Freezing Aura: If a Hero is adjacent to the Ice Creature at the beginning of his turn, he is Immobilized.

ATTACK

+6

DAMAGE

1 (Miss Slowed)

2 EXPERIENCE

X

YETI

TROLL

AC HP

TACTICS 14 3

If it is within 1 tile of a Hero, it moves adjacent to the closest Hero, attacks, and moves to the nearest space not adjacent to a Hero, and heals 1 HP if a Monster with Freezing Aura is in play.

Otherwise, it moves 1 tile toward the closest Hero.

Territorial: Heroes that move adjacent to the Yeti take 1 damage.

ATTACK

+7

DAMAGE

2 (Miss 1)

3 EXPERIENCE

X