

MINOTAUR BUTCHER

ABERRANT

AC HP

TACTICS 14 4

The Butcher moves

1 tile toward the nearest Hero and attacks all Heroes on its tile with axe and cleaver.

Traumatize: If the Butcher damages at least one Hero on a turn, the players must remove a card from their Experience pile.

ATTACK

+9

DAMAGE

1 (Miss Dazed)

4 EXPERIENCE

X

MINOTAUR

ABERRANT

AC HP

TACTICS 13 4

All Heroes must

move 1 tile closer to the Minotaur, then it attacks all Heroes on its tile with a mighty sweep of its giant axe.

Maze Master: Heroes cannot explore new tiles or cancel Encounter cards while this Monster is in play.

ATTACK

+9

DAMAGE

1 (Miss Dazed)

3 EXPERIENCE

X

GIANT INTELLECT DEVOURER

ABERRANT

AC HP

TACTICS 14 2

The Devourer attacks

all Heroes in play with a psychic blast.

Mind Eater: While this monster is in play, Heroes cannot gain XP.

Psychic Hunger: Hit or miss, when the Devourer attacks, all Wizards and Clerics lose 1 additional HP.

ATTACK

+6

DAMAGE

1

2 EXPERIENCE

X

RUST MONSTER

VERMIN

AC HP

TACTICS 14 1

If the Rust Monster

is on a tile with a Hero, it attacks the closest Hero with sharp mandibles and moves to the nearest tile with no Heroes.

Otherwise, it does nothing.

Treasure Eater: When this monster spawns, the active Hero must discard a Treasure card. Heroes may not gain Treasure while this monster is in play.

ATTACK

+6

DAMAGE

1

1 EXPERIENCE

X

ANKHEG

VERMIN

AC HP

TACTICS 10* 4

The Ankheg burrows

adjacent to the furthest Hero and attacks with acid-dripping mandibles.

Acid-Blood: If you hit the Ankheg with a modified roll of less than 20, discard an Item. Also, a Hero damaged by the Ankheg may discard an Item instead of taking damage.

ATTACK

+7

DAMAGE

2* (Miss 1)

4 EXPERIENCE

X

DEATH FROM ABOVE

TRAP

TACTICS

When this trap spawns, place it adjacent to the nearest Hero.

When this trap activates, move it adjacent to a random Hero.

Surprise! When this trap is placed adjacent to a Hero, roll a 1d6:

1 = Take 2 damage.

2-3 = Take 1 damage.

4-5 = Dazed.

6 = You dodged out of the way!

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

GRIPPER

VERMIN

AC HP

TACTICS 12 2

If the Gripper is attached to a Hero,

that Hero loses a Hit Point.

Otherwise, it moves adjacent to the closest Hero and attacks.

Grip: When this Monster hits a Hero, it attaches to him. That Hero cannot move for any reason and gains Disadvantage until the Gripper is slain.

ATTACK

+10

DAMAGE

1

2 EXPERIENCE

X

MIMIC

TRAP

TACTICS

If this trap is adjacent to a Hero, that Hero loses 1 HP.

Decieved: When any Hero would draw a Treasure card, instead this trap moves adjacent to that Hero and inflicts 1 damage.

Hidden Stash: The Hero that disables this Trap draws a Treasure card.

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X