

EVISERATOR

DEVIL

AC HP

TACTICS 14 2

If this Monster is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with bloody claws.

Otherwise, it moves 1 tile towards the closest Hero.

Sadist: When Heroes take damage while on this Monster's tile, they lose an additional Hit Point.

ATTACK

+7

DAMAGE

Immobilized
(Miss Slowed)

2 EXPERIENCE

X

PILLAR OF EVIL

TRAP

TACTICS

All Heroes on this tile lose 1 HP and all Monsters on this tile heal 1 HP.

Doomed: It costs 7 experience to cancel Encounter cards while this trap is in play.

Life Drain: When a Hero attempts to disable this trap and fails, all Heroes on this tile lose 1 HP.

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

X

WINGED IMP

DEVIL

AC HP

TACTICS 17 1

If the Imp is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks with tooth and nail.

Otherwise, it moves 2 tiles towards the closest Hero.

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

ATTACK

+8

DAMAGE

1

1 EXPERIENCE

X

THING THAT SHOULD NOT BE

ABERRANT

AC HP

TACTICS 12 4

All Heroes are pulled 1 tile closer to the Thing.

Then, all Heroes on the Thing's tile are pulled adjacent to the Thing.

Finally, adjacent Heroes lose 1 HP and the Thing attacks all Heroes on its tile.

Blob: The Thing is +4 Armor Class against attacks by non-adjacent Heroes.

ATTACK

+8

DAMAGE

1

4 EXPERIENCE

X

SCREECHING TERROR

DEVIL

AC HP

TACTICS 16 2

If the Terror is adjacent to a Hero, all Heroes adjacent to the Terror take 2 damage.

If the Terror is within 2 tiles of a Hero, it attacks the closest Hero with a sonic blast then moves adjacent to that Hero.

Otherwise, the Terror moves 2 tiles toward the closest Hero.

ATTACK

+6

DAMAGE

1

3 EXPERIENCE

X

HELLHOUND

DEVIL

AC HP

TACTICS 14 2

The Hound moves adjacent to the nearest Hero and attacks with deadly jaws.

Guard Dog: At the end each turn, the Hellhound moves adjacent to the closest Monster worth the most experience. Monsters adjacent to the Hellhound cannot be attacked.

ATTACK

+5

DAMAGE

2

2 EXPERIENCE

X

HARPY

DEVIL

AC HP

TACTICS 14 2

The Harpy moves adjacent to the Hero with the most Items (count each 100 GP as an Item) and attacks from the air.

Greedy: Instead of taking damage from the Harpy's attack, you may discard 100 GP or an Item.

ATTACK

+9

DAMAGE

2 (Miss 1)

2 EXPERIENCE

X

DARK GUARDIAN

TRAP

TACTICS

If there are Monsters on this tile, each heals 1 HP and activates.

If there are no Monsters on this tile, spawn a new Monster there.

Dark Strength: Monsters on this tile have Advantage.

Summoning: When a Hero attempts to disable this trap and fails, spawn a new Monster on this tile.

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

X