

NECROMANCER

HUMAN

AC HP

TACTICS 14 1

If this Monster 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.

Dark Healer: When this Monster activates, all Undead and Vermin in play heal 1 Hit Point.

ATTACK

+9

DAMAGE

1

1 EXPERIENCE

X

WINGED MIRAGE

ILLUSION

AC HP

TACTICS 16 *

The mirage moves adjacent to the nearest Hero that has not damaged it and attacks.

Otherwise, it does nothing.

Imaginary: The mirage is killed once it has been damaged by each Hero. Do not draw a Treasure when you kill this Monster.

ATTACK

+7

DAMAGE

1

2 EXPERIENCE

X

BRONZE GARGOYLE

ELEMENTAL

AC HP

TACTICS 17 2

If the Gargoyle is on a tile with a Hero or adjacent to a Hero, it attacks each Hero on its tile and each adjacent Hero with powerful metal claws. Otherwise, the Gargoyle does nothing.

Guardian: If a Hero draws a Treasure card, move the Bronze Gargoyle adjacent to that Hero.

ATTACK

+9

DAMAGE

2 (Miss 1)

3 EXPERIENCE

X

EVIL SORCERER

HUMAN

AC HP

TACTICS 15 2

If the Sorcerer is within 3 tiles of a Hero, it attacks all Heroes on the closest Hero's tile with its Foul Vapors spell. Then, if the Sorcerer is on a tile with a Hero, the Sorcerer moves 1 tile toward the nearest tile without any Heroes.

Otherwise, the Sorcerer moves 1 tile toward the closest Hero.

ATTACK

+8

DAMAGE

2 (Miss Dazed)

3 EXPERIENCE

X

MINDFLAYER MAGUS

ABERRANT

AC HP

TACTICS 12 4

If a Winged Mirage is not in play, the Magus spawns one.

If the nearest Hero does not have Disadvantage, the Magus casts Bestow Curse.

Otherwise, the Magus casts Magic Missile.

Mind Strike: When a Hero damages the Magus, the Hero Phase ends and that Hero gains Dazed and is moved 1 tile away from the Magus.

4 EXPERIENCE

X

SUMMONER

HUMAN

AC HP

TACTICS 14 3

If the Summoner is the only Monster you control, place a new Monster on its tile and pass this card to the right.

If the Summoner is within 2 tiles of a Hero, it attacks the closest Hero with a ray of fire. Then pass this card to the right.

Otherwise, pass this card to the right.

ATTACK

+8

DAMAGE

2 (Miss 1)

4 EXPERIENCE

X