

### LEECH LARVA

ABERRANT

AC HP

TACTICS **11 1**

If the Larva is on a tile with a Hero, it moves to the nearest tile with no Heroes.

Otherwise, it does nothing.

**Infect:** When Leech Larva spawns, the nearest Hero rolls 1d6 and gains a Condition. 1-2 = Poisoned, 3-4 = Dazed, 5-6 = Disadvantage. This Condition is only removed when the Leech Larva dies.

1 EXPERIENCE

### TANGLE DRYAD

ELEMENTAL

AC HP

TACTICS **13 2**

If the Dryad is within 1 tile of a Hero, it moves 1 tile toward the closest Hero and attacks that Hero with long, flailing branch-like arms.

Otherwise, it moves 1 tile toward the closest Hero.

**Entangle:** At the end of the Dryad's activation, all Heroes on its tile are Slowed.

ATTACK

+8

DAMAGE

1

2 EXPERIENCE

### WOOD WALKER

ELEMENTAL

AC HP

TACTICS **14 3**

If the Walker is within 2 tiles of a Hero, it throws a clod of earth at that Hero. Otherwise, it moves 1 tile toward the closest Hero.

**Companion:** When this figure spawns, also spawn the Oaken Wolf here. While that figure is in play, the Wood Walker cannot be hit with ranged attacks.

ATTACK

+7

DAMAGE

2 (Miss 1)

3 EXPERIENCE

### OAKEN WOLF

ELEMENTAL

AC HP

TACTICS **14 2**

The Wolf moves adjacent to the most Heroes possible and attacks them all.

**Companion:** When this figure spawns, also spawn the Wood Walker here. While that figure is in play, the Oaken Wolf cannot be hit by attacks from adjacent Heroes.

ATTACK

+6

DAMAGE

1

2 EXPERIENCE

### LIVING ELEMENTAL

ELEMENTAL

AC HP

TACTICS **16 3**

If the Elemental is on a tile with a Hero, it attacks the closest Hero with granite fists.

Otherwise, the Elemental moves 1 tile toward the closest Hero. This movement ignores walls.

ATTACK

+8

DAMAGE

2 (Miss 1)

4 EXPERIENCE

### DEEPWOOD ELEMENTAL

ELEMENTAL

AC HP

TACTICS **14 1**

If this Elemental is within 1 tile of a Hero, it gains a Life Token and moves adjacent to the closest Hero and attacks with hardwood claws.

Otherwise, it gains a Life token and moves 1 tile towards the closest Hero.

**Force of Nature:** When this Monster loses a Hit Point, it discards a Life Token instead.

ATTACK

+8

DAMAGE

1

2 EXPERIENCE

### SKYNAPPER

REPTILE

AC HP

TACTICS **15 2**

The Skynapper moves to the tile with the Hero that has the lowest AC and attacks that Hero.

**Kidnapper:** When this figure hits with an attack, move it and the Hero it attacked to the tile furthest from the other Heroes.

ATTACK

+8

DAMAGE

1 + Immobilized

2 EXPERIENCE

### KILLER BEE

VERMIN

AC HP

TACTICS **13 2**

The Bee moves adjacent to the nearest Hero, attacks with its stinger, then moves to the nearest tile with no Heroes.

**Erratic Flight:** Non-adjacent Heroes who attack the Bee have Disadvantage.

ATTACK

+7

DAMAGE

1 + Poisoned

2 EXPERIENCE