

PLAGUE RATS

ANIMAL

AC HP

TACTICS 13 1

If the Rats are within 1 tile of a Hero, they move to the closest Hero's tile and attack each Hero on that tile with a multitude of bites.

Otherwise, the Plague Rats move 1 tile toward the closest Hero.

Pestilence: Heroes on the same tile as Plague Rats are -1 to attack.

ATTACK

+7

DAMAGE

1

2 EXPERIENCE

X

SKELETON KNIGHT

UNDEAD

AC HP

TACTICS 17 2

If the Skeleton Knight is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with its war hammer.

Otherwise, the Skeleton Knight moves 1 tile toward the closest Hero.

Rally Undead: All other Undead Monsters in play gain +1 to attack rolls.

ATTACK

+8

DAMAGE

2

3 EXPERIENCE

X

REAPER SKELETON

UNDEAD

AC HP

TACTICS 17 1

If the Reaper Skeleton is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with a scythe.

• Otherwise, the Reaper Skeleton moves 1 tile toward the closest Hero.

ATTACK

+9

DAMAGE

1

2 EXPERIENCE

X

MUMMY

UNDEAD SENTRY

AC HP

TACTICS 16 2

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

If it is on a tile with no Heroes and an unexplored edge, draw a Dungeon Tile from the bottom of the stack and place it next to the Mummy's tile. Place a new Monster on that tile.

Otherwise, the Mummy moves 1 tile toward the closest tile without Heroes that has an unexplored edge.

ATTACK

+8

DAMAGE

1

2 EXPERIENCE

X

BANSHEE

UNDEAD

AC HP

TACTICS 15 2

If the Banshee is on a tile with a Hero, it moves adjacent to the closest Hero and attacks that Hero with a life-draining claw.

Otherwise, the Banshee deals 1 damage to all Heroes with its unholy scream.

Death Shriek: When this Monster is destroyed, each Hero on its tile takes 1 damage.

ATTACK

+6

DAMAGE

3

Miss 1 Damage

4 EXPERIENCE

X

DISEASED GHOUL

UNDEAD

AC HP

TACTICS 12 2

If the Ghoul is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero.

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

Pestilence: Heroes are -1 to all attacks for each Diseased Ghoul on their tile.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X