ARCH-FIEND
DEVIL

TACTICS | AC 14 | HP 4

If the Arch-Fiend is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with its cursed axe.
Otherwise, it moves 2 tiles towards the closest Hero.
Cursed Axe: *When a Hero is damaged by this Monster, that Hero must draw an Encounter card.*

ATTACK	DAMAGE
+7	2 (Miss 1)*

4 EXPERIENCE

X

BLOOD ALTAR
TRAP

TACTICS

If there is no Hero on the Altar, place the nearest Hero on the Altar and spawn a new Monster on its tile.

Chained Victim: *While on the Altar, the Hero is Immobilized and has Disadvantage.*

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

X

GREMLIN
DEVIL

TACTICS | AC 12 | HP 1

The closest Hero must move his Speed:
If the Hero can reach an unexplored edge, move him there and place a new tile from the bottom of the stack on that unexplored edge and place a new Monster on that tile.
If the Hero can reach another Hero, move him adjacent to that Hero and give the other Hero 1 damage.
Otherwise, the Hero moves away from the Gremlin and is Dazed.

1 EXPERIENCE

X

FLESHLESS IMP
UNDEAD DEVIL

TACTICS | AC 13 | HP 1

If the Imp is on a tile with a Hero, it moves adjacent to the closest Hero and attacks that Hero with boney claws.
Otherwise, it does nothing.

Dark Vessel: *When a Devil or Undead Monster takes damage, apply all of it to the Fleshless Imp instead.*

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X

MANTICORE
DEVIL

TACTICS | AC 14 | HP 2

If the Manticore is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks twice. Each attack can be against any adajcent Hero.
Otherwise, it moves 1 tile towards the closest Hero.
Savage: *If only one Hero is adajcent to this Monster, that Hero is -4 AC.*

ATTACK	DAMAGE
+8	1

2 EXPERIENCE

X

PIT DEMON
DEVIL

TACTICS | AC 15 | HP 2

If the Pit Demon is within 1 tile of a Hero, it moves 1 tile toward the closest Hero and attacks all Heroes on that tile with its fiery claws.
Otherwise, it moves 1 tile toward the closest Hero.
Intense Heat: *At the end of the Demon's actions, all Heroes adjacent to it take 1 damage.*

ATTACK	DAMAGE
+8	2 (Miss Slowed)

3 EXPERIENCE

X

GORGON
ABERRANT

TACTICS | AC 15 | HP 2

If the Gorgon is adajcent to a Hero, that Hero is Poisoned.
Otherwise, it attacks the Hero furthest away who is within 2 tiles with its bow.
Dread Gaze: *The closest Hero to the Gorgon when it spawns is turned to stone (cannot take any actions, attack, move, use Items or Abilities) until the Gorgon is slain.*

ATTACK	DAMAGE
+7	2 (Miss 1)

2 EXPERIENCE

X

WINGED HORROR
DEVIL

TACTICS | AC 15 | HP 3

The Horror moves adjacent to the Hero with the most Hit Points and attacks from the shadows. If the Horror misses, it moves to the nearest tile that has no Heroes.

Vampire: *When the Horror damages a Hero, it heals 1 Hit Point.*

ATTACK	DAMAGE
+4	2*

3 EXPERIENCE

X