TANGLE VINE
PLANT

TACTICS	AC	HP
	12	2

When this plant spawns, it entangles the nearest Hero. Place that Hero adjacent to this plant. That Hero may not move for any reason. If another Hero damages this plant, the entangled Hero loses 1 HP.
When this plant activates, it attacks the entagled Hero.

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X

TOXIC SLUDGE
ELEMENTAL

TACTICS	AC	HP
	12	1

If the Sludge is within 1 tile of a Hero, it moves adajcent to the closest Hero and attacks all Heroes on its tile with a toxic splash.
Otherwise, it moves 1 tile toward the Hero with the most Items.
Corrosive: *After the Sludge attacks, the Hero on its tile with the most Items must discard one.*

ATTACK	DAMAGE
+8	1*

1 EXPERIENCE

X

SWAMP HORROR
ABERRANT

TACTICS	AC	HP
	14	2

If the Horror is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with sharp claws.
Otherwise, it moves 1 tile toward the closest Hero.
Lure: *When Swamp Horror spawns, the nearest Hero moves adjacent to it and loses 1 Hit Point.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X

BOGLODYTE
TROGLODYTE

TACTICS	AC	HP
	13	2

If the Boglodyte is on a tile with an Ambush space, it poisons the nearest Hero that is not already Poisoned with its diseased spittle.

Otherwise, it moves 1 tile toward the nearest Ambush space and attacks a Hero on its tile with its stone axe.

ATTACK	DAMAGE
+8	1

2 EXPERIENCE

X

OVERGROWN TANGLE VINE
PLANT

TACTICS	AC	HP
	12	3

When this plant spawns, it entangles the nearest Hero. Place that Hero adjacent to this plant. That Hero may not move for any reason. If another Hero damages this plant, a Hero entangled by it loses 1 HP.
When this plant activates, it entangles the nearest non-adajcent Hero and then attacks all entagled Heroes.

ATTACK	DAMAGE
+7	1

2 EXPERIENCE

X

MUD MONSTER
ELEMENTAL

TACTICS	AC	HP
	12	4

If the Mud Monster is adjacent to a Hero, it tries to engulf him.
Otherwise, the Mud Monster moves to the nearest Hero's tile and attacks each Hero on that tile with wave of mud.

Unstoppable: *Each time this monster activates, it regains all lost Hit Points.*

	ATTACK	DAMAGE
ENGULF	+8	2
WAVE	+8	1

4 EXPERIENCE

X

GELATINOUS BLOB
ELEMENTAL

TACTICS	AC	HP
	12	2

If a Hero has a Condition, it moves adjacent to the closest Hero that has a Condition. That Hero must discard an Item for no effect or lose 1 Hit Point.
If the Blob is on a tile with a Hero, it attacks the closest Hero with a mucus -covered tentacle.
Otherwise, it does nothing.

ATTACK	DAMAGE
+5	1

1 EXPERIENCE

X

BOG LEAPER
REPTILE

TACTICS	AC	HP
	14	1

Ambush: *When this Monster spawns, put it adjacent to the active Hero. That Hero loses a Hit Point.*
If the Leaper is adjacent to a Hero, it attacks with its claws, and then moves to the nearest tile with no Heroes.
Otherwise, remove the Leaper from play and shuffle this card into the top 3 cards of the Monster deck.

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X