MONOLITH OF SHADOW
TRAP

TACTICS

When this trap activates, discard a card from your Experience pile.

Cloud the Mind: *While this trap is in play, it costs +2 Experience to cancel Encounter cards.*

Instead of attacking, a Hero on this tile can disable this Trap with a roll of 10+

X

DESECRATED GRAVES
TRAP

TACTICS

When this trap spawns, spawn the Vengeful Shade on this tile and move the Desecrated Graves to the tile furthest from the active Hero.

When this trap activates, move the nearest Hero 1 tile away from this trap.

Instead of attacking, a Hero on this tile can disable this Trap with a roll of 10+

X

BLOODKNIFE VAMPIRE
UNDEAD

AC	HP
14	2

TACTICS

The Bloodknife teleports to the nearest tile with the most Heroes and attacks all Heroes on that tile with her knives.

Vampire: *This monster heals 1 Hit Point when it damages a Hero.*

ATTACK	DAMAGE
+6	1*

2 EXPERIENCE

X

SKULL WARDER
HUMAN

AC	HP
14	2

TACTICS

If the Warder is on a tile with a Hero, it attacks the closest Hero with its staff. **Otherwise,** it does nothing.
Bodyguard: *At the beginning of its activation, move the Warder adjacent to the closest monster with the highest experience. Monsters adjacent to the Warder may not be attacked.*

ATTACK	DAMAGE
+5	1

1 EXPERIENCE

X

SKELETAL TROLL
UNDEAD TROLL

AC	HP
13	3

TACTICS

If the Troll is within 1 tile of a Hero, it moves adjacent to the nearest Hero and attacks.
Otherwise, it moves 1 tile toward the nearest Hero.
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Impervious: *Only adjacent Heroes can damage this Monster.*

ATTACK	DAMAGE
+8	2 (Miss 1)

3 EXPERIENCE

X

MISTRESS OF THE NIGHT
UNDEAD

AC	HP
14	2

TACTICS

If the Mistress is on a tile with a Hero, she attacks the nearest Hero with her spear and moves 1 tile toward the nearest tile with no Heroes on it.
Otherwise, she does nothing.
Vampire: *This monster heals 1 Hit Point when it damages a Hero.*
Life Drain: *Heroes cannot heal while the Mistress is in play.*

ATTACK	DAMAGE
+7	1*

2 EXPERIENCE

X

BLOOD JELLY
UNDEAD

AC	HP
12	2

TACTICS

If the Jelly is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with fanged suckers. **Otherwise,** it moves 1 tile toward the closest Hero.

Vampire: *This monster heals 1 Hit Point when it damages a Hero.*

ATTACK	DAMAGE
+5	1 per Vampire in play (Miss Slowed)

1 EXPERIENCE

X

VENGEFUL SHADE
UNDEAD

AC	HP
14	1

TACTICS

The Shade moves adjacent to the Hero with the least Hit Points and attacks with its unearthly blade.

Hidden Tomb: *When this figure spawns, place the Desecrated Graves on the tile furthest from the active Hero. This Shade cannot take damage while the Desecrated Graves are in play.*

ATTACK	DAMAGE
+8	1 (Miss Slowed)

2 EXPERIENCE

X