PHANTASM
UNDEAD

TACTICS	AC	HP
	18	1

The Phantasm attacks each Hero with its astral tendrils, and then moves 2 tiles toward the nearest tile with no Heroes.

Irresistible Call: *Heroes may not attack other monsters while the Phantasm remains in play.*

ATTACK	DAMAGE
+6	1

3 EXPERIENCE

X

MISCHIEVOUS SPIRIT
UNDEAD

TACTICS	AC	HP
	14	1

If the Spirit is on a tile with a Hero, it attacks each Hero on that tile with its nightmare whispers.
Otherwise, it moves 1 tile towards the nearest tile with a trap, and the closest Hero moves 2 tiles closer to the Spirit.
Incorporeal: *The Mischevious Spirit cannot be harmed by traps.*

ATTACK	DAMAGE
+5	1

1 EXPERIENCE

X

LOST SOUL
UNDEAD

TACTICS	AC	HP
	16	1

If the Lost Soul is on a tile with a Hero, the Lost Soul attacks all Heroes on its tile with spectral claws.
Otherwise, the Lost Soul does nothing.

Resurrect: *When another monster dies, replace Lost Soul with that monster's figure and card with full Hit Points.*

ATTACK	DAMAGE
+5	1

1 EXPERIENCE

X

BLOOD WOLF
UNDEAD

TACTICS	AC	HP
	15	3

If the Blood Wolf is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks that Hero with its fangs.
Otherwise, the Blood Wolf moves 2 tiles towards the Hero with the most Hit Points remaining.
Vampire: *When the Blood Wolf damages a Hero, it heals 1 Hit Point.*

ATTACK	DAMAGE
+5	2

3 EXPERIENCE

X

GRAVE DIGGER
HUMAN

TACTICS	AC	HP
	14	1

If the Grave Digger is on a tile with a Hero, it attacks the closest Hero with its shovel and then moves 1 tile toward the nearest tile with no Heroes.
Otherwise, it does nothing.
Reanimate: *When a Monster dies, put an Undead Monster from the Monster deck into play adjacent to the Grave Digger.*

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X

BLOOD BEAR
UNDEAD

TACTICS	AC	HP
	14	3

If the Blood Bear is within 1 tile of a Hero, it moves to the closest Hero's tile and mauls each Hero on that tile.
Otherwise, the Blood Bear moves 1 tile towards the Hero with the most hit points remaining.
Vampire: *When the Blood Bear damages a Hero, it heals 1 Hit Point.*

ATTACK	DAMAGE
+7	2 (Miss Dazed)

3 EXPERIENCE

X

CENTAUR ZOMBIE
UNDEAD

TACTICS	AC	HP
	12	2

If this Zombie is within 2 tiles of a Hero, it moves adjacent to the closest Hero and attacks with its hammer.
Otherwise, it moves 2 tiles towards the closest Hero.

ATTACK	DAMAGE
+6	1 for each Monster on tile

2 EXPERIENCE

X

SKELETON GRUNT
UNDEAD

TACTICS	AC	HP
	13	1

If the Grunt is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a polearm.
Otherwise, it moves 1 tile towards the closest Hero.
Minion: *When this Monster enters play, put another Undead Monster from the Monster deck into play adjacent to it.*

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X