

D BARGHEST

SURGE ORDER

Barghests spend \blacklozenge in the following order:

\blacklozenge : + X \heartsuit



FEEDING FRENZY



Each hero who is adjacent to a Barghest and suffers 1 \blacklozenge from Howl also suffers 2 \heartsuit .

- ➔ Spot as many heroes as possible.
- ➔ Use **Howl** on at least 1 hero.

- ➔ Engage a hero who is not adjacent to another Barghest.
- ➔ Use **Howl** on at least 1 hero.

† IA

D CAVE SPIDER

SURGE ORDER

Cave Spiders spend \blacklozenge in the following order:

\blacklozenge : Poison

\blacklozenge : + X \heartsuit



ARACHNOPHOBIA



After all monsters activated, each hero adjacent to a Cave Spider tests \blacklozenge ; each hero adds \heartsuit to his results equal to the number of adjacent Cave Spiders. Each hero who fails retreats 2 spaces away from the closest Cave Spider.

- ➔ Engage the hero within 5 spaces of this monster with the most \heartsuit suffered.

- ➔ Attack the adjacent hero with the most \heartsuit suffered.
- ➔ Engage the closest hero.

- ➔ Engage the closest hero within 5 spaces of this monster who is not Poisoned.
- ➔ Attack a hero who is not Poisoned.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

† 2A

D ELEMENTAL

SPECIAL

Air: Until this monster's next activation, only adjacent heroes can attack it.

 Reroll



MANTLE OF WINDS



After each Elemental's activation, it uses **Air**.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero in line of sight.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

† 3A



PACK SIGNALS

Howl affects heroes within 6 spaces instead of 3 spaces.

- ➔ Engage the closest hero.
 - ➔ Use **Howl** on at least 1 hero.
-
- ➔ Attack a hero.
 - ➔ Use **Howl** on at least 1 hero.
 - ➔ Spot as many heroes as possible.



PIERCING SNARLS

Each hero who suffers 1 ♠ from Howl also suffers 1 ♥.

- ➔ Spot the closest hero.
 - ➔ Use **Howl** on at least 1 hero.
-
- ➔ Spot as many heroes as possible.
 - ➔ Use **Howl** on at least 2 heroes.



† 1B



SKITTERING PESTS

After each minion Cave Spider resolves an attack, it performs a move action and retreats. Then its activation immediately ends.

- ➔ Engage as many heroes as possible within 5 spaces.
 - ➔ If this monster is adjacent to 2 or more heroes, each adjacent hero tests ☠. Each hero who fails is Immobilized.
 - ➔ Attack a hero.
 - ➔ Engage the closest hero.
-
- ➔ Engage the closest hero.
 - ➔ Attack a hero.



SEPTIC FANGS

If a hero is Poisoned after being attacked, that hero is also Diseased.

- ➔ Engage the closest hero within 5 spaces of this monster who is not Diseased.
- ➔ Attack a hero who is not Diseased.
- ➔ Engage the closest hero.
 - ➔ Attack a hero.



† 2B



CHILLING TIDE

Water affects each hero on the map.

- ➔ Attack a hero within 3 spaces.
- ➔ Spot the closest hero.
- ➔ Use **Water**.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



CONSUMING FLAMES

Each hero who suffers ♥ during an attack is Burning.

- ➔ Engage as many heroes as possible within 4 spaces of this monster.
- ➔ Use **Fire** on 2 or more heroes.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the highest Health.



BURROWING RETREAT

Immediately after an Elemental uses Earth, place it in the closest empty spaces not adjacent to any hero.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Use **Earth**.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.

- ➔ Spot the closest hero who is not Burning.
- ➔ Attack the closest hero who is not Burning.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.

† 3B

D ETTIN

SURGE ORDER

Ettins spend \nearrow in the following order:

\nearrow : +X \heartsuit

SPECIAL

Throw: Place the hero as far as possible from the closest other hero.



THRASHING ASSAULT



Each hero adjacent to the minion applies -2 to his \heartsuit (to a minimum of 1).

- ➔ Attack an adjacent hero.
- ➔ Engage the closest hero.
- ➔ Use **Throw** on the adjacent hero with the lowest \heartsuit .

- ➔ Engage the closest hero.
- ➔ Attack the hero within 2 spaces of this monster with the least \heartsuit suffered.

† 4A

D FLESH MOULDER

SURGE ORDER

Flesh Moulders spend \nearrow in the following order:

\nearrow : Mend X

\nearrow : +X \heartsuit

SPECIAL

Mend: The Flesh Moulder only uses Mend if that Flesh Moulder has suffered \heartsuit equal to or greater than X).

Heal: Flesh Moulders only use Heal on a monster if that monster has suffered at least 1 \heartsuit .



RITUAL OF WRIGGLING TENDONS



Heal affects each monster within 3 spaces of the master.

- ➔ Spot as many monsters within 5 spaces of this monster that have suffered \heartsuit as possible.
- ➔ Use **Heal** on 1 or more monsters.
- ➔ Each hero in line of sight of this monster suffers 2 \heartsuit .

- ➔ Spot the closest hero.
- ➔ Attack the closest hero.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

† 5A

D GOBLIN ARCHER

SURGE ORDER

Goblin Archers spend \nearrow in the following order:

\nearrow : Range (when necessary)

\nearrow : +X \heartsuit



COWARD SNIPERS



Each time a Goblin Archer resolves an attack, it performs a move action and retreats. Then its activation immediately ends.

- ➔ Spot the hero within 5 spaces of this monster with the least Health remaining.
- ➔ Attack the hero within 3 spaces of this monster with the least Health remaining.

- ➔ Spot the closest hero.
- ➔ Attack a hero.

- ➔ Attack a hero within 3 spaces.
- ➔ Spot the closest hero.

† 6A



OUT OF THE WAY!

Throw places the hero 5 spaces away instead of 3.

- ➔ Engage the hero within 5 spaces of this monster with the lowest ⚔.
- ➔ Use **Throw** on the adjacent hero with the lowest ⚔.
- ➔ Engage the closest hero.
- ➔ Attack the hero within 2 spaces of this monster with the most ♥ suffered.



♣ 4B



HORRIBLE EMPATHY

Each time a Flesh Moulder recovers ♥, each monster within 3 spaces that is not a Flesh Moulder recovers an equal amount of ♥.

- ➔ Spot the monster with the most ♥ suffered.
- ➔ Use **Heal** on a monster.
- ➔ Attack the closest hero.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.
- ➔ Each Flesh Moulder recovers 1 ♥.



♣ 5B



TACTICAL WITHDRAWAL

Apply +3 Speed to each Goblin Archer.

- ➔ Spot the hero with the least Health remaining.
- ➔ Attack the hero within 3 spaces of this monster with the least Health remaining. Then retreat.



♣ 6B

FLING AWAY



Each Ettin gains **Throw** and immediately uses **Throw** on the adjacent hero with the lowest ⚔.

- ➔ Attack a hero.
- ➔ Use **Throw** on the adjacent hero with the lowest ⚔.
- ➔ Engage the closest hero.

ICHOR SIPHONING



Each time a hero suffers ♥, the closest monster to that hero that has suffered ♥ recovers 1 ♥.

- ➔ Spot the hero with the most ♠ suffered.
- ➔ Attack the hero within 3 spaces of this monster with the most ♠ suffered.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the lowest ⚔.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

VOLLEY OF ARROWS



Each attack gains +3 Range. The master's attack gains +1 ♥ for each adjacent minion Goblin Archer.

- ➔ Spot the closest hero. End movement adjacent to as many minion Goblin Archers as possible.
- ➔ Attack the closest hero. If this monster has not moved this round, attack the closest hero again.

- ➔ Spot the closest hero
- ➔ Attack the closest hero.

D

MERRIOD

SURGE ORDER

Merriods spend \blacklozenge in the following order:

\blacklozenge : Immobilize

\blacklozenge : + X \heartsuit

SPECIAL

Flail: The master Merriod uses Flail whenever possible.



KEEP AT BAY



Each time a hero suffers the Immobilized condition during this activation, move that hero 1 space away from the closest Merriod.

- ➔ Engage the farthest hero who is within 6 spaces.
- ➔ Attack a hero who is not Immobilized.
- ➔ Attack a hero.
 - ➔ Engage the closest hero.

- ➔ Attack a hero who is not Immobilized.
- ➔ Attack a hero.
- ➔ Engage the closest hero.

† 7A

D

SHADOW DRAGON

SURGE ORDER

Shadow Dragons spend \blacklozenge in the following order:

\blacklozenge : Fire Breath (if at least 1 additional hero is affected)

\blacklozenge : + X \heartsuit

SPECIAL

Fire Breath: Use only if at least 1 additional hero is affected. When tracing the path for Fire Breath, include as many heroes as possible without tracing through monsters.



FIERY RIVER



Fire Breath traces a path of 6 spaces instead of 4.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

- ➔ Engage the farthest hero within 6 spaces.
- ➔ Attack a hero.
 - ➔ Engage the closest hero.

† 8A

D

ZOMBIE

SURGE ORDER

Zombies spend \blacklozenge in the following order:

\blacklozenge : Disease

\blacklozenge : + X \heartsuit

SPECIAL

Grab: Zombies only use Grab on heroes who are not Immobilized.



HANDS FROM THE GRAVE



After each Zombie's activation, that Zombie performs Grab on a hero.

- ➔ Engage the closest hero who is not Immobilized.
- ➔ Attack a hero.
- ➔ Use Grab on a hero.
- ➔ Engage the closest hero.

- ➔ Engage the closest hero who is not Immobilized.
- ➔ Attack a hero.
- ➔ Engage the closest hero.

STRENGTH OF THE UNDEATH



Each attack gains +2 \heartsuit .

- ➔ Engage the closest hero.
- ➔ Attack a hero.

† 9A



FRENZIED FLAILING

Each Merriod attack may affect 1 additional hero within 2 spaces of that Merriod.

- ➔ Engage the farthest hero who is within 6 spaces.
- ➔ Attack a hero.
- ➔ Engage the closest hero.



TOXIC EXCRETIONS

Each hero in or adjacent to a water space is immediately Diseased.

- ➔ Engage the hero within 6 spaces of this monster with the lowest ⚔.
- ➔ Attack the hero within 2 spaces of this monster with the lowest ⚔.
 - ➔ Engage the closest hero.
- ➔ Engage the hero within 6 spaces of this monster with the lowest ⚔.
- ➔ Attack the hero within 2 spaces of this monster with the lowest ⚔.
- ➔ Engage the closest hero.



7B



DRACONIC SURGE

The minion gains ⚔: Fire Breath.

- ➔ Engage the hero within 6 spaces of this monster with the lowest ⚔.
- ➔ Attack the adjacent hero with the lowest ⚔.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ⚔.
- ➔ Engage the hero within 6 spaces of this monster with the highest ⚔.
- ➔ Attack the adjacent hero with the highest ⚔.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ⚔.



HUNTING DOWN

Apply +1 Speed to each monster.

- ➔ Engage the hero within 3 spaces of this monster with the highest ⚔.
- ➔ Attack the adjacent hero with the highest ⚔.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ⚔.
- ➔ Engage the farthest hero.
- ➔ Engage the same hero as the previous action.
- ➔ Attack a hero.



8B



NECROTIC SLAM

Each attack gains +1 ⚔.

- ➔ Engage the closest hero who is not Diseased.
- ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Engage the closest hero.
- ➔ Attack a hero.



CHILLING DREAD OF THE TOMB

After all zombies have activated, each hero tests ⚔ or ⚔; each hero adds ♠ to his result equal to the number of adjacent Zombies. Each hero who fails is Terrified.

- ➔ Engage as many heroes as possible within 4 spaces.
- ➔ Attack a hero.
- ➔ Engage the closest hero.



SCENT OF LIVING FLESH

Apply +2 Speed to each Zombie. Each attack gains +1 ♠.

- ➔ Engage the closest hero.
- ➔ Attack a hero.



RELENTLESS DEAD

After all Zombies have activated, each hero suffers ♠ equal to the number of Zombies he is adjacent to.

- ➔ Engage as many heroes as possible within 4 spaces of this monster.
- ➔ Attack a hero.



9B



FIRE IMPS

SURGE ORDER

Fire Imps spend \blacklozenge in the following order:

- \blacklozenge : Range (if necessary)
- \blacklozenge : Burn
- \blacklozenge : + X \heartsuit

SPECIAL

Reroll



RAIN OF FIRE



Each master's attack gains Blast.

- ➔ Spot the closest hero who is adjacent to another hero.
- ➔ Attack a hero within 3 spaces of this monster who is adjacent to another hero.
- ➔ Attack a hero within 3 spaces of this monster.
- ➔ Spot the closest hero.

- ➔ Spot the closest hero who is not Burning.
- ➔ Attack a hero within 3 spaces of this monster who is not Burning.
- ➔ Attack a hero within 3 spaces.
- ➔ Spot the closest hero.

♠ IOA



HYBRID SENTINEL

SURGE ORDER

Hybrid Sentinels spend \blacklozenge in the following order:

- \blacklozenge : Fire Breath (if at least 1 additional hero is affected)
- \blacklozenge : + X \heartsuit

SPECIAL

Fire Breath: Use only if at least 1 additional hero is affected). When tracing the path for Fire Breath, include as many heroes as possible without tracing through monsters.



VILE HUNT



After all monsters activated, each Hybrid Sentinel moves 3 spaces toward the hero with the lowest \heartsuit .

- ➔ Engage the hero within 3 spaces of this monster with the lowest \heartsuit .
- ➔ Attack the adjacent hero with the lowest \heartsuit .
- ➔ Engage the closest hero.
- ➔ Attack a hero.

♠ IIA



ARACHYURA

SURGE ORDER

Arachyuras spend \blacklozenge in the following order:

- \blacklozenge : Pierce X

SPECIAL

Pincer Attack: When an Arachyura is instructed to engage a hero, it engages a second hero at the same time if possible.



DEVOUR THE TRAPPED



At the end of this activation, each Arachyura gains movement points and recovers \heartsuit equal to the number of Immobilized heroes and then retreats.

- ➔ Engage the closest hero.
- ➔ Use **Pincer Attack** on up to 2 heroes.

- ➔ Engage the closest hero who is not Immobilized.
- ➔ Use **Pincer Attack** on at least 1 hero who is not Immobilized.
- ➔ Engage the closest hero.
- ➔ Use **Pincer Attack** on up to 2 heroes.

♠ IZA



FAN THE FLAMES

Each attack that targets a hero who is Burning gains +1 ♥.

- ➔ Spot the closest hero who is not Burning.
- ➔ Attack a hero within 3 spaces of this monster who is not Burning.
- ➔ Attack the hero within 3 spaces of this monster with the most Health remaining.
- ➔ Spot the closest hero.



CAKCLING FIRE



If a hero is Burning after being attacked, that hero is also Terrified.

- ➔ Spot the closest hero who is not Burning.
- ➔ Attack a hero within 3 spaces of this monster who is not Burning.
- ➔ Attack the hero within 3 spaces of this monster with the lowest ♠.
- ➔ Spot the closest hero.



FIERY DARTS

Each attack gains +3 Range.

- ➔ Spot the hero with the lowest ♠.
- ➔ Attack the hero within 5 spaces of this monster with the lowest ♠.

♣ IOB



DRACONIC OUTBURST

Fire Breath traces a path of 6 spaces instead of 4.

- ➔ Engage the closest hero.
- ➔ Attack a hero.



CASTIGATE THE WEAK



Apply -2 ♠ to each hero during attacks (to a minimum of 1).

- ➔ Engage the hero with the lowest ♠.
- ➔ Attack the adjacent hero with the lowest ♠.

♣ IIB



CURSED REEK

Each hero adjacent to an Arachyura immediately tests ♠. Each hero who fails is Cursed.

- ➔ Engage the hero within 5 spaces of this monster with the lowest ♠.
- ➔ Use **Pincer Attack** on up to 2 heroes.
- ➔ Engage the closest hero.
- ➔ The closest hero in line of sight tests ♠. If he fails, he is Cursed.

- ➔ Engage the hero within 5 spaces of this monster with the lowest ♠.
- ➔ Use **Pincer Attack** on up to 2 heroes.
- ➔ Engage the closest hero.



POISONOUS STING



If a hero is dealt ♥ and cancels no ♥ with ♣, that hero is Poisoned.

- ➔ Engage the hero within 5 spaces of this monster with the lowest ♠.
- ➔ Use **Pincer Attack** on up to 2 heroes.
- ➔ Engage the closest hero.

♣ I2B



CARRION DRAKE

SURGE ORDER

Carrion Drakes spend \blacklozenge in the following order:

- \blacklozenge : Disease
- \blacklozenge : + X \heartsuit



♣ 13A

VENOMOUS FANGS



Each hero who suffers \heartsuit during an attack is Poisoned.

- ➔ Engage the closest hero who is not Poisoned.
- ➔ Attack a hero who is not Poisoned.
- ➔ Attack the adjacent hero with the lowest \heartsuit .
- ➔ Engage the closest hero.

- ➔ Engage the closest hero.
- ➔ Attack a hero who is not Diseased.
- ➔ Attack the adjacent hero with the lowest \heartsuit .
- ➔ If adjacent to a hero, perform a move action and retreat.



GOBLIN WITCHER

SURGE ORDER

Goblin Witchers spend \blacklozenge in the following order:

- \blacklozenge : Range (when necessary)
- \blacklozenge : Curse



♣ 14A

HEX OF CONFUSION



Each minions attack gains Blast. Bewitch moves heroes 5 spaces instead of 2.

- ➔ Engage as many Cursed heroes as possible.
- ➔ Use **Bewitch** on each adjacent hero; move each adjacent hero toward the closest Pit or Hazard space.
- ➔ Attack the hero within 3 spaces with the highest \heartsuit .
- ➔ Spot the closest hero.

- ➔ Spot the hero within 5 spaces of this monster with the most heroes adjacent.
- ➔ Attack the hero within 3 spaces with the most heroes adjacent.
- ➔ Spot the closest hero.



VOLUCRIX REAVER

SURGE ORDER

Volucrix Reavers spend \blacklozenge in the following order:

- \blacklozenge : Pierce X (if the \heartsuit results are equal to or greater than X)
- \blacklozenge : + X \heartsuit



♣ 15A

UNNERVING STALKERS



Each hero who suffers \heartsuit during an attack is Cursed.

- ➔ Use **Skirmish** on a hero within 4 spaces of this monster who is not Cursed.
- ➔ Attack a hero who is not Cursed.
- ➔ Spot the closest hero.
- ➔ Attack a hero.

- ➔ Use **Skirmish** on the closest hero within 4 spaces of this monster.
- ➔ Attack the adjacent hero with the lowest \heartsuit .
- ➔ Spot the closest hero.



DEVOUR THE WOUNDED

Each attack gains Pierce 1.

- ➔ Engage the hero within 6 spaces of this monster with the most ♥ suffered.
- ➔ Attack the adjacent hero with the most ♥ suffered.
- ➔ Engage the closest hero.



♣ 13B



CURSE OF WANDERING

Each hero adjacent to the master is immediately Cursed.

- ➔ Engage as many Cursed heroes as possible.
- ➔ Each adjacent hero switches places with the closest *Melee* monster.
- ➔ Attack the hero within 3 spaces with the highest ⚔.
- ➔ Spot the closest hero.
- ➔ Spot the hero within 5 spaces who is not Cursed.
- ➔ Attack the hero within 3 spaces who is not Cursed.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the highest ⚔.



♣ 14B



SPIKY BACK

After all monsters activated, each hero adjacent to 1 or more Volucrix Reavers tests ☠. Each hero who fails suffers 1 ♥. Then move each Volucrix Reaver 3 spaces away from the closest hero.

- ➔ Use **Skirmish** on the closest hero within 4 spaces of this monster.
- ➔ Attack the adjacent hero with the least ♥ suffered.
- ➔ Spot the closest hero.



♣ 15B



SURPRISE ATTACK

Each time a hero is attacked, he may choose to suffer 1 ♣. If he does not, he cannot roll his defense pool.

- ➔ Use **Skirmish** on the closest hero within 4 spaces of this monster.
- ➔ Attack the adjacent hero with the least ♥ suffered.
- ➔ Spot the closest hero.

SPRAY VENOM



After a master resolves its activation, each adjacent hero is Poisoned.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Attack a hero who is not Diseased.
- ➔ Attack the adjacent hero with the highest ☠.
- ➔ Engage the closest hero.

JUMP OFF A CLIFF



After all monsters activated, each hero who is Cursed and adjacent to an elevation line moves 1 space across that elevation line and suffers 3 ♥.

- ➔ Engage as many Cursed heroes as possible.
- ➔ Use **Bewitch** on each adjacent hero; move each adjacent hero toward the closest elevation line.
 - ➔ Attack the hero within 3 spaces with the highest ⚔.
 - ➔ Spot the closest hero.
- ➔ Spot the hero within 5 spaces who is not Cursed.
- ➔ Attack the hero within 3 spaces who is not Cursed.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the highest ⚔.

SERRATED SCYTHES



Each hero who suffers ♥ during an attack is Bleeding.

- ➔ Use **Skirmish** on a hero within 4 spaces of this monster who is not Bleeding.
- ➔ Attack a hero who is not Bleeding.
- ➔ Spot the closest hero.
- ➔ Use **Skirmish** on the closest hero.



HARPY

SURGE ORDER

Harpies spend **W** in the following order:
W: Swarm



FLOCKING ON THE WEAK



At the start of the master's activation, if at least 1 Harpy is adjacent to a hero, the hero with the most Harpies adjacent tests **W**. If he fails, he is Weakened. If he passes, each adjacent Harpy moves 2 spaces away.

- ➔ Engage the hero within 6 spaces of this monster with the lowest **W**.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest **W**.

† 16A



PLAGUE WORM

SURGE ORDER

Plague Worms spend **W** in the following order:
W: Weaken
W: + X **H**

SPECIAL

Burrow: Place each affected hero as far as possible from the closest other hero.



UNCANNY TUNNELING



Burrow places the plague worm within 6 spaces instead of 3.

- ➔ Use **Burrow** on as many heroes as possible.
- ➔ Attack the adjacent hero with the least **H** suffered.
- ➔ Engage the closest hero.

† 17A



CHANGELING

SURGE ORDER

Changelings spend **W** in the following order:
W: Bleed
W: Wither

SPECIAL

Reroll



SPREAD DISCOMFORT



Each hero who suffers **H** during a minion's attack is Diseased and Poisoned.

- ➔ Engage the farthest hero within 5 spaces.
- ➔ Attack a hero.
- ➔ Engage the farthest hero.

- ➔ Engage the hero within 5 spaces of this monster with the least **H** suffered.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the least **H** suffered.

† 18A



CALL THE FLIGHT

The master Harpy immediately uses Flock. Each affected minion Harpy moves toward the farthest hero.

- ➔ Engage the farthest hero within 6 spaces.
 - ➔ Engage the closest hero.
 - ➔ Attack a hero.
-
- ➔ Engage the hero within 4 spaces of this monster with the most monsters adjacent.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most Harpies adjacent.



FEATHERED THIEVES



After all minions have activated, each hero who is adjacent to a Harpy and has a Search card tests ☞. Each hero who fails discards 1 Search card for each adjacent harpy.

- ➔ Engage the hero within 6 spaces of this monster with the highest ☞.
- ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most Health remaining.
- ➔ Engage as many heroes as possible within 6 spaces of this monster.
- ➔ Attack a hero.
- ➔ Engage the farthest hero.

† 16B



CORRODING PLAGUE

Each time a hero adjacent to a Plague Worm suffers 1 or more ♠, that hero tests ☞. If he fails, he is Poisoned.

- ➔ Use **Burrow** on as many heroes as possible.
- ➔ Engage the closest hero.
- ➔ Attack a hero.



SNAPPING MAWS



Each time a hero is moved by Burrow, that hero tests ☞. Each hero who fails is Immobilized.

- ➔ Use **Burrow** on as many heroes who are not Immobilized as possible.
- ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Use **Burrow** on as many heroes as possible.
- ➔ If adjacent to an Immobilized hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Attack a hero.

† 17B



SOW SUSPICION

Each attack gains Pierce 1. If a hero is defeated, each other hero moves 2 spaces away from that hero.

- ➔ Engage the hero within 5 spaces of this monster with the highest ☞.
 - ➔ Attack the adjacent hero with the highest ☞.
 - ➔ Engage the farthest hero.
-
- ➔ Engage the hero within 5 spaces of this monster with the highest ☞.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the highest ☞.



TREACHEROUS WHISPERS



After a Changeling uses Whisper, each hero who failed moves 1 space towards the closest other hero.

After all monsters activated, all heroes adjacent to at least 1 other hero are Bleeding.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Engage the closest hero.
- ➔ **Whisper**. Then retreat

SEEDS OF DOUBT



Each Changeling uses Whisper after activating; each hero who fails moves 1 space away from the closest other hero and is Cursed.

- ➔ Engage the closest hero who is not Cursed.
- ➔ Attack a hero who is not Cursed.
- ➔ Engage the closest hero.
- ➔ Attack a hero.

† 18B



IRONBOUND

SURGE ORDER

Ironbounds spend \blacklozenge in the following order:

\blacklozenge : + X \heartsuit

SPECIAL

Protect: Ironbound always use the effect of Protect on behalf of adjacent monsters, unless suffering the 1 \heartsuit would defeat the Ironbound. When Ironbound are instructed to engage a monster, they do not engage monsters that also have Protect.



‡ 19A

GUARDING DIRECTIVE



Apply +2 Speed to each monster.

- ➔ Attack the hero with the highest Speed.
- ➔ If this monster has attacked, engage the monster within 5 spaces of this monster with the most \heartsuit suffered.
- ➔ Engage the closest hero.



RAT SWARM

SURGE ORDER

Rat Swarms spend \blacklozenge in the following order:

\blacklozenge : Feast

SPECIAL

Merge: Minion Rat Swarms only use Merge if the target has suffered \heartsuit .

Reroll



‡ 20A

GNASHING HORDE



Each hero who suffers \heartsuit during an attack is Bleeding.

- ➔ Engage a hero within 5 spaces who is Bleeding.
- ➔ Attack a hero who is Bleeding.
- ➔ Engage the closest hero.
- ➔ Attack a hero.

- ➔ Engage a hero within 5 spaces who is not Bleeding.
- ➔ Attack a hero who is not Bleeding.
- ➔ Engage the closest hero.
- ➔ Perform a move action and retreat.

SEWER NIGHTMARE



Each hero who suffers \heartsuit during an attack is Terrified.

- ➔ Engage a hero within 5 spaces who is not Terrified.
- ➔ Attack an adjacent hero who is not Terrified.
- ➔ Engage the closest hero.
- ➔ Attack a hero.
- ➔ Perform a move action and retreat.



YNFERNAL HULK

SURGE ORDER

Ynferral Hulks spend \blacklozenge in the following order:

\blacklozenge : Charge (if it was not adjacent to the target at the start of the activation)

\blacklozenge : Knockback

SPECIAL

Bloodrush: Spend the movement points to engage the specified target.

Knockback: Place the hero as far as possible from the closest other hero.



‡ 21A

CONSUME FLESH



Each time an Ynferral Hulk performs an attack, it recovers \heartsuit equal to the \heartsuit dealt (after the defense roll).

- ➔ Use **Bloodrush** on the farthest hero within 7 spaces.
- ➔ Attack the adjacent hero with the most \heartsuit suffered.
- ➔ Engage the farthest hero.



PUNISHING DIRECTIVE

When attacking, Ironbound can target spaces within 3 spaces instead of 2.

- ➔ Attack the hero within 3 spaces of this monster with the highest .
- ➔ If this monster has attacked, engage the monster within 3 spaces of this monster with the most suffered.
- ➔ Engage the closest hero.



♀ 19B



MENDING DIRECTIVE

Each Ironbound immediately recovers 4 .

- ➔ Attack the hero within 2 spaces of this monster with the highest .
- ➔ If this monster has attacked, engage the monster within 3 spaces of this monster with the most suffered.
- ➔ Engage the closest hero.



GRUESOME GRAFTING

Rat Swarms can use Merge on any master monster.

- ➔ Attack an adjacent hero.
- ➔ If adjacent to a hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Engage the closest master monster within 4 spaces of this monster who has suffered .
- ➔ Use Merge on the adjacent master monster that has suffered the most .
- ➔ Attack an adjacent hero.
- ➔ Engage the closest hero.



♀ 20B

TEETH, EVERYWHERE

Rend affects each adjacent hero.

- ➔ Engage a hero within 4 spaces who is Bleeding.
- ➔ Attack a hero who is Bleeding.
- ➔ Engage the closest hero.
- ➔ Attack a hero.
- ➔ Engage a many heroes who are not Bleeding as possible within 3 spaces.
- ➔ Use Rend on 1 or more heroes who are not Bleeding.
- ➔ Attack a hero.



SCORCHING AURA

Each hero must immediately suffer 1 or move 1 space away from the master Ynfernaël Hulk.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most suffered.
- ➔ Use Bloodrush on the closest hero.



♀ 21B



FEIGN RETREAT

The master Ynfernaël Hulk immediately retreats 1 space.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most suffered.
- ➔ Use Bloodrush on the closest hero.
- ➔ Use Bloodrush on the farthest hero within 7 spaces.
 - ➔ Attack the adjacent hero with the most suffered.
 - ➔ Engage the farthest hero.



BANDIT

SURGE ORDER

Bandits spend \blacklozenge in the following order:

\blacklozenge : Black Venom

\blacklozenge : + X \heartsuit

SPECIAL

Pillage: When choosing the target of Pillage, Bandits choose heroes with faceup Search cards if possible. When choosing which Search card to shuffle back into the deck, randomly choose a faceup Search card. If the player has no faceup Search cards, randomly choose one of his facedown Search cards.



HIT AND RUN



After all monsters activated, each Bandit within 2 spaces of a hero performs a move action and retreats.

- \blacklozenge Spot the hero within 5 spaces of this monster with the most \heartsuit suffered.
- \blacklozenge Attack the hero within 5 spaces of this monster with the most \heartsuit suffered.
 - \blacklozenge Spot the closest hero.

- \blacklozenge Engage the hero within 5 spaces of this monster with the most \heartsuit suffered.
- \blacklozenge Use **Pillage** on the adjacent hero with the most \heartsuit suffered.
- \blacklozenge Engage the closest hero.
- \blacklozenge Attack the closest hero within 5 spaces.

♀ 22A



WRAITH

SURGE ORDER

Wraiths spend \blacklozenge in the following order:

\blacklozenge : Doom

\blacklozenge : + X \heartsuit

SPECIAL

Death Cry: When choosing between Doom and 1 \heartsuit , always choose Doom unless the target is already Doomed.

Reaper: When the master wraith uses the effect of Reaper, it spots and attacks a hero within 8 spaces.



INCORPOREAL CLAWS



Each attack gains Pierce 2.

- \blacklozenge Use **Death Cry** on the hero within 3 spaces of this monster with the lowest \spadesuit .
- \blacklozenge Spot the closest hero.
- \blacklozenge Attack the hero within 3 spaces of this monster with the lowest \spadesuit .

♀ 23A



BONE HORROR

SURGE ORDER

Bone Horrors spend \blacklozenge in the following order:

\blacklozenge : Lash

\blacklozenge : Pierce X

SPECIAL

Lash: Place the hero as far as possible from the closest other hero.



GRIM THRASHING



If the Lash ability moves a hero, each other hero tests \spadesuit . Each hero who fails is Terrified.

- \blacklozenge Spot the closest hero.
- \blacklozenge Attack the hero within 3 spaces of this monster with the lowest Speed.
- \blacklozenge If within 3 spaces of a hero, perform a move action and retreat.

♀ 24A



PICKPOCKET

Each time a Bandit uses **Pillage** and does not defeat the target, that Bandit moves 2 spaces away from the closest hero.

- ➔ Engage the hero within 5 spaces of this monster with the most ♥ suffered.
- ➔ Use **Pillage** on the adjacent hero with the most ♥ suffered.
- ➔ Engage the closest hero.
- ➔ Attack the closest hero in line of sight.



‡ 22B



EAT THE RICH

Each hero who suffers ♥ during an attack suffers additional ♥ equal to the number of Search cards he has.

- ➔ Engage the closest hero with a Search card.
- ➔ Use **Pillage** on the adjacent hero with the most Search cards.
- ➔ Attack the closest hero in line of sight.
 - ➔ Engage the closest hero.



BONE-CHILLING WAIL

Heroes cannot voluntarily suffer ♠ or exhaust cards during this activation.

- ➔ Use **Death Cry** on the hero within 3 spaces of this monster with the most ♥ suffered.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most ♥ suffered.



‡ 23B



SHROUD OF DESPAIR

Death Cry affects all heroes within 3 spaces instead of 1 hero.

- ➔ Spot as many heroes as possible.
- ➔ Use **Death Cry** on 2 or more heroes.
- ➔ Attack the hero within 3 spaces of this monster with the lowest ♠.



GRUESOME SCATTERING

Each minion Bone Horror gains: ♣: Lash.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the highest ♠.
- ➔ If within 3 spaces of a hero, perform a move action and retreat.
- ➔ Spot the closest hero who has not been attacked this activation.
- ➔ Attack a hero who has not been attacked this activation.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.



‡ 24B



HELL OF BONES

Each hero who suffers ♥ during an attack is Terrified.

- ➔ Spot the closest hero who is not Terrified.
- ➔ Attack a hero within 3 spaces of this monster who is not Terrified. Then retreat.
- ➔ Spot the closest hero.
- ➔ Attack a hero.
 - ➔ If within 3 spaces of a hero, perform a move action and retreat.



BROODWALKER

SURGE ORDER

Broodwalkers spend in the following order:

- : Colonize
- : Terrify
- : + X



PLAGUE BUGS



Each time a Broodwalker ends its activation, each adjacent hero tests . Each hero who fails is Diseased.

- Engage a hero within 3 spaces of this monster who is not Diseased.
- Attack the adjacent hero with the lowest .
- Engage the closest hero.
 - Attack a hero.

† 25A



REANIMATE

SURGE ORDER

Reanimates spend in the following order:

- : Swarm

SPECIAL

Whenever possible, Reanimates end their movement adjacent to as many other reanimates as possible while still following the instructions of the activation.



CHARGE ORDER



Apply +1 Speed to each Reanimate for each master Reanimate on the map.

- Engage the closest hero.
- Attack a hero.

† 26A



MARROW PRIEST

SURGE ORDER

Marrow Priests spend in the following order:

- : Mortal Binding (if the target's hero token is not on the Marrow Priest card)
- : +X

SPECIAL

Shadow Step: When a Marrow Priest gains movement points from Shadow Step, it immediately spends the movement points to retreat from the hero who attacked.



BIND THE BONES



Each hero whose token is on the Marrow Priest card immediately tests . Each hero who fails is Immobilized.

- Engage the closest hero.
- Attack the adjacent hero with the lowest . Then retreat.
- If within 2 spaces of a hero, perform a move action and retreat.

† 27A



SPEED OF THE SWARM

Apply +2 Speed to each Broodwalker.

- ➔ Engage the hero within 5 spaces of this monster with the lowest Speed.
- ➔ Attack the adjacent hero with the highest Speed.
- ➔ Engage the closest hero.



THE HIVE IS OUT

The master's attack affects each hero adjacent to it.

- ➔ Engage as many heroes as possible within 3 spaces of this monster.
- ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Engage the closest hero who is not Terrified.
- ➔ Attack a hero who is not Terrified.
- ➔ Attack a hero.



♀ 25B



FRIGHTFUL AXE-PLAY

Each hero who suffers ♥ during an attack tests ☠. Each hero who fails is Terrified.

- ➔ Engage a hero.
- ➔ Attack the adjacent hero with the most Reanimates adjacent.
- ➔ Engage the closest hero.
- ➔ Engage the hero within 4 spaces of this monster with the most Reanimates adjacent.
- ➔ Attack the adjacent hero with the most Reanimates adjacent.
- ➔ Engage the closest hero.



SIEGE THE FORTRESS

Each Reanimate immediately moves 3 spaces toward the hero with the highest ☠.

- ➔ Engage the hero within 4 spaces of this monster with the highest ☠.
- ➔ Attack the adjacent hero with the highest ☠.
- ➔ Engage the hero with the highest ☠.



♀ 26B



SKELETON PUPPETEER

Each hero whose token is on the Marrow Priest card immediately tests ☠. Each hero who fails moves 4 spaces away from the closest Marrow Priest.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest ☠. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



MARROW ROT

Each hero immediately tests ☠. Each hero who fails whose token is on the Marrow Priest card suffers 1 ♥. Each hero who fails whose token is not on the Marrow Priest card places his token on the Marrow Priest card.

- ➔ Engage the closest hero whose hero token is not on the Marrow Priest card.
 - ➔ Attack a hero.
 - ➔ Perform a move action and retreat.



♀ 27B

SHAMBLING COLOSSUS

SURGE ORDER

Shambling Colossuses spend \blacklozenge in the following order:

\blacklozenge : + X \heartsuit

SPECIAL

 Reroll



‡ 28A

PINNED TO THE WALL



If a hero in a space with a black border suffers \heartsuit during an attack, that hero is Immobilized.

- ➔ Engage a hero within 4 spaces of this monster who is in a space with the most black borders.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero who is in a space with the most black borders.

THE DISPOSSESSED

SURGE ORDER

The Dispossessed spend \blacklozenge in the following order:

\blacklozenge : Terrify

\blacklozenge : + X \heartsuit

SPECIAL

Ethereal Hold: Ethereal Hold is used at the start of the Dispossessed's activation. If a Dispossessed has a hero token on its base and there is an empty space adjacent to the corresponding hero, discard that token, remove that Dispossessed from the map, and place it adjacent to that hero.

Fearbrand: At the end of each Dispossessed activation, each Dispossessed uses Fearbrand on the farthest hero in its line of sight; place that hero's hero token on its base.

 Reroll



‡ 29A

FORGET WHAT YOU DID



Immediately use Ethereal Hold. Each time a hero suffers \heartsuit during an attack, that hero immediately tests \heartsuit . If he passes, remove the attacking monster from the map and place it in the farthest space in line of sight of that hero. After all monsters activated, each Dispossessed uses Fearbrand.

- ➔ Attack the adjacent hero with the least Health remaining.
- ➔ If within 6 spaces of a hero, perform a move action and retreat.

BANE SPIDER

SURGE ORDER

Bane Spiders spend \blacklozenge in the following order:

\blacklozenge : Poison

\blacklozenge : Pierce X



‡ 30A

EXPLOSIVE PODS



Each attack gains +2 Range and Blast.

- ➔ Spot the hero within 8 spaces of this monster with the most heroes adjacent.
- ➔ Attack the hero within 5 spaces of this monster with the most heroes adjacent.



DISHEARTENING PAIN

If a **Terrified** hero suffers ♥, each other hero is **Terrified**.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest ⚡.



TOWERING DOOM

After all monsters activated, each hero within 3 spaces of 1 or more **Shambling Colossuses** tests ⚡; each hero add ♥ to the results equal to the number of **Shambling Colossuses** within 3 space. Each hero who fails is **Doomed**.

- ➔ Engage as many heroes within 4 spaces of this monster as possible.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most Health remaining.



FORGET WHAT YOU KNEW

Immediately use **Ethereal Hold**. Each time a hero does not suffer ♥ during an attack, that hero tests ♠. If he passes, he suffers ♠ equal to his defense results. After all monsters activated, each **Dispossessed** uses **Fearbrand**.

- ➔ Attack the adjacent hero with the least Health remaining.
- ➔ If within 6 spaces of a hero, perform a move action and retreat.



FORGET WHO YOU WERE

Immediately use **Ethereal Hold**. If a hero rolls 1 or more blank results when rolling defense dice, that hero tests ♠. If he passes, he is **Stunned** and **Immobilized**. After all monsters activated, each **Dispossessed** uses **Fearbrand**.

- ➔ Attack the adjacent hero with the least Health remaining.
- ➔ If within 6 spaces of a hero, perform a move action and retreat.



STICKY NETS

Each hero who is **Immobilized** cannot roll defense dice.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Use **Cocoon** on 2 or more heroes.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero who is **Immobilized**.
- ➔ Spot a hero who is **Immobilized**.
- ➔ Attack the closest hero within 5 spaces of this monster who is **Immobilized**.
- ➔ Spot a hero who is not **Immobilized**.
- ➔ Attack the closest hero who is not **Immobilized**.

IMPALING BONESPEAR



If the target of an attack has no ♥ remaining after resolving **Puncture**, that attack affects an additional hero; choose the hero with the lowest ⚡ that is adjacent to the target space or this monster.

- ➔ Engage a hero within 4 spaces of this monster with the most Health remaining.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most Health remaining.

- ➔ Engage a hero within 4 spaces of this monster who is in a space with the most black borders.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero who is in a space with the most black borders.

♀ 28B

FORGET WHO YOU LOVED



Immediately use **Ethereal Hold**. Each time a hero suffers ♥ equal to his Health, before being defeated, that hero tests ⚡. If he passes, each hero within 3 spaces if him moves 1 space away and is **Immobilized**. After all monsters activated, each **Dispossessed** uses **Fearbrand**.

- ➔ Attack the adjacent hero with the least Health remaining.
 - ➔ If within 6 spaces of a hero, perform a move action and retreat.

♀ 29B

CLUTCHING CHELICERÆ



At the start of each monster's activation, each adjacent hero tests ♠. Each hero who fails is **Immobilized**.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero in line of sight.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

♀ 30B



BEASTMAN

SURGE ORDER

Beastmen spend ⚡ in the following order:

⚡: + X ♥

SPECIAL

Command: Minion monsters only use Command if rerolling the die cannot produce a worse outcome for the entire attack.



♣ 31A

SNEAK UP



Each Beastman immediately moves 1 space toward the closest hero.

- ➔ Attack a hero.
- ➔ Attack the adjacent hero with the most ♥ suffered.
- ➔ Engage the closest hero.



RAZORWING

SURGE ORDER

Razorwings spend ⚡ in the following order:

⚡: Stun

⚡: + X ♥



♣ 32A

WINGS OF THE NIGHT



Apply +3 Speed to each monster.

- ➔ Engage the hero within 8 spaces of this monster with the lowest ⚡.
- ➔ Attack the adjacent hero with the lowest ⚡. Then retreat.
- ➔ Engage the closest hero.



CHAOS BEAST

SURGE ORDER

Chaos Beasts spend ⚡ in the following order:

⚡: + X ♥

SPECIAL

Morph: The Chaos Beast uses the dice of the figure it is attacking. If the target figure does not have attack dice, the Chaos Beast uses the dice of the figure in its line of sight with the most dice in its attack pool.

Sorcery: Range and ♥ are converted so that the maximum ♥ is dealt.



♣ 33A

ANTI-MAGIC RIPPLE



Each hero who suffers ♥ during an attack must unequip all of his equipped cards.

- ➔ Switch spaces with the farthest hero in line of sight.
 - ➔ Attack a hero with at least 1 equipped card.
 - ➔ Engage the farthest hero in line of sight.
-
- ➔ Switch spaces with the master Chaos Beast.
 - ➔ Attack the hero within 4 spaces with the most equipped cards.
 - ➔ Spot the closest hero.



BACKHAND SWING

At the end of this activation, each hero adjacent to the master Beastman tests ☠. Each hero who fails is Stunned.

- ➔ Attack a hero.
- ➔ Attack the adjacent hero with the least Health remaining.
- ➔ Engage the closest hero.



♣ 31B

TOOTH-AND-CLAW BRAWL



Each Beastman immediately moves 2 spaces to be adjacent to as many heroes as possible.

- ➔ Attack the hero with the most Health remaining.
- ➔ Engage the closest hero.



DEAFENING SCREECH

If a hero is defeated, the next closest hero tests ☠. If he fails, he is Stunned.

- ➔ Engage the hero within 7 spaces of this monster with the highest ☠.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ☠.
- ➔ Engage the hero within 6 spaces of this monster with the most ♥ suffered.
- ➔ Attack the adjacent hero with the most ♥ suffered.
- ➔ Engage the closest hero.



♣ 32B

SNATCH AND DRAG AWAY



When Razorwings retreat, they move away from the next closest monster instead of the closest hero. If the target of a Razorwing's attack suffered ♥ during the attack and was not defeated, for each space that Razorwing retreats, move the target 1 space toward that Razorwing.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most Health remaining. Then retreat.



OOZING STRIDE

Apply +10 Speed to each Chaos Beast.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



♣ 33B

DREADFUL CACOPHONY



Each hero who suffers ♥ during an attack moves away from the attacking monster a number of spaces equal to the amount of ♥ suffered.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero.



GIANT

SURGE ORDER

Giants spend \blacklozenge in the following order:

\blacklozenge : Stun

HAVE A GOOD THRASHING



Move each figure that suffers \heartsuit during an attack 3 spaces away from the monster that performed the attack.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Use **Sweep** on 2 or more heroes.
- ➔ Attack a hero.
 - ➔ Engage the closest hero.



- ➔ Engage the hero within 5 spaces of this monster with the highest \clubsuit .
- ➔ Attack the hero within 2 spaces of this monster with the highest \clubsuit .
- ➔ Engage the closest hero.

† 34A



LAVA BEETLE

SURGE ORDER

Lava Beetles spend \blacklozenge in the following order:

\blacklozenge : Blast (if at least 1 additional hero is affected)

\blacklozenge : + X \heartsuit

Reroll

HERD WITH FIRE



Each figure that suffers \heartsuit from an attack with **Blast** moves 1 space toward the closest other non-adjacent hero.

- ➔ Spot the hero within 6 spaces of this monster with the most heroes adjacent.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most heroes adjacent. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.



- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most heroes adjacent. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.

† 35A



GOLEM

SURGE ORDER

Golems spend \blacklozenge in the following order:

\blacklozenge : + X \heartsuit

PIN TO THE GROUND



Each hero adjacent to a Golem immediately tests \clubsuit . Each hero who fails is **Immobilized**.

- ➔ Engage a hero within 4 spaces of this monster who is not Immobilized.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest Speed.



† 36A



INSTINCTIVE ESCAPE

Immediately before the master Giant uses Sweep, each other monster within 2 space of the master Giant moves 2 spaces away from it.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Use **Sweep** on 2 or more heroes.
- ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Engage the hero within 5 spaces of this monster with the highest Health.
- ➔ Attack the hero within 2 spaces of this monster with the highest Health.
- ➔ Engage the closest hero.



CONTROLLED BRUTALITY



Sweep does not affect monsters.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Use **Sweep** on 2 or more heroes.
- ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Engage the hero within 5 spaces of this monster with the highest Health.
- ➔ Engage the closest hero.
- ➔ Attack the hero within 2 spaces of this monster with the highest Health.

♀ 34B



BOUNCING FIRE ORBS

If an attack is a miss, reroll the attack die once and target the next closest hero in line of sight instead.

- ➔ Spot the closest hero.
- ➔ Attack a hero within 4 spaces of this monster.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



ENKINDLING SPRAY



Each hero adjacent to a Lava Beetle is immediately Burning. Each hero who suffers ♥ during an attack is Burning.

- ➔ Spot the hero within 6 spaces with the most heroes adjacent.
- ➔ Spot the closest hero.
 - ➔ Attack the hero within 3 spaces with the most heroes adjacent. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.



LAVA OUTBURST

If the target of an attack is in or adjacent to a hazard space, add 1 additional red power die to the attack.

- ➔ Spot the hero within 6 spaces with the most hazard spaces within 1 space.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the most hazard spaces within 1 space. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

♀ 35B



RUNE OF MENDING

Each Golem immediately recovers 4 ♥.

- ➔ Engage the hero within 3 spaces of this monster with the highest ♠.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ♠.



RUNE OF RECALL



The hero with the lowest ♣ tests ♣. If he fails, remove that hero from the map and place him adjacent to as many Golems as possible.

- ➔ Engage the hero within 3 spaces of this monster with the lowest ♣.
- ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the lowest ♣.

♀ 36B



MEDUSA

SURGE ORDER

Medusae spend ⚡ in the following order:

- ⚡: Stun
- ⚡: Immobilize
- ⚡: Poison



♀ 37A



SORCERER

SPECIAL

Death Wish: The master always uses the effect of Death Wish and chooses the minion with the least Health remaining.

Sorcery: Range and ♥ are converted so that the maximum ♥ is dealt.



♀ 38A



CRYPT DRAGON

SURGE ORDER

Crypt Dragons spend ⚡ in the following order:

- ⚡: Blast (if at least 1 additional hero is affected)
- ⚡: + X ♥

SPECIAL

Cause Fear: Unless instructed otherwise, Cause Fear moves the hero away from the Crypt Dragon that performed it.



♀ 39A

PETRIFYING GAZE



Each hero who is in line of sight of 1 or more Medusae must immediately either exhaust a *Shield* or test ☠. Each hero who fails is Immobilized.

- ➔ Spot the hero within 5 spaces of this monster with the highest Speed.
- ➔ Attack the hero within 3 spaces of this monster with the highest Speed. Then retreat.
 - ➔ If adjacent to a hero, perform a move action and retreat.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.
- ➔ If adjacent to a hero, perform a move action and retreat.

MONSTER SUMMONING



After the master's attack, place the monster with the highest total Health as close as possible to the target space.

- ➔ Spot the hero with the highest 🗡.
- ➔ Attack the hero within 3 spaces of this monster with the highest 🗡.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 5 spaces with the lowest 🗡. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

BALEFUL BREATH



Each hero who suffers ♥ during an attack is Diseased and Poisoned.

- ➔ Use **Cause Fear** on a hero who is not adjacent to another hero. If he fails, move that hero adjacent to as many heroes as possible.
- ➔ Attack the hero within 3 spaces of this monster with the most heroes adjacent.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the hero within 6 spaces of this monster with the most heroes adjacent.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most heroes adjacent. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



PENETRATING GAZE

Each attack gains +3 Range and ignores line of sight.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 6 spaces of this monster with the lowest ♠.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



ILLUSIONARY GLAMOUR



Each hero immediately tests ♠ and adds ♠ to the results equal to the number of Medusae in his line of sight. Each hero who fails cannot roll defense dice during this activation.

- ➔ Spot the hero within 5 spaces of this monster with the fewest conditions.
 - ➔ Attack the hero within 3 spaces of this monster with the fewest conditions.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.
 - ➔ Spot the closest hero.

♣ 37B



DIMENSIONAL TIDE

After each minion Sorcerer's attack, it switches spaces with the unactivated monster that is farthest from that minion Sorcerer.

- ➔ Spot the farthest hero.
- ➔ Attack the closest hero.
- ➔ Engage the closest hero.
- ➔ Attack the closest hero.



BALEFUL TELEPORT



After the master's attack, the target hero switches spaces with the farthest monster from that hero.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 5 spaces with the highest total Stamina.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
 - ➔ Spot the closest hero.
 - ➔ Attack the hero within 5 spaces with the lowest ♠. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.

♣ 38B



TERRIFYING ROAR

Cause Fear affects each hero within 3 spaces.

- ➔ Attack a hero within 3 spaces of this monster.
- ➔ Use Cause Fear on 2 or more heroes.
- ➔ Spot as many heroes as possible within 6 spaces of this monster.
- ➔ Spot the closest hero.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



DREADFUL BREATH



Each hero who suffers ♥ during an attack is affected as if by Cause Fear.

- ➔ Spot the hero within 6 spaces of this monster with the lowest ♠.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the lowest ♠.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.

♣ 39B



DARK PRIEST

SURGE ORDER

Dark Priests spend \blackspade in the following order:

\blackspade : + X \heartsuit

SPECIAL



Reroll



LITANY OF HATE



Each time a hero suffers 1 \blackspade from Dark Prayer, that hero resolves the effect again, continuing to do so until he passes.

- ➔ Use **Dark Prayer** on the hero within 5 spaces of this monster with the least \blackspade suffered.
- ➔ Use **Dark Prayer** on the hero within 5 spaces of this monster with the most \blackspade suffered.
- ➔ Spot the closest hero.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the least \blackspade suffered.
- ➔ Use **Dark Prayer** on the hero within 5 spaces of this monster with the least \blackspade suffered.

‡ 40A



WENDIGO

SURGE ORDER

Wendigos spend \blackspade in the following order:

\blackspade : + X \heartsuit

STIFFING FROST



After the master's activation, each adjacent hero tests \heartsuit . Each hero who fails is Immobilized.

- ➔ Attack the adjacent hero with the highest \heartsuit .
- ➔ Attack the adjacent hero with the highest \heartsuit .
- ➔ Engage the closest hero.



‡ 41A



MANTICORE

SURGE ORDER

Manticores spend \blackspade in the following order:

\blackspade : Range (when necessary)

\blackspade : Poison

\blackspade : Pierce X

VOLLEY OF QUILLS



Each attack gains +3 Range.

- ➔ Attack the closest hero.
- ➔ Attack the closest hero.
- ➔ Spot the closest hero



‡ 42A



VILE HEALING

Each minion gains → Heal.

- Spot the monster with the most ♥ suffered.
- Use Heal on the monster with the most ♥ suffered.
- Use Dark Prayer on the closest hero.
- Use Heal on the monster within 3 spaces of this monster with the most ♥ suffered.
- Use Dark Prayer on the closest hero.
- Spot the closest hero.



CRIPPLING PRAYER



Each hero who suffers 1 ♣ from Dark Prayer also suffers a random condition he does not currently have.

- Use Dark Prayer on the hero with the fewest conditions.
- Attack the closest hero within 5 spaces of this monster.
- Spot the closest hero.
- Use Dark Prayer on the hero with the fewest conditions.
- Use Dark Prayer on the hero with the fewest conditions.
- Spot the closest hero.



SUPPLICATION OF DOOM

Each hero who suffers 1 ♣ from Dark Prayer is also Doomed.

- Use Dark Prayer on a hero who is not Doomed.
- Use Dark Prayer on a hero who is Doomed.
- Spot the closest hero.

40B



FRENZIED HUNGER

Each time a hero suffers ♥ during an attack, that hero tests ☉. If he fails, that monster attacks that hero again.

- Attack the adjacent hero with the most Health remaining.
- Attack the adjacent hero with the most Health remaining.
- Engage the hero within 5 spaces of this monster with the lowest Speed.
- Engage the closest hero.



GORING FEAST

If a Wendigo performs an attack that defeats a hero, it recovers all ♥ and the next closest hero tests ☉. If he fails, he is Stunned.

- Attack the adjacent hero with the most Health remaining.
- Attack the adjacent hero with the least Health remaining.
- Engage the hero within 5 spaces of this monster with the least Health remaining.
- Engage the closest hero.

41B



SCATTERED LAUNCH

After each attack, each other hero within 3 spaces of the target tests ☉. Each hero who fails suffers 2 ♥.

- Attack the hero within 5 spaces of this monster with the highest ☉.
- Attack the hero within 5 spaces of this monster with the most Health remaining.
- Spot the closest hero.



SNIPING PREDATOR

Each hero immediately tests ☉. Each attack gains +X Range, where X is equal to twice the number of heroes who fail.

- Attack the hero in line of sight with the most ♥ suffered.
- Attack the hero in line of sight with the most ♥ suffered.
- Spot the closest hero.

42B



OGRE

SURGE ORDER

Ogres spend \blacklozenge in the following order:

\blacklozenge : Knockback

\blacklozenge : + X \heartsuit

SPECIAL

Knockback: Place the hero as far as possible from the closest other hero.



- ➔ Engage the closest hero.
- ➔ Attack a hero.

BLEEDING SNACK



Each Ogre immediately recovers 3 \heartsuit for each hero token on the Ogre's Monster card.

- ➔ Engage the closest hero whose hero token is not on the Ogre's Monster card.
- ➔ Attack a hero whose hero token is not on the Ogre's Monster card. Then retreat.
 - ➔ Attack a hero.

† 43A



TROLL

SPECIAL

Backswing: The Troll always uses the effect of Backswing and chooses each hero with 2 or less \clubsuit , or the hero with the lowest \clubsuit if there is no hero with 2 or less \clubsuit .



- ➔ Engage the hero within 5 spaces with the lowest \clubsuit .
- ➔ Attack the hero within 2 spaces of this monster with the highest Speed.
- ➔ Engage the farthest hero.

ERRATIC SWING



Each hero who suffers \heartsuit during an attack applies -2 to his \clubsuit (to a minimum of 1) during the Backswing.

- ➔ Engage the farthest hero within 5 spaces of this monster.
- ➔ Sweep 2 or more heroes.
- ➔ Attack the hero within 2 spaces of this monster with the highest \clubsuit .

† 44A



DEEP ELF

SURGE ORDER

Deep Elves spend \blacklozenge in the following order:

\blacklozenge : + X \heartsuit



- ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the lowest \clubsuit .
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest \clubsuit . Then retreat.
 - ➔ If adjacent to a hero, perform a move action and retreat.

OUT OF NOWHERE



The hero with the lowest \clubsuit tests \clubsuit . If he fails, place each Deep Elf on the map adjacent to that hero.

- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest \clubsuit .

† 45A



ACQUIRED TASTE

Each attack performed by an Ogre gains 1 ♠ for each hero token on the Ogre's Monster card.

- ➔ Engage the closest hero whose hero token is not on the Ogre's Monster card.
 - ➔ Attack a hero whose hero token is not on the Ogre's Monster card.
 - ➔ Attack a hero.
-
- ➔ Engage the closest hero.
 - ➔ Attack a hero.



I'LL EAT YOU ALIVE!



Each hero in line of sight of an Ogre immediately tests ♠; add ♣ to the results equal to the number of hero tokens on the Ogre's Monster card. Each hero who fails suffers ♣ equal to the number of ♣ rolled in excess of his ♠.

- ➔ Engage the closest hero whose hero token is not on the Ogre's Monster card.
 - ➔ Attack a hero whose hero token is not on the Ogre's Monster card.
 - ➔ Attack a hero.
- ➔ Engage the closest hero.
- ➔ Attack a hero.

♣ 43B



CLUMSY MACE

Each monster that would be affected by Sweep retreats 1 space away from the closest hero instead of being attacked.

- ➔ Engage the farthest hero within 5 spaces of this monster.
 - ➔ Sweep 1 or more heroes.
 - ➔ Engage the closest hero.
-
- ➔ Engage the closest hero.
 - ➔ Attack the hero within 2 spaces of this monster with the least Health remaining.



VICIOUS BATTERING



Stunned heroes cannot roll defense dice.

- ➔ Engage the farthest hero within 5 spaces of this monster.
 - ➔ Sweep 2 or more heroes.
 - ➔ Engage the closest hero.
 - ➔ Attack the hero within 2 spaces of this monster with the lowest ♠.
-
- ➔ Engage a Stunned hero within 5 spaces.
 - ➔ Attack 1 Stunned hero within 2 spaces of this monster.
 - ➔ Engage the closest hero.
 - ➔ Attack a hero.

♣ 44B



ESCALATING MURDER

Each time a Deep Elf defeats a hero, that Deep Elf immediately attacks another hero.

- ➔ Engage as many heroes as possible within 6 spaces of this monster.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the least Health remaining.
-
- ➔ Engage as many heroes as possible within 6 spaces of this monster.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the least Health remaining. Then retreat.



UNDERHAND TACTICS



Heroes cannot use Heroic Feats or exhaust cards during this activation.

- ➔ Engage the hero within 6 spaces of this monster with the least ♥ suffered.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the least ♥ suffered.
-
- ➔ Engage the hero within 6 spaces of this monster with the most ♥ suffered.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most ♥ suffered. Then retreat.

♣ 45B



HELLHOUND

SURGE ORDER

Hellhounds spend \blacklozenge in the following order:

- \blacklozenge : Fire Breath (if at least 1 additional hero is affected)
- \blacklozenge : Pierce X (if the \heartsuit results are equal to or greater than X)
- \blacklozenge : Hunt

SPECIAL

Fire Breath: Use only if at least 1 additional hero is affected). When tracing the path for Fire Breath, include as many heroes as possible without tracing through monsters.

Hunt: If the master Hellhound is on the map, place the hero adjacent to as many other heroes as possible. If the master is not on the map: place the hero as far as possible from the closest other hero.

Reroll



♀ 46A

SMELL THE THIEVES

Each hero with 1 or more faceup Search cards immediately tests \heartsuit . Each hero who fails places 1 Hellhound adjacent to him.

- ➔ Engage the hero within 3 spaces of this monster with the most faceup Search cards.
- ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most faceup Search cards. Then retreat.
 - ➔ If adjacent to a hero, perform a move action and retreat.



KOBOLD

SURGE ORDER

Kobolds spend \blacklozenge in the following order:

- \blacklozenge : Swarm

SPECIAL

Spawner: Place the minion Kobold in an adjacent space that is the closest to the closest hero.

Small Beginnings: Minions are not placed when setting up a new area of the map. However, if a group is placed outside of setup (such as at the end of a round or after interacting with an element on the map) place the minions.

Reroll



♀ 47A

CALL FOR HELP

After each master Kobold attacks, place 1 minion Kobold adjacent to the target.

- ➔ Engage the hero within 4 spaces of this monster with the most Kobolds adjacent.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most Kobolds adjacent.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest Speed.



DARK MINOTAUR

SURGE ORDER

Dark Minotaurs spend \blacklozenge in the following order:

- \blacklozenge : Pierce X (if the \heartsuit results are equal to or greater than X)

SPECIAL

Reroll



♀ 48A

VILE COMPLICATIONS

Each Diseased hero immediately gains 1 random condition he does not have for each Dark Minotaur within 3 spaces of him.

- ➔ Engage as many heroes as possible within 5 spaces.
- ➔ Engage the closest hero.
- ➔ Attack the hero with the most conditions.
- ➔ Engage as many heroes as possible within 5 spaces.
- ➔ Engage the closest hero.
- ➔ Attack the hero with the most conditions.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.



SCORCHING BITE

Each hero who suffers ♥ from an attack is Burning.

- ➔ Engage a hero within 5 spaces who is not Burning.
- ➔ Engage the closest hero.
- ➔ Attack an adjacent hero who is not Burning. Then retreat.
- ➔ Attack an adjacent hero. Then retreat.



ARTIFACT RETRIEVERS



Each hero immediately tests ⚡ and adds ♥ equal to the number of Shop Item cards he has. Each hero who fails places his figure adjacent to the master Hellhound; if he cannot, he suffers 3 ♥.

- ➔ Engage the hero within 3 spaces with the highest cost Shop Item card.
 - ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the highest cost Shop Item card. Then retreat.
- ➔ If adjacent to a hero, perform a move action and retreat.



INFERNAL WATCHDOGS

Each hero who suffers ♥ during an attack suffers additional ♥ equal to the number of Shop Item cards he has equipped.

- ➔ Engage the hero within 6 spaces of this monster with the most Health remaining.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most Health remaining. Then retreat.

† 46B



SURFING THE CROWD

Each time a Kobold enters a space adjacent to 1 or more Kobolds, it gains 1 movement point.

- ➔ Engage the hero with the most Kobolds adjacent.
- ➔ Attack the adjacent hero with the most Kobolds adjacent.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most ♥ suffered.



SHEER NUMBERS



Each hero adjacent to 1 or more Kobolds immediately tests ⚡; each hero adds 1 ♥ to his results for each adjacent Kobold. Each hero who fails is Stunned.

- ➔ Engage the hero within 4 spaces of this monster with the most Kobolds adjacent.
- ➔ Engage the closest hero.
 - ➔ Attack the adjacent hero with the most Kobolds adjacent.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most ♥ suffered.



GANG UP

Each hero immediately tests ⚡. Each hero who fails places 1 Kobold adjacent to another Kobold.

- ➔ Engage the hero within 4 spaces with the most Kobolds adjacent.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most Kobolds adjacent.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most ♥ suffered.

† 47B



DEADLY CHARGE

Bull Rush adds 2 red power dice instead of 1.

- ➔ Engage the farthest hero within 5 spaces of this monster.
- ➔ Engage the closest hero.
- ➔ Attack the hero with the least ♥ suffered.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.



DEADLY MURK



After all monsters activated, each hero immediately suffers ♥ equal to the number of Dark Minotaurs within 3 spaces of him.

- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Engage the closest hero.
 - ➔ Attack the hero with the lowest ⚡.
- ➔ Engage as many heroes as possible within 5 spaces of this monster.
- ➔ Engage the closest hero.
- ➔ Attack the hero with the lowest ⚡.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.



PROMISE OF RUIN

Each hero not adjacent to a Dark Minotaur is immediately Doomed.

- ➔ Engage the farthest hero within 5 spaces of this monster.
- ➔ Engage the closest hero.
- ➔ Attack the hero with the least ♥ suffered.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.

† 48B



ICE WYRM

SPECIAL

Entomb: If an Ice Wyrms is within 1 space of a hero token, it must end its movement so that its figure is still adjacent to that hero token.



CHILLING BITE



Each hero who suffers ♥ during an attack is Immobilized.

- ➔ Attack the hero within 2 spaces of this monster with the highest Speed.
- ➔ If this monster has performed an attack during this activation, it moves 2 spaces away from the closest hero.
- ➔ Engage the closest hero.

- ➔ Attack the hero within 2 spaces of this monster with the most Health remaining.
- ➔ If this monster has performed an attack during this activation, it moves 2 spaces away from the closest hero.
- ➔ Engage the closest hero.

♀ 49A



SHADE

SPECIAL

Flicker: When a Shade is instructed to use Flicker on a hero that it is adjacent to, it skips that action.

Soul Shackle: When a hero within 3 spaces of 1 or more Shades recovers ♣, each Shade always uses Soul Shackle unless doing so would defeat that Shade.



Reroll



ENFEEBLING TOUCH



During this activation, ♥ rolled deals ♣ instead of ♥.

- ➔ Use **Flicker** on the hero within 3 spaces of this monster with the most ♣ suffered.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the most ♣ suffered.
- ➔ If this monster has performed an attack this activation, it moves 2 spaces away from the closest hero.

♀ 50A



CROW HAG

SURGE ORDER

Crow Hags spend ♣ in the following order:

♣: + X ♥

SPECIAL

Death Omen: Each time a hero chooses to suffer a condition from Death Omen, he randomly chooses a condition he does not have and suffers that condition.



EVIL EYE



Death Omen affects each hero in line of sight.

- ➔ Use **Death Omen** on 3 or more heroes.
- ➔ Use **Death Omen** on 3 or more heroes.
- ➔ Spot as many heroes as possible.
- ➔ Use **Death Omen** on 1 or more heroes.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero.

♀ 51A



WINTER AURA

Each hero adjacent to an Ice Wyrms immediately tests ☠ or ☠. Each hero who fails must choose to either suffer 1 up to his Stamina or 5 ♥.

- ➔ Attack the hero within 2 spaces of this monster with the most ♥ suffered.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.
- ➔ Engage the hero with the most ♥ suffered.

- ➔ Attack the hero within 2 spaces of this monster with the least ♥ suffered.
- ➔ If adjacent to a hero, move 2 spaces away from that hero.
- ➔ Engage the closest hero.



♀ 49B

BLAST OF FRIGID AIR



After each Ice Wyrms attack, each hero within 1 space of the target tests ☠ or ☠. Each hero who fails must choose to either suffer 2 1 or is Immobilized.

- ➔ Attack the hero within 2 spaces of this monster with the most heroes adjacent.
- ➔ If this monster has performed an attack during this activation, it moves 2 spaces away from the closest hero.
- ➔ Engage the closest hero.



EAGER HAUNTING

Flicker can target any hero on the map.

- ➔ Use Flicker on the farthest hero possible.
- ➔ Attack the adjacent hero with the highest ☠.
- ➔ If this monster has performed an attack this activation, it moves 2 spaces away from the closest hero.



HORRIFIC VISAGE

If a hero tests ☠ and fails, each other hero in line of sight of that hero is Terrified.

- ➔ Use Flicker on a hero within 3 spaces of this monster.
- ➔ Engage the closest hero.
- ➔ Attack an adjacent hero who is not Terrified.
- ➔ Attack a hero.



♀ 50B

GATHERING SHADOWS



Each Shade immediately recovers 3 ♥.

- ➔ Use Flicker on the hero within 3 spaces of this monster with the least Health remaining.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the least Health remaining.
- ➔ If this monster has performed an attack this activation, it moves 2 spaces away from the closest hero.

- ➔ Use Flicker on the hero within 3 spaces of this monster with the lowest ☠.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest ☠.
- ➔ If this monster has performed an attack this activation, it moves 2 spaces away from the closest hero.



LURE OF DEATH

At the end of each monster's activation, each hero who suffered ♥ during an attack moves 3 spaces toward the monster that performed the attack.

- ➔ Use Death Omen on the hero within 5 spaces of this monster with the least ♥ suffered.
- ➔ Attack the hero within 3 spaces of this monster with the least ♥ suffered.
- ➔ Attack a hero.
- ➔ Spot the closest hero.

- ➔ Spot the hero within 8 spaces of this monster with the least ♥ suffered.
- ➔ Attack the hero within 5 spaces of this monster with the least ♥ suffered.
- ➔ Spot the closest hero.
- ➔ Attack a hero.



♀ 51B

FEED ON CARNAGE



Each time a hero suffers ♥, the Crow Hag with the most ♥ suffered recovers ♥ equal to the ♥ the hero suffered.

- ➔ Use Death Omen on the hero within 5 spaces and in line of sight of this monster with the most ♥ suffered.
- ➔ Use Death Omen on the hero within 5 spaces and in line of sight of this monster with the most ♥ suffered.
- ➔ Spot the closest hero.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero.
- ➔ If adjacent to a hero, it performs a move action and retreats.



DEMON LORD

SURGE ORDER

Demon Lords spend \blacklozenge in the following order:
 \blacklozenge : Wither

SPECIAL

Sorcery: Range and \heartsuit are converted so that the maximum \heartsuit is dealt.

Reroll



‡ 52A

DEMONIC LURE



Each hero within 3 spaces of a Demon Lord immediately tests \star . Each hero who fails moves 2 spaces toward the closest Demon Lord.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the least \blacklozenge suffered. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.



SKELETON ARCHER

SURGE ORDER

Skeleton Archers spend \blacklozenge in the following order:
 \blacklozenge : Range (if necessary)
 \blacklozenge : + X \heartsuit

SPECIAL

Reroll



‡ 53A

VOLLEY FIRE



Each attack gains +1 Range and +1 \heartsuit for each other Skeleton Archer within 3 spaces of the Skeleton Archer performing the attack.

- ➔ Attack the hero in line of sight with the most Health remaining.



BLOOD APE

SURGE ORDER

Blood Apes spend \blacklozenge in the following order:
 \blacklozenge : + X \heartsuit

SCENT OF BLOOD



Each Blood Ape immediately moves a number of spaces toward the closest hero equal to the number of heroes who have suffered \heartsuit .

- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Engage the closest hero.



- ➔ Attack the adjacent hero with the most Health remaining.
- ➔ Attack the adjacent hero with the most Health remaining.
- ➔ Engage the hero within 5 spaces of this monster with the most \heartsuit suffered.

‡ 54A



TWIST WORDS

The hero with the highest tests . If he fails, place each Demon Lord as close to that hero as possible and each Demon Lord recovers 4 .

- ➔ Spot the closest hero.
- ➔ Attack the hero within 4 spaces of this monster with the highest . Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



REVERSE SUMMONING

The hero with the highest tests . If he fails, place him adjacent to the farthest Demon Lord, in the space that is the farthest from his current space.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the highest . Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



BONE ARROWS

Each hero who suffers during an attack suffers all conditions currently suffered by 1 or more Skeleton Archers.

- ➔ Spot the hero within 7 spaces of this monster who has the fewest conditions.
- ➔ Attack the hero within 3 spaces of this monster who has the fewest conditions.
- ➔ Spot the closest hero.



PIERCING SHOTS

Each time a Skeleton Archer defeats a hero, it immediately performs an attack that targets the next closest hero to that Skeleton Archer.

- ➔ Spot the hero within 7 spaces of this monster with the most suffered.
- ➔ Attack the hero within 3 spaces with the most suffered.
- ➔ Spot the closest hero.



HEADBUTT CONTEST

Each hero who is not Stunned may immediately choose 1 adjacent Blood Ape and test . If he passes, the Blood Ape is Stunned. If he fails, he is Stunned.

- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Engage the closest hero.

- ➔ Attack the adjacent hero with the lowest .
- ➔ Engage the closest hero.

BURNING GAZE



Each hero immediately tests for each Demon Lord in his line of sight. Each hero who fails 1 or more tests is Burning.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most Health remaining. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most Health remaining.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.

♣ 52B

SERRATED ARROWS



Each hero who suffers during an attack is Bleeding.

- ➔ Spot the closest hero who is not Bleeding.
- ➔ Spot the closest hero.
- ➔ Attack a hero within 3 spaces who is not Bleeding.
- ➔ Attack the closest hero.

♣ 53B

CHALLENGING STARE



Each time a hero suffers during this activation, it moves 1 space toward the master Blood Ape.

- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Use Leap Attack on as many heroes as possible.
- ➔ Engage the closest hero.

- ➔ Attack the adjacent hero with the most suffered.
- ➔ Engage the closest hero.

♣ 54B



FERROX

SURGE ORDER

Ferrox spend \blackspade in the following order:

\blackspade : Pierce X (if the \heartsuit results are equal to or greater than X)

\blackspade : Disease



FEVERISH SPASMS



After all monsters activated, each Diseased hero tests \heartsuit . Each hero who fails suffers \heartsuit equal to the amount of \blackspade he has suffered.

- ➔ Attack the adjacent hero with the lowest \heartsuit .
- ➔ Use **Extract** on the adjacent hero with the lowest \heartsuit .
- ➔ Engage the hero within 5 spaces with the lowest \heartsuit .
 - ➔ Engage the closest hero.

- ➔ Engage the hero within 5 spaces of this monster with the lowest \heartsuit .
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest \heartsuit .

♠ 55A



NAGA

SURGE ORDER

Nagas spend \blackspade in the following order:

\blackspade : Poison

SPECIAL

Constrict: If the hero fails the \heartsuit test, move the Naga 1 space away from the closest other hero and then place the hero in the space farthest from his current space.

Sorcery: Range and \heartsuit are converted so that the maximum \heartsuit is dealt.



LET THE VENOM FLOW



After all monsters activated, each Naga moves a number of spaces away from the closest hero equal to the number of Poisoned heroes.

- ➔ Use **Constrict** on the closest hero.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.

- ➔ Engage the closest hero.
- ➔ Attack the closest hero.

♠ 56A



BURROWING HORROR

SURGE ORDER

Burrowing Horrors spend \blackspade in the following order:

\blackspade : Blind

\blackspade : + X \heartsuit

SPECIAL

Burrow: Place each affected hero as far as possible from the closest other hero.



PULVERIZE THE CRUST



Each time a hero is moved by Burrow, that hero tests \heartsuit . Each hero who fails is Blinded.

- ➔ Use **Burrow** on as many heroes as possible.
- ➔ Attack an adjacent non-Blinded hero.
- ➔ Attack an adjacent hero.
- ➔ Engage the closest hero.

♠ 57A



EXTRACT MAGICAL ESSENCE

Each hero with a faceup Search card and within 3 spaces of a Ferrox must immediately test ☠. Each hero who fails must flip 1 of his Search cards facedown. Each time a Search card is flipped facedown, each Ferrox recovers 1 ♥.

- ➔ Attack the adjacent hero with the lowest ♠.
- ➔ Use **Extract** on the adjacent hero with the lowest ♠.
- ➔ Engage the hero within 5 spaces of this monster with the lowest ♠.
- ➔ Engage the closest hero.
- ➔ Engage the hero within 5 spaces of this monster with the lowest ♠.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest ♠.



♣ 55B

EXPERIMENTAL SPECIMEN



The hero with the highest ♠ immediately switches spaces with the master Ferrox. If the master Ferrox is not on the map, place it adjacent to the hero with the highest ♠ instead.

- ➔ Attack the adjacent hero with the highest ♠.
- ➔ Use **Extract** on the adjacent hero with the highest ♠.
- ➔ Engage the hero within 5 spaces of this monster with the highest ♠.
- ➔ Engage the closest hero.
- ➔ Engage the hero within 5 spaces of this monster with the highest ♠.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the highest ♠.



SLITHERING AMBUSH

Immediately perform the following, once per Naga: choose the hero farthest from a Naga, remove the Naga from the map, and place the Naga as close as possible to that hero.

- ➔ Attack the closest hero.
- ➔ Perform a move action and retreat.



♣ 56B

WEAKENING VENOM



Poisoned heroes cannot roll gray and black defense dice during defense rolls.

- ➔ Use **Constrict** on the closest hero.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the closest hero.
- ➔ Attack a Poisoned hero within 5 spaces of this monster.
- ➔ Attack the closest hero.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



PREY ON THE UNAWARE

Each attack that targets a hero with 2 or less ♠ gains +2 ♥.

- ➔ Engage the hero with the lowest ♠.
- ➔ Attack the adjacent hero with the lowest ♠.
- ➔ Attack an adjacent hero.
- ➔ If this monster performed an attack during this activation, perform a move action and retreat.



♣ 57B

DRAG UNDER



After all monsters activated, one hero that suffered at least 1 ♠ from Burrow is placed adjacent to a Burrowing Horror, as far as possible from any other hero. That hero is Immobilized. Burrowing Horrors can use Burrow more than once during this activation.

- ➔ Use **Burrow** on as many heroes as possible.
- ➔ Use **Burrow** on as many heroes as possible, then perform a move action and retreat.

† SACROPHAGUS GUARD

SURGE ORDER

Sarcophagus Guards spend ⚡ in the following order:

- ⚡: Curse
- ⚡: + X ♥



DUST IN THE WIND



Each hero within 3 spaces of a Sarcophagus Guard immediately tests ☠. Each hero who fails is Blinded.

- ➔ Use **Mummy Dust** on the adjacent hero with the lowest ☠ who is not Blinded.
- ➔ Attack the adjacent hero with the most ♥ suffered.
- ➔ Engage the closest hero.
- ➔ Engage the closest hero within 5 spaces who is not Blinded.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the least Health remaining.

† 58A

D SIR ALRIC FARROW

SURGE ORDER

Sir Alric Farrow spends ⚡ in the following order:

- ⚡: Abilities on Relic cards (top to bottom)
- ⚡: + X ♥

SPECIAL

Sir Alric Farrow always uses **Overpower** instead of standard move actions.

Overpower: When instructed to use Overpower, engage the target. While using Overpower, each time Sir Alric Farrow enters a space adjacent to a hero who is an equal distance or closer to the target space, Sir Alric Farrow tests ☠. If he passes, both figures switch spaces and the hero suffers 1 ♥; then Sir Alric Farrow continues his movement. If Sir Alric Farrow enters a space adjacent to the engaged hero, Sir Alric Farrow does not test ☠.



FATAL ADVANCE



Each attack gains +X ♥, where X is equal to the number of movement points Sir Alric Farrow has remaining.

- ➔ Use **Overpower** to engage the hero with the highest ☠.
- ➔ Attack the hero with the highest ☠.
- ➔ Use **Overpower** to engage the farthest hero.

† 59A

D LORD MERICK FARROW

SURGE ORDER

Lord Merick Farrow spends ⚡ in the following order:

- ⚡: Abilities on Relic cards (top to bottom)
- ⚡: + X ♥
- ⚡: Wither



COLD FIRE



Each hero that suffers ♥ during this activation is Immobilized.

- ➔ Engage as many heroes as possible within 3 spaces of this monster.
- ➔ Use **Ignite** on 2 or more heroes. Then retreat.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

STAND THE PAIN



After this activation, each hero adjacent to Lord Merick Farrow must either move 4 spaces away from him or suffer 3 ♥.

- ➔ Engage as many heroes as possible within 5 spaces.
- ➔ Use **Ignite** on 2 or more heroes.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

† 60A



ETERNAL SERVITUDE

Each Sarcophagus Guard recovers 3 ♥.

- ➔ Attack the adjacent hero with the lowest ♣.
- ➔ Use **Mummy Dust** on the adjacent hero with the lowest ♣ who is not Blinded.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the lowest ♣.
- ➔ Engage the closest hero.



BANDAGE TOSS

During this activation, Sarcophagus Guards perform Ranged attacks instead of Melee attacks. Each attack gains +2 Range.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 5 spaces with the lowest ♣.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Spot the hero with the least Health remaining.
- ➔ Attack the hero within 5 spaces of this monster with the least Health remaining.



♣ 58B



SHIELD BASH

Each hero adjacent to Sir Alric Farrow immediately tests ⚡. Each hero who fails is Stunned.

- ➔ Use **Overpower** to engage the closest hero who is not Stunned.
- ➔ Attack a hero.



INTIMIDATING ROAR

After this activation, each hero on the same tile as Sir Alric Farrow tests ♣; each hero adds ♣ to his results equal to the number of movement points Sir Alric Farrow has remaining. Each hero who fails is Immobilized.

- ➔ Use **Overpower** to engage the hero with the highest ♣.
- ➔ Attack the adjacent hero with the highest ♣.



♣ 59B



QUICK CASTING

Lord Merick Farrow may attack more than once. Each attack gains +2 ♥.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero.



FOUL SORCERY

Each hero that suffers ♥ during this activation is Diseased.

- ➔ Engage as many heroes as possible within 3 spaces of this monster.
- ➔ Use **Ignite** on 2 or more heroes. Then retreat.
- ➔ Spot the closest hero.
 - ➔ Attack the closest hero. Then retreat.
 - ➔ If within 2 spaces of a hero, perform a move action and retreat.



HORRIFIC VISIONS

After this activation, each other figure within 3 spaces of Lord Merick Farrow tests ⚡. Each figure that fails suffers 2 ♥.

- ➔ Spot the hero with the lowest ⚡ within 6 spaces of this monster.
- ➔ Attack the hero within 3 spaces of this monster with the lowest ⚡.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero within 6 spaces of this monster.



LEVITATION

Apply +4 Speed to Lord Merick Farrow.

- ➔ Engage as many heroes as possible within 3 spaces of this monster.
- ➔ Use **Ignite** on 2 or more heroes. Then retreat.
- ➔ Spot the closest hero.
- ➔ Attack the closest hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

♣ 60B

D LADY ELIZA FARROW

SURGE ORDER

Lady Eliza Farrow spends ♣ in the following order:

♣: Abilities on Relic cards (top to bottom)

♣: Blood Call

SPECIAL

Seduce: If Lady Eliza Farrow passes the test, move the chosen hero 1 space away from Lady Eliza Farrow.



VAMPIRE EYES

Each attack gains +2 Range.

- ➔ Use **Seduce** on the closest hero.
- ➔ Attack the hero within 5 spaces of this monster with the highest ⚡.
- ➔ Spot the closest hero.

POOLING BLOOD

If a hero suffers ♥ from an attack, each other hero within 3 spaces of that hero suffers 2 ♥.

- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces of this monster with the most ♥ suffered. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

♣ 61A

D BELTHIR

SURGE ORDER

Belthir spends ♣ in the following order:

♣: Abilities on Relic cards (top to bottom)

♣: Poison



DAZZLING CHALLENGE

After this activation, each hero who was not targeted by an attack tests ⚡. Each hero who fails is Stunned.

- ➔ Engage the hero within 5 spaces of this monster with the least ♥ suffered.
- ➔ Attack the hero within 2 spaces of this monster with the least ♥ suffered. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the closest hero.

AERIAL CHARGE

Apply +2 to Belthir's Speed.

- ➔ Engage the farthest hero within 8 spaces of this monster.
- ➔ Attack the hero within 2 spaces of this monster with the lowest total Health.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.
- ➔ Engage the farthest hero.

♣ 62A

D BARON ZACHARETH

SURGE ORDER

Baron Zachareth spends ♣ in the following order:

♣: Abilities on Relic cards (top to bottom)

♣: Subdue

♣: Pierce X

SPECIAL

Subdue: Each time a hero suffers a condition from Subdue, randomly choose a condition that hero does not have.



DISRUPT CONFIDENCE

The closest hero to Baron Zachareth immediately tests ⚡. If he fails, each hero suffers ♣ equal to that hero's ⚡.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

UNITED YOU'LL FALL

Each hero immediately tests ⚡. For each hero that fails, each other hero suffers 1 ♥.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

♣ 63A



FEEL THY PAIN

Each time a hero suffers 1 or more ♥ from an attack, the next closest hero suffers an equal amount of ♥.

- ➔ Spot the closest hero.
- ➔ Attack the closest hero within 3 spaces of this monster. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

LOST IN THE MANOR



Lady Eliza Farrow immediately switches spaces with the farthest hero.

- ➔ Attack the closest hero.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.



GLAMOUR OF NOBILITY

Heroes cannot roll defense dice during this activation.

- ➔ Spot the hero within 5 spaces of this monster with the most ♥ suffered.
- ➔ Attack the hero within 3 spaces of this monster with the most ♥ suffered. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

CRIMSON MIST



Immediately place 1 fatigue token in the space containing Lady Eliza Farrow, remove her from the map, and place her adjacent to the hero with the most ♥ suffered. After resolving this activation, place Lady Eliza Farrow in the space containing the fatigue token, and remove the fatigue token from the map.

- ➔ Attack the hero with the most ♥ suffered.

♣ 61B



FLYING REAPER

Apply +2 to Belthir's Speed.

- ➔ Perform a move action and move through as many spaces containing heroes as possible.
- ➔ Perform an attack that targets each hero in a space that Belthir has moved through this activation.
- ➔ Engage the closest hero.
- ➔ Attack a hero.

DRACONIC WHIRLWIND



Belthir's attack affects each hero within 2 spaces of him.

- ➔ Engage the farthest hero within 3 spaces of this monster.
- ➔ Attack a hero. Then retreat.
- ➔ Engage the closest hero.



UPDRAFT CYCLONE

The hero within 3 spaces of Belthir with the highest ♣ immediately moves 1 space toward Belthir. Then each other hero within 3 spaces of Belthir tests ♣. Each hero who fails moves 2 spaces away from Belthir and is Stunned.

- ➔ Attack a hero.
- ➔ Engage the hero within 5 spaces of this monster with the highest ♣.

HYBRID FIRE BREATHING



Belthir's attack affects each hero adjacent to the target space.

- ➔ Engage the hero within 5 spaces of this monster with the most heroes adjacent.
- ➔ Attack the hero within 2 spaces of this monster with the most heroes adjacent.
- ➔ If within 2 spaces of a hero, it performs a move action and retreats.

♣ 62B



FORCE WAVE

Each hero adjacent to Baron Zachareth immediately moves 2 spaces away from him. Then each of those heroes tests ♣. Each hero who fails is Immobilized.

- ➔ Engage the closest hero.
- ➔ Attack a hero. Then retreat.

SUBDUING AURA



After this activation, each hero within 3 spaces of Baron Zachareth suffers 1 random condition.

- ➔ Engage the closest hero.
- ➔ Attack a hero.



INSTILL BETRAYAL

Each time a hero suffers ♥ during this activation, that hero immediately engages and attacks the hero with the least ♥ suffered who has not suffered ♥ during this activation.

- ➔ Engage the hero within 4 spaces of this monster with the least ♥ suffered.
- ➔ Engage the closest hero.
- ➔ Attack the adjacent hero with the least ♥ suffered.

SHADOW BOLT



Each attack gains the Ranged icon and +2 Range.

- ➔ Spot the hero within 8 spaces of this monster with the most ♥ suffered.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 5 spaces of this monster with the most ♥ suffered.

♣ 63B

D SPLIG

SURGE ORDER

Splig spends ♣ in the following order:

- ♣: Abilities on Relic cards (top to bottom)
- ♣: Knockback
- ♣: + X ♥

SPECIAL

Knockback: Place the hero as far as possible from the closest other hero.

Not Me! If Splig passes, choose the adjacent monster with the most Health remaining.



OBESSE STRENGTH

Knockback places the target 5 spaces away instead of 3.

- ➔ Engage the hero within 3 spaces of this monster with the highest ♣.
- ➔ Attack the adjacent hero with the highest ♣.

CRAVEN'S SPEED

Apply +5 to Splig's Speed.

- ➔ Engage the hero within 8 spaces of this monster with the most ♥ suffered.
- ➔ Attack the adjacent hero with the most ♥ suffered.

♣ 64A

EASY DIFFICULTY

Peril Deck 1.

MORALE



The number of ♥ tokens in this area is your remaining morale.

TRAP TEST



The number of ♣ tokens in this area (from a minimum of 1 to a maximum of 6) is the current Trap test value.

SPECIAL

ENCOUNTER EFFECTS

HEROIC DIFFICULTY

Peril Deck 3.



Standard monsters: +1 ♥

Lieutenants: +1 ♥

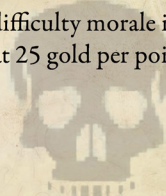


Standard monsters: +1 ♥ / +1 ♣

Lieutenants: +1 ♥

MORALE

At Heroic difficulty morale is replenished at 25 gold per point.



The number of ♥ tokens in this area is your remaining morale.

TRAP TEST



The number of ♣ tokens in this area (from a minimum of 1 to a maximum of 6) is the current Trap test value.

SPECIAL

ENCOUNTER EFFECTS



MIGHTY CLUB

If a hero is affected by Knockback, that hero is also Stunned.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

EENY, MEENY, MINY, MOE



In addition to the target, Splig's attack affects each hero adjacent to the target space.

- ➔ Engage the hero within 3 spaces of this monster with the most heroes adjacent.
- ➔ Attack the adjacent hero with the most heroes adjacent.



SLY DISTRACTION

After this activation, Splig tests ✨. If he passes, the closest hero within 3 spaces of him is Immobilized, and Splig moves 3 spaces away from the closest hero.

- ➔ Engage the closest hero.
- ➔ Attack a hero.

DISGUSTING FART



Each hero adjacent to Splig at any time during this activation is immediately Weakened.

- ➔ Engage the farthest hero within 4 spaces of this monster.
- ➔ Attack a hero.

† 64B

NORMAL DIFFICULTY

Peril Deck 2.

MORALE



The number of ♥ tokens in this area is your remaining morale.

TRAP TEST



The number of ♣ tokens in this area (from a minimum of 1 to a maximum of 6) is the current Trap test value.

SPECIAL

ENCOUNTER EFFECTS

LEGENDARY DIFFICULTY

Peril Deck 3.



Standard monsters: +1 ♥ / +1 ♠

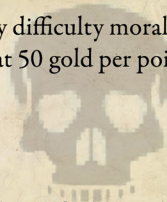
Lieutenants: +1 ♥



Standard monsters: +2 ♥ / +2 ♠

Lieutenants: +2 ♥ / +1 ♠

MORALE



At Legendary difficulty morale is replenished at 50 gold per point.

The number of ♥ tokens in this area is your remaining morale.

TRAP TEST



The number of ♣ tokens in this area (from a minimum of 1 to a maximum of 6) is the current Trap test value.

SPECIAL

ENCOUNTER EFFECTS

ROAD TO PERIL

ROUND SUMMARY

1. Start of round

I. Peril phase

If the top Peril card is:

- faceup: discard it; if it has an Encounter Effect place it under the Status sheet instead.
- facedown: flip and resolve it

II. Start of round effects

2. Start of overlord turn effects

3. Hero and monster activations

Alternate hero and monster activations until all heroes and all monster groups have activated.

Hero

Choose a hero who has not performed his turn yet. That hero takes his turn.

Monster Group

Draw a D6 from the dice bag and roll it. Activate the monster group corresponding to that die's color, using the Agenda commands and/or the activation list corresponding to the die.

4. End of overlord turn effects

5. End of round effects

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ROUND SUMMARY



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Draw a D6 from the dice bag and roll it. Activate the monster group corresponding to that die's color, using the Agenda commands and/or the activation list corresponding to the die.

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5. End of round effects

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