NAGA
REPTILE

AC 14 HP 2

TACTICS

If the Naga is adjacent to a Hero that is not Poisoned, all Heroes adjacent to the Naga become Poisoned.
If the Naga is within 1 tile of a Hero, it Immobilizes the closest Hero with its hypnotic gaze and moves adjacent to that Hero.
Otherwise, the Naga moves 1 tile toward the closest Hero.
Venom Magic: *After the Naga activates, all Poisoned Heroes lose 1 Hit Point.*

3 EXPERIENCE

X

IDOL OF THE SNAKE LORD
TRAP

TACTICS

When this trap spawns, the nearest Hero gains Poisoned.

When this trap activates, all Poisoned Heroes take 1 damage.

Demonic Affliction: *The Poisoned condition cannot be removed while this trap is in play.*
Snake Guardian: *Any Hero that attempts to disable this Trap and fails gains Poisoned.*

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

X

IRONSCALE HATCHLING
REPTILE

AC 13 HP 1

TACTICS

If the Hatchling is within 1 tile of a Hero, it moves adjacent to the nearest Hero and attacks with a serrated tongue.
Otherwise, it moves 1 tile toward the closest Hero.
Minion: *When this Monster spawns, put another Reptile from the Monster deck into play adajcent to it.*

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X

IRONSCALE SAURIAN
REPTILE

AC 16 HP 1

TACTICS

If the Saurian is within 1 tile of a Hero, it moves adjacent to the nearest Hero and attacks.
Otherwise, it moves 1 tile toward the closest Hero.
Ironsides: *This Monster is unaffected by attacks that cause only 1 damage.*

ATTACK	DAMAGE
+9	1

2 EXPERIENCE

X

CAVERN WYRM
REPTILE

AC 17 HP 4

TACTICS

The Wyrm moves adjacent to the furthest Hero and attacks with its bone-breaking jaws.

Hoard: *The Hero who kills the Wyrm immediately draws an extra Treasure card.*

ATTACK	DAMAGE
+5	2 (Miss 1)

3 EXPERIENCE

X

ESCAPED DRAGONBORN
REPTILE

AC 14 HP 2

TACTICS

If the Dragonborn is on the Starting Tile, remove it from play.
Otherwise, it moves 1 tile towards the Starting Tile and attacks a Hero on its tile with bare claws.

Bounty: *When this Monster is killed, each Hero gains 100 GP.*

ATTACK	DAMAGE
+7	1

2 EXPERIENCE

X

SHADOW RAPTOR
REPTILE

AC 14 HP 1

TACTICS

The Raptor moves adjacent to the nearest Hero and attacks with its claws.

Relentless: *At the end of this Monster's activation, pass it to the player on your left.*

ATTACK	DAMAGE
+8	1

1 EXPERIENCE

X

BASILISK
REPTILE

AC 15 HP 3

TACTICS

The nearest Hero that is not Immobilized moves 1 tile closer to the Basilisk.
Then, the Basilisk attacks all Heroes on its tile.

Hypnotic Gaze: *Heroes that begin their turn on the Basilisk's tile gain Immobilized.*

ATTACK	DAMAGE
+9	2 (Miss 1)

3 EXPERIENCE

X