BROOD MOTHER
VERMIN

TACTICS	AC	HP
	14	3

If no Broodlings are in play, spawn one adjacent to the Mother.
Then, the Mother tries to cocoon the closest Hero within 1 tile.

Hive Queen: *When the Brood Mother spawns, spawn 3 Broodlings. She can not be attacked if Broodlings are in play.*

ATTACK	DAMAGE
+9	Immobilized

4 EXPERIENCE

X

WIDOW MAKER
VERMIN

TACTICS	AC	HP
	15	3

The Widow Maker pulls the closest Hero to its tile and attacks all Heroes on that tile with dripping fangs.

Web Trap: *Heroes cannot leave this monster's tile while it is in play.*

ATTACK	DAMAGE
+6	1 + Poisoned (Miss 1)

4 EXPERIENCE

X

FELL SCORPION
VERMIN

TACTICS	AC	HP
	11	1

If the Scorpion is within 1 tile of a Hero, it moves adjacent to the nearest Hero and attacks with its stinger.

Otherwise, it moves 1 tile toward the closest Hero.

ATTACK	DAMAGE
+6	1 + Poisoned (Miss Slowed)

1 EXPERIENCE

X

SCORPION WARRIOR
ABERRANT

TACTICS	AC	HP
	16	3

If the Warrior is on a tile with a poisoned Hero, it moves adajcent to that Hero and attacks with razor-sharp blades.
If the Warrior is within 2 tiles of a Hero, it moves adajcent to that Hero and strikes with its barbed tail.
Otherwise, the Scorpion Warrior moves 1 tile toward the closest Hero.

	ATTACK	DAMAGE
BLADES	+8	2
TAIL	+8	1 + Poisoned

4 EXPERIENCE

X

BROODLINGS
VERMIN

TACTICS	AC	HP
	14	1

The Broodling closest to the active Hero moves adjacent to that Hero and attacks with clicking mandibles.

Horde: *This card represents 3 monsters. Do not discard it or gain its Treasure until all are killed. After it activates, pass it to the next active Hero.*

ATTACK	DAMAGE
+8	1 + Poisoned

0 EXPERIENCE

X

GIANT SCORPION
VERMIN

TACTICS	AC	HP
	14	4

The Scorpion moves to the tile with the most Heroes and attacks twice with its claws and once with its tail, if possible against different Heroes.

Stinger: *Roll if struck by the tail: 1 = Immobilzed, 2-3 = Slowed, 4-5 = Dazed, 6 = Poisoned.*

ATTACK	DAMAGE
+8	1

4 EXPERIENCE

X

QUAKE ELEMENTAL
ELEMENTAL

TACTICS	AC	HP
	18	2

If this Monster is in a Narrow Passage or Volcanic Vent, it causes a quake and all Heroes lose 1 Hit Point.
If not, it moves 1 tile towards the nearest Narrow Passage or Volcanic Vent and attacks all Heroes on its tile.
Otherwise, moves 1 tile towards the closest Hero and attacks all Heroes on its tile.

ATTACK	DAMAGE
+7	Dazed (Miss Slowed)

3 EXPERIENCE

X

CRIMSON RECLUSE
VERMIN

TACTICS	AC	HP
	16	1

The Recluse moves adjacent to the nearest unpoisoned Hero and attacks that Hero with venomous fangs.
If the Recluse is adjacent to a Hero, it moves up to 2 tiles towards the nearest tile that has no Heroes.
If the Recluse is within 1 tile of any Heroes, it attacks them all with its corrosive web.

	ATTACK	DAMAGE
FANGS	+6	Poisoned
WEB	+11	1+ Slowed

3 EXPERIENCE

X