



ULLAR

# VENOC VIPERS

VIPERS

SCOUTS

RELENTLESS

MARR



## SLITHER

Venoc Vipers do not have to stop their movement when entering water spaces.

## FRENZY

After you take a turn with Venoc Vipers, roll the 20-sided die. If you roll a 16 or higher you may take another turn with Venoc Vipers.



1

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

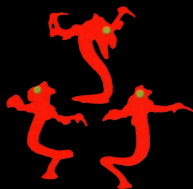
DEFENSE

0

DICE

40

POINTS





ULLAR

## VENOC VIPERS



heroScape

Malliddon's  
Prophecy  
15, 16, 17 of 25

**MOVE** 7  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 3  
DICE

**DEFENSE** 0  
DICE