

21

2 ♠
1 ♣
0 ♠

2

BLACK BATS

Creature. Hazard.

Doomed 1. Surge.

While the active location has the *Underground* trait, Black Bats cannot take damage and players cannot declare defenders against Black Bats.

ENEMY

Ilus. Lukasz Jaskolski NOT FOR SALE ©Middle-earth Enterprises CFFG p 62

28

1 ♠
2 ♣
1 ♠

2

CAVE SPIDER

Creature. Spider. Hazard.

Surge.

Forced: If Cave Spider damages a character, discard that character from play.

Shadow: Put this card on top of the encounter deck.

ENEMY

Ilus. Guillaume Ducos NOT FOR SALE ©Middle-earth Enterprises CFFG p 63

28

1 ♠
2 ♣
1 ♠

2

CAVE SPIDER

Creature. Spider. Hazard.

Surge.

Forced: If Cave Spider damages a character, discard that character from play.

Shadow: Put this card on top of the encounter deck.

ENEMY

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39

3 ♠
6 ♣
3 ♠

8

CAVE-TROLL

Troll.

Cannot have player card attachments.

Forced: After Cave-troll attacks and destroys a character, deal X damage to a single character the defending player controls, where X is equal to the excess damage.

ENEMY VICTORY 1

Ilus. Ivan Droon NOT FOR SALE ©Middle-earth Enterprises CFFG p 64

25

2 ♠
2 ♣
0 ♠

2

GOBLIN MINER

Orc. Goblin.

Each *Underground* location in the staging area gets +1 ♠.

Goblin Miner gets +1 ♠ for each location in the staging area.

Shadow: Attacking enemy gets +1 ♣.

ENEMY

Ilus. C. B. Sorge NOT FOR SALE ©Middle-earth Enterprises CFFG p 65

25

2 ♠
2 ♣
0 ♠

2

GOBLIN MINER

Orc. Goblin.

Each *Underground* location in the staging area gets +1 ♠.

Goblin Miner gets +1 ♠ for each location in the staging area.

Shadow: Attacking enemy gets +1 ♣.

ENEMY

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30

2 ♠
3 ♣
2 ♠

3

ORCISH WEBDROWLER

Orc.

When Revealed: Either reveal an additional encounter card, or Orcish Webdrowler engages the player with the highest threat and makes an immediate attack.

Shadow: Attacking enemy gets +1 ♣.

ENEMY

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30

2 ♠
3 ♣
2 ♠

3

ORCISH WEBDROWLER

Orc.

When Revealed: Either reveal an additional encounter card, or Orcish Webdrowler engages the player with the highest threat and makes an immediate attack.

Shadow: Attacking enemy gets +1 ♣.

ENEMY

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33

3 ♠
2 ♣
1 ♠

6

WEREWOLF

Creature. Werewolf.

Werewolf gets +1 ♣ for each damage on it.

Forced: After Werewolf is dealt a shadow card with no shadow effect, deal 1 damage to it and the defending character.

Shadow: Deal 1 damage to the defending character.

ENEMY

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