

30

2 ♠

4 ✂

2 ♣

6

DEADLY SWAMP ADDER

Creature.

Forced: After Deadly Swamp Adder engages you, discard a damaged ally you control.

Forced: After the main quest changes, return Deadly Swamp Adder to the staging area.

ENEMY

Illus. Dmitry Prosvirnin NOT FOR SALE ©Middle-earth Enterprises CFFG 112

37

2 ♠

3 ✂

1 ♣

6

GIANT MARSH WORM

Creature. Hazard.

When Revealed: Remove all progress from each location in the staging area.

Forced: Remove 2 damage from Giant Marsh Worm at the end of each round.

Shadow: Heal 2 damage from the attacking enemy.

ENEMY

Illus. Jake Murray NOT FOR SALE ©Middle-earth Enterprises CFFG 113

37

2 ♠

3 ✂

1 ♣

6

GIANT MARSH WORM

Creature. Hazard.

When Revealed: Remove all progress from each location in the staging area.

Forced: Remove 2 damage from Giant Marsh Worm at the end of each round.

Shadow: Heal 2 damage from the attacking enemy.

ENEMY

Illus. Jake Murray NOT FOR SALE ©Middle-earth Enterprises CFFG 113

18

3 ♠

2 ✂

2 ♣

4

MARSHLAND SPIDER

Creature. Spider.

Surge.

Forced: After Marshland Spider engages you, exhaust a character you control.

Forced: After Marshland Spider damages a character, that character cannot ready until the end of the round.

ENEMY

Illus. Andrew Ryan NOT FOR SALE ©Middle-earth Enterprises CFFG 114

24

2 ♠

0 ✂

0 ♣

4

NEEKERDREEKERS

Creature. Insect. Hazard.

Surge.

Forced: At the end of the round, the engaged player deals 2 damage to a character they control.

Shadow: Deal 2 damage to a character you control.

ENEMY

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24

2 ♠

0 ✂

0 ♣

4

NEEKERDREEKERS

Creature. Insect. Hazard.

Surge.

Forced: At the end of the round, the engaged player deals 2 damage to a character they control.

Shadow: Deal 2 damage to a character you control.

ENEMY

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41

3 ♠

3 ✂

2 ♣

3

RESTLESS GUARDIAN

Undead.

Doomed 2. Dwimmer.

Forced: After the players travel to a *Marsh* location, Restless Guardian engages the first player and makes an immediate attack.

ENEMY

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41

3 ♠

3 ✂

2 ♣

3

RESTLESS GUARDIAN

Undead.

Doomed 2. Dwimmer.

Forced: After the players travel to a *Marsh* location, Restless Guardian engages the first player and makes an immediate attack.

ENEMY

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31

2 ♠

5 ✂

1 ♣

9

RUTHLESS HILL-TROLL

Troll.

Cannot have player card attachments.

Ruthless Hill-troll gets +2 ✂ and +2 ♣ while it has 3 or more damage on it.

Forced: After Ruthless Hill-troll attacks and destroys a character, increase the defending player's threat by 1 for each excess point of damage.

ENEMY **VICTORY 1**

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