

40

2 ♠

4 ♣

2 ♠

6

LONG TRAILER

Huorn. Hazard.

Do not deal Long Trailer a shadow card at the start of the combat phase. It doesn't attack as normal during the combat phase.

Cannot have attachments.

Forced: After a location leaves play as an explored location, Long Trailer makes an immediate attack against the first player.

ENEMY

Ilus. Jose Vega NOT FOR SALE ©Middle-earth Enterprises CFFG 175

36

3 ♠

4 ♣

3 ♠

5

RAVENOUS SPIDER

Creature. Spider.

Forced: After Ravenous Spider engages you, it makes an immediate attack.

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

ENEMY

Ilus. Alvaro Calvo Escudero NOT FOR SALE ©Middle-earth Enterprises CFFG 176

36

3 ♠

4 ♣

3 ♠

5

RAVENOUS SPIDER

Creature. Spider.

Forced: After Ravenous Spider engages you, it makes an immediate attack.

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

ENEMY

Ilus. Alvaro Calvo Escudero NOT FOR SALE ©Middle-earth Enterprises CFFG 176

26

1 ♠

2 ♣

1 ♠

3

TREETOP SPIDER

Creature. Spider. Hazard.

Forced: After Treetop Spider engages you, it gets +2 ♣ until the end of the round.

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

ENEMY

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26

1 ♠

2 ♣

1 ♠

3

TREETOP SPIDER

Creature. Spider. Hazard.

Forced: After Treetop Spider engages you, it gets +2 ♣ until the end of the round.

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

ENEMY

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34

3 ♠

6 ♣

4 ♠

7

WICKED HUORN

Huorn. Hazard.

Do not deal Wicked Huorn a shadow card at the start of the combat phase. It doesn't attack as normal during the combat phase.

Cannot have attachments.

Forced: At the beginning of each resource phase, the engaged player exhausts a hero they controls.

ENEMY

Ilus. Mariusz Gindzel NOT FOR SALE ©Middle-earth Enterprises CFFG 178

34

3 ♠

6 ♣

4 ♠

7

WICKED HUORN

Huorn. Hazard.

Do not deal Wicked Huorn a shadow card at the start of the combat phase. It doesn't attack as normal during the combat phase.

Cannot have attachments.

Forced: At the beginning of each resource phase, the engaged player exhausts a hero they controls.

ENEMY

Ilus. Mariusz Gindzel NOT FOR SALE ©Middle-earth Enterprises CFFG 178

DARK CORNER

2 ♠

5

Forest. Dark.

Doomed 2.

While Dark Corner is in the staging area, each **Huorn** enemy gets a shadow card and attacks as normal during the combat phase.

Forced: After Dark Corner of Fangorn becomes the active location, each engaged **Huorn** enemy makes an immediate attack.

LOCATION

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DARK CORNER

2 ♠

5

Forest. Dark.

Doomed 2.

While Dark Corner is in the staging area, each **Huorn** enemy gets a shadow card and attacks as normal during the combat phase.

Forced: After Dark Corner of Fangorn becomes the active location, each engaged **Huorn** enemy makes an immediate attack.

LOCATION

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