

42

5 W
8 X
5 S

18

GREAT WERE-WORM

Creature.
Immune to player card effects.
Forced: At the end of the combat phase, Great Were-worm makes an immediate attack against the engaged player. Then, return it to the staging area.
Response: After the active location is explored, deal X damage to Great Were-worm, where X is that location's printed quest point value.

ENEMY VICTORY 3

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38

4 W
7 X
3 S

12

MUMAK

Creature.
Cannot have player card attachments or take more than 3 damage each round.
Forced: When Mûmak is defeated, reduce each player's threat by 4.

Shadow: Attacking enemy gets +2 X.

ENEMY VICTORY 2

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38

4 W
7 X
3 S

12

MUMAK

Creature.
Cannot have player card attachments or take more than 3 damage each round.
Forced: When Mûmak is defeated, reduce each player's threat by 4.

Shadow: Attacking enemy gets +2 X.

ENEMY VICTORY 2

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39

3 W
3 X
2 S

4

ORC INTERCEPTOR

Orc.
Forced: After a location leaves play as an explored location, Orc Interceptor engages the first player and makes an immediate attack.

Shadow: Defending player either raises their threat by 3 or this attack is considered undefended.

ENEMY

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39

3 W
3 X
2 S

4

ORC INTERCEPTOR

Orc.
Forced: After a location leaves play as an explored location, Orc Interceptor engages the first player and makes an immediate attack.

Shadow: Defending player either raises their threat by 3 or this attack is considered undefended.

ENEMY

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32

1 W
3 X
1 S

3

ORCISH PURSUER

Orc.
Surge.
Forced: After the players quest unsuccessfully, Orcish Pursuer engages the first player and makes an immediate attack.

Shadow: Attacking enemy gets +1 X.

ENEMY

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32

1 W
3 X
1 S

3

ORCISH PURSUER

Orc.
Surge.
Forced: After the players quest unsuccessfully, Orcish Pursuer engages the first player and makes an immediate attack.

Shadow: Attacking enemy gets +1 X.

ENEMY

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32

1 W
3 X
1 S

3

ORCISH PURSUER

Orc.
Surge.
Forced: After the players quest unsuccessfully, Orcish Pursuer engages the first player and makes an immediate attack.

Shadow: Attacking enemy gets +1 X.

ENEMY

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27

1 W
2 X
1 S

3

SAVAGE ASSASSIN

Orc. Goblin. Hazard.
When Revealed: Discard the highest cost ally in play. That character's controller may reveal 2 encounter cards to prevent this effect.

Shadow: If this attack destroys an ally, reveal an encounter card.

ENEMY

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