

27

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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

Ilus. Dimitri Bielak NOT FOR SALE ©Middle-earth Enterprises CFEFG 295

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Vicious Tiger

Creature.

Cannot be optionally engaged.

Forced: After Vicious Tiger attacks and destroys a character, return it to the staging area.

Shadow: Return the attacking enemy to the staging area after this attack.

ENEMY

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Vicious Tiger

Creature.

Cannot be optionally engaged.

Forced: After Vicious Tiger attacks and destroys a character, return it to the staging area.

Shadow: Return the attacking enemy to the staging area after this attack.

ENEMY

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38

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Wardand General

Orc.

When Revealed: Discard cards from the top of the encounter deck until you discard a non-unique *Orc* enemy and add it to the staging area.

Shadow: Attacking enemy makes an additional attack against you after this one.

ENEMY

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38

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Wardand General

Orc.

When Revealed: Discard cards from the top of the encounter deck until you discard a non-unique *Orc* enemy and add it to the staging area.

Shadow: Attacking enemy makes an additional attack against you after this one.

ENEMY

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17

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Wicked Wolf-rider

Orc. Goblin.

While attacking, Wicked Wolf-rider gets +1 for each location in the staging area.

Shadow: Discard a damaged ally you control.

ENEMY

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17

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Wicked Wolf-rider

Orc. Goblin.

While attacking, Wicked Wolf-rider gets +1 for each location in the staging area.

Shadow: Discard a damaged ally you control.

ENEMY

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Wicked Wolf-rider

Orc. Goblin.

While attacking, Wicked Wolf-rider gets +1 for each location in the staging area.

Shadow: Discard a damaged ally you control.

ENEMY

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4

Lost City

Desert. City. Ruins.

Immune to player card effects while in the staging area.

While Lost City is in the staging area, it gains: **Forced:** After the players commit characters to the quest, discard cards from the encounter deck until a treachery is discarded. Resolve the 'when revealed' effect on that treachery.

Travel: Reveal 1 encounter card per player.

LOCATION

VICTORY 3

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