

30

2 ♣  
2 ♠  
2 ♠

2

**CHETWOOD BANDIT**

*Bandit.*  
Chetwood Bandit gain +1 ♣ for each other Bandit in play.

**Forced:** When Chetwood Bandit leaves play discard the top card of the encounter deck. If it is the Dunedain Key put that card into the staging area.

*Shadow:* Add Chetwood Bandit to the staging area.

**ENEMY**

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**ENEMY**

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35

3 ♣  
4 ♠  
3 ♠

4

**TRAEK**

*Bandit. Dunlending.*  
Traek can not be optionally engaged if any other bandit enemies are in the staging area.

**Forced:** When Traek leaves play search the encounter deck and discard pile for Dunedain Key and place it in the staging area.

*Shadow:* If attacking enemy is a Bandit it gets +2 ♠.

**Victory 1.**

**ENEMY**

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15

1 ♣  
2 ♠  
0 ♠

2

**NEEKER BREEKER**

*Creature. Midge.*

Surge.

*Shadow:* Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 ♠.

**ENEMY**

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15

1 ♣  
2 ♠  
0 ♠

2

**NEEKER BREEKER**

*Creature. Midge.*

Surge.

*Shadow:* Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 ♠.

**ENEMY**

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15

1 ♣  
2 ♠  
0 ♠

2

**NEEKER BREEKER**

*Creature. Midge.*

Surge.

*Shadow:* Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 ♠.

**ENEMY**

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