

15

2 ♣
1 ♠
3 ♠

2

NEEKER BREEKER BURROWER

Creature. Midge.

Surge.

Shadow: Ignore defending characters ♠ for this attack.

"There are just too many of them!" - Saelirneith

ENEMY

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15

3 ♣
3 ♠
0 ♠

2

RELENTLESS NEEKER BREEKER

Creature. Midge.

Surge.

Shadow: Remove 1 progress from the current quest.

"What do they live on when they can't get Hobbit?" - Samwise Gamgee

ENEMY

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3 ♣
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STIRRING UP THE SWARM

When Revealed: All Midges in play immediately engage the first player, except Neeker Breecker Swarm.

Shadow: Shuffle all Midges in the discard pile back into the encounter deck.

TREACHERY

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BANDIT CAMP

4 ♣

2

Camp.

While bandit camp is the active location all Bandits gain +1 ♠.

Travel: There must be a bandit in the discard pile to travel here.

Response: When Bandit Camp is explored each player may put 1 resource on a hero he controls.

LOCATION

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BANDIT CAMP

4 ♣

2

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LOCATION

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AMBUSH!

When Revealed: Any bandits currently engaged with players make an immediate attack against them (deal them a shadow card).

Shadow: Shuffle all Bandits in the discard pile back into the encounter deck.

TREACHERY

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