III

Gorgona

Mystical



2 | 0 | 5

Advance | Watch

Watch: the engaged hero Must exhaust 1 action in order to not look in the eyes of the Gorgona.
If not: he cannot act in his next turn.

III

Wandering Sphinx

Mystical



2 | 0 | 8

Ask

Ask: The player need to make an Explore roll as described on his Explore card and gain at least 3 successes.
If not: he gets inflicted and Discard 2 progress from the location

II

Vampire

Mystical



2 | 4 | 4

Bite | Retreat

Bite: this enemy Advance and inflict. Each damage he put on a hero he discard one from himself.

V

Nephilim

Mystical - nemesis



3 | 3 | 10

Advance | Inflict

Giant: this enemy cannot be exhaust or retreat by any hero action.
This enemy rerolls any Blanks in his dice once.

All heroes exhaust their Explore action if they can

VI

Eldritch Mage

Mystical - nemesis



2 | 0 | 10

Sorcery | Spell

Sorcery: Retreat and the current hero gain random bad condition
Spell: Draw a Mystical enemy and activate it

Discard 1 damage from any enemy present

VI

The Fallen

Mystical - nemesis



2 | 5 | 10

Portal | Portal

Portal: Discard one Progress from the location
If this is the last progress reactivate the location setup as if it's just drawn

This enemy heals one damage then "Portal"

V

Silent wonderer

Mystical - nemesis



0 | 2 | 15

Shoot | Vanish

Shoot: inflict damage as the progress on the location
Vanish: this enemy get out of the location until the next is come to play

The higher ranked enemy and the current hero get "Shoot"

VI

Queen of beasts

Mystical - nemesis



2 | 1 | 20

Call | Inflict

Call: Activate the Effect of this enemy
Throne: this enemy considers engaged to any hero and inflicts everyone

respawn one Wild enemy Activate that Wild enemy

V

The Giant of the east

Mystical - nemesis



5 | 2 | 12

Advance | Inflict

Talking: if a hero Discard 3 during is Aid, Rest, or Explore action this enemy retreat, exhaust, and add 1 progress to the location

Spawn this enemy and advance him immediately