The ancient one

Chaos - nemesis



3 | 2 15

Inflict | Fear

Fear: All players must lose 1 if they can

Everywhere: Any time a hero Explore that enemy engage with him and inflict

Activate all other Chaos enemies
And respawn any chaos enemy

II The unknown

Chaos



2 | 3 3

Seek | Inflict

Seek: That enemy engages with the player that have the least enemies engaged with him

II The unknown

Chaos



2 | 3 3

Seek | Inflict

Seek: That enemy engages with the player that have the least enemies engaged with him

IV Mystic

Arcane - nemesis



3 | 0 10

Retreat | Scream

Scream: all heroes must lose Empowered condition or get inflicted by this enemy.

Activate all other
Arcane enemies

II Mystic spawn

Arcane



2 | 1 5

Advance | Inflict

Multiply: when this enemy is defeated he immediately re-spawn in the shadows unless the "Mystic" nemesis are defeated (if he exist)

II Mystic spawn

Arcane



2 | 1 5

Advance | Inflict

Multiply: when this enemy is defeated he immediately re-spawn in the shadows unless the "Mystic" nemesis are defeated (if he exist)

V Eldritch dragon

Wild - Nemesis



3 | 2 13

Inflict | Storm

Storm: this enemy engages with the hero with the least damage on him. If it's a new hero that hero exhausts 1 action

Each hero gain 1 damage

Gaia

Arcane - nemesis



4 | 3 15

Retreat | Arcane

Arcane: Roll 1 black die for each hero:

: take up to 3 damage from this enemy and gave it to the hero

respawn one Arcane enemy
Activate all Arcane enemies

Dro'th-mah'aal

Outworld - nemesis



5 | 1 20

Retreat | Void

Void: All heroes must exhaust 1 action.
Hero how cannot do it get inflicted by this enemy.

respawn one Outworld enemy
Activate all Outworld enemies