Wildlanders

Wild - nemesis



3 | 2 | 10

Spirits | Hunt

Spirit: Discard 1 damage from this enemy and he is Retreat

Hunt: inflict all heroes

Spawn a Wild enemy in the Shadows

I Pure Spirit

Wild



1 | 3 | 3

Advance | Calling

Calling: the engaged hero must use **Aid** action and the success go to him. If he cannot: discard 2 progress from the location. Either way this enemy **Retreat**.

I Wood Nymph

Wild



1 | 0 | 4

Inflict | Transform

Transform: discard 1 damage from that enemy and then he **Retreat**
If there is no damage on him he **Inflict**

I Drowner

Wild



1 | 0 | 4

Retreat | Drown

Drown: the hero with the most damage must exhaust one action or get inflicted.

Underwater: this enemy cannot suffer any damage while in the shadows.

IV Wild lord

Wild



3 | 2 | 9

Advance | Inflict

Immovable: This enemy cannot be exhaust or retreat by any hero action

II Eldritch wolf

Wild



2 | 1 | 5

Pray | Test

Pray: this enemy Advance to the hero with the most damage

Test: if you are empowered gain 1 ⊗ and lose that condition
If not: get bleeding condition

IV Werewolf

Wild



3 | 4 | 4

Pray | Inflict

Pray: this enemy Advance to the hero with the most damage and gave him a Bleeding condition

This enemy heals all damage and **Retreat**

II Swamp dragon

Wild



1 | 0 | 4

Advance | Inflict

Poison bite: After being damaged by this enemy gain one random bad condition if you already have one exhaust one action or gain 3 damage

III Eldritch bear

Wild



2 | 2 | 5

Inflict | Inflict

Roar: hero cannot been empowered while engaged with this enemy