

MORDRED



ALTERNATIVE MONSTER CARD

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Print and assemble the cards in the following order:

- 1 - - - - - Fold
- 2  Glue
- 3 ———— Cut



CLURICAUN
Movement: 1
After its movement, each faction with a Chief in Cluricaun's territory must place any 1 there.
Passive Effect
Factions that win battles in Cluricaun's territory gain +1 any.


BAAVAN SHEE
Movement: 1
After its movement, each faction in Baavan Shee's territory discards 1 Combat card.
Passive Effect
Chiefs cannot play Combat cards in Baavan Shee's territory.

The bottom half of the page features a repeating pattern of a large, stylized monster head with the word "MONSTER" written above it, set against a background of intricate Celtic knotwork.



LORD FOG

Movement: 1

After its movement, if the faction(s) with the most combined  has a Mystic in **Lord Fog's** territory, they return a Permanent Spell to their hand.

Passive Effect

Factions with Mystics in **Lord Fog's** territory cannot play Permanent Spells.



BAAVAN SHEE

Movement: 1

After its movement, each faction in **Baavan Shee's** territory discards 1 Combat card.

Passive Effect

Chiefs cannot play Combat cards in **Baavan Shee's** territory.

