

# MORDRED



## ALTERNATIVE MONSTER CARD

Permission granted to print or photocopy this document for personal use only.

*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.




## NIGHTMARE

### Movement: 2

After its movement, each faction in **Nightmare's** territory may rearrange all Action discs on their dashboard.

### Passive Effect

Factions with units in **Nightmare's** territory do not pay additional  for actions that already have Action discs.

