

ENEMY
INDOMITABLE PREDATOR

ALLOSAUURUS

CREATURE.
DINOSAUR.
ELITE!

RETALIATE.
MASSIVE.
HUNTER.
ALERT.

**ALLOSAUURUS CANNOT BE
DAMAGED OR DEFEATED.**

FORCED — AFTER A SEAL IS PLACED
ON ALLOSAUURUS, IF THERE ARE 4 SEALS ON
IT: REMOVE EACH SEAL FROM ALLOSAUURUS
AND FLIP IT OVER.

VICTORY 1

— 5²
5

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8/15 44a

ENEMY
RAMPAGING PREDATOR

ALLOSAUURUS

CREATURE.
DINOSAUR.
ELITE

RETAIATE.
MASSIVE.
HUNTER.
ALERT.

**ALLOSAUURUS GETS
+2 & HEALTH.**

FORCED — AFTER ALLOSAUURUS ENTERS
YOUR LOCATION: YOU MUST EITHER TAKE
1 DIRECT DAMAGE AND 1 DIRECT HORROR,
OR ALLOSAUURUS DEFEATS AN ALLY
ASSET AT YOUR LOCATION.

VICTORY 1

6/5⁺
5

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4
ENEMY

SATURNITE MONARCH

GRACIOUS
HOST

ALOOF

2 4

SATURNITE! ELITE.

➔ : PARLEY. TEST ♣ (4). IF YOU SUCCEED,
PLACE 1 RESOURCE (FROM THE TOKEN POOL)
ON SATURNITE MONARCH.
IF THERE ARE 1 ♣ RESOURCES ON SATURNITE
MONARCH, ADD IT TO THE VICTORY DISPLAY.

VICTORY 1

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6
ENEMY

SATURNITE
MONARCH

IN AN ALIEN
LAND

ALERT
HUNTER
MASSIVE

32

MONSTER.
SATURNITE. ELITE.

SATURNITE MONARCH GETS +1 FIGHT FOR EACH
OTHER ENEMY IN PLAY (TO A MAX OF +3).
FORCED - AT THE END OF THE ENEMY PHASE, IF SATURNITE
MONARCH IS AT THE SAME LOCATION AS HELIOS TELESCOPE,
REMOVE 1 SHARD FROM HELIOS TELESCOPE.

VICTORY 1

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4
ENEMY

**THE
CONTESSA**
NEEDLESSLY SMUG

Humanoid.
Monster.
Elite.



elusive.

prey - most remaining health.

Forced - After you evade The Contessa: Ready her. She cannot attack you for the rest of this round.

Forced - When The Contessa moves via her elusive keyword: Move her to Throne of Blood instead.

8/15 55a

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4
ENEMY

THE CONTESSA

ENRAGED

Humanoid.
Monster.
Elite.



Victory!

elusive.

While the Accursed Cape is attached to The Contessa, she gets +1 damage and gains hunter and retaliate.

8/15 55b
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