

Desert Matriarch	Dune Sleeper	Wind-Wraith	Devourer
<div>4 3 1</div> <div>Monster.</div>	<div>4 6 2</div> <div>Monster.</div>	<div>? 4 2</div> <div>Elemental.</div>	<div>1 4 4</div> <div>Shadow.</div>
<div>Forced – At the end of the mythos phase: Place 1 doom token on Desert Matriarch's location.</div>	<div>Massive.</div>	<div>Aloof. Wind-Wraith's fight value is equal to the number of doom tokens on it. Forced – At the end of the mythos phase: Wind-Wraith moves 1 location towards the nearest location that has doom tokens on it. Forced – If Wind-Wraith's location has doom tokens on it: Attach that doom to Wind-Wraith.</div>	<div>Spawn – A Portal location. All locations have +2 shroud.</div>
<div>The monstrosity discharges a seemingly endless quantity of coarse sand from its execrably pudendant maw.</div>	<div>The rolling desert horizon which surrounds you hides many terrors unthought of until now.</div>		<div>The pall of its malevolence is as tangible as a burial cloth.</div>
<div>ENEMY</div>  <div>Illus. Daimera [DA] v1.0 1/1 26</div>	<div>ENEMY</div>  <div>Illus. Catandcrown [DA] v1.0 1/1 27</div>	<div>ENEMY</div>  <div>Illus. Brendan Binger ver1.0 1/1 29</div>	<div>ENEMY</div>  <div>Illus. unknown 1/1 30</div>
			