

IMPENETRABLE FOG



Weather. Sorcery.

When Revealed: Each player must choose one: discard 2 random cards from their hand, or reveal an additional encounter card.

Shadow: Choose 1: discard 1 card at random from your hand, or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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DAINFUL FATIGUE



When Revealed: Each player must exhaust 1 character they control and deal 1 damage to that character. If any player did not exhaust a character, Painful Fatigue gains Surge.

Shadow: Either exhaust a character you control, or return attacking enemy to the staging area after this attack.

TREACHERY

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DAINFUL FATIGUE



When Revealed: Each player must exhaust 1 character they control and deal 1 damage to that character. If any player did not exhaust a character, Painful Fatigue gains Surge.

Shadow: Either exhaust a character you control, or return attacking enemy to the staging area after this attack.

TREACHERY

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WIND-WHIPPER RAIN



Weather.

When Revealed: Each player must choose one: discard the highest cost attachment they control, or reveal an additional encounter card.

Shadow: Choose one: discard an attachment attached to the defending character, or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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WIND-WHIPPER RAIN



Weather.

When Revealed: Each player must choose one: discard the highest cost attachment they control, or reveal an additional encounter card.

Shadow: Choose one: discard an attachment attached to the defending character, or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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FIND SHELTER



Doomed 2.

Forced: After you commit characters to a quest other than Find Shelter, deal 1 damage to each questing character.

While Find Shelter is in the victory display, ignore the 'when revealed' effect of *Weather* cards revealed from the encounter deck.

VICTORY 2

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BERELIND

FIRE FROM THE ASHES

1

3

0

2

Dúnedain. Ranger.

Surge.

Response: After Berelind attacks and destroys an enemy, place 1 progress on a quest card in play (bypassing the active location).

Response: After an enemy engages a player, give control of Berelind to that player.

OBJECTIVE-ALLY

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50

3

6

4

8

BROOD MOTHER

Creature. Spider.

Cannot have player card attachments.

While Brood Mother is in the staging area, no more than 4 progress can be placed on the main quest each phase.

Forced: After Brood Mother damages a character, that character cannot ready until the end of the round.

ENEMY

VICTORY 2

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21

2

1

0

2

BLACK BATS

Creature. Hazard.

Doomed 1. Surge.

While the active location has the *Underground* trait, Black Bats cannot take damage and players cannot declare defenders against Black Bats.

ENEMY

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