

45

3

6

4

8

WRAITH ON WINGS

Nazgûl.

Surge.

Cannot have player card attachments.

Forced: If Wraith on Wings is in the staging area at the end of the round, each player returns 1 enemy engaged with them to the staging area.

ENEMY **VICTORY 1**

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7

TOWER OF BARAD-DÛR

20

Stronghold.

Immune to player card effects.

The players cannot travel here.

Shadow: Raise your threat by 1 for each enemy engaged with you. Deal the attacking enemy and each enemy engaged with you that hasn't attacked this phase an additional shadow card.

LOCATION **VICTORY 9**

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7

BLACK CASTLE

3

Stronghold.

Immune to player card effects.

The players cannot win while Black Castle is in play.

Shadow: Attacking enemy makes an additional attack against you after this one. Deal it an additional shadow card for this attack.

LOCATION **VICTORY 2**

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7

BLACK CASTLE

3

Stronghold.

Immune to player card effects.

The players cannot win while Black Castle is in play.

Shadow: Attacking enemy makes an additional attack against you after this one. Deal it an additional shadow card for this attack.

LOCATION **VICTORY 2**

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3

DARK FORTRESS

9

Stronghold.

When Revealed: Randomly choose a hero from among all heroes controlled by players who controls more than 1 hero. Move that hero and every counter, token, and attachment it has out of play until Dark Fortress leaves play.

Shadow: Attacking enemy gets +2.

LOCATION **VICTORY 1**

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3

DARK FORTRESS

9

Stronghold.

When Revealed: Randomly choose a hero from among all heroes controlled by players who controls more than 1 hero. Move that hero and every counter, token, and attachment it has out of play until Dark Fortress leaves play.

Shadow: Attacking enemy gets +2.

LOCATION **VICTORY 1**

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X

GRIM STRONGHOLD

4

Stronghold.

X is the number of allies in play.

Forced: When Grim Stronghold is explored, assign X damage among characters in play.

Shadow: Attacking enemy gets +1 and makes an additional attack after this one.

LOCATION **VICTORY 1**

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X

GRIM STRONGHOLD

4

Stronghold.

X is the number of allies in play.

Forced: When Grim Stronghold is explored, assign X damage among characters in play.

Shadow: Attacking enemy gets +1 and makes an additional attack after this one.

LOCATION **VICTORY 1**

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THE DARK LORD'S REACH

Sorcery.

When Revealed: Deal 1 damage to each character. Discard an attachment from each character damaged by this effect.

Shadow: Discard the highest cost attachment you control and deal 2 damage to the highest threat cost hero you control.

TREACHERY

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