

35

2 ♠
3 ♣
2 ♠

4

MAUSOLEUM SENTRY

Orc.

Forced: After the players travel to a location, deal 2 damage to an exhausted hero (if any).

Shadow: Either discard a random card from your hand, or exhaust a character you control.

ENEMY

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18

2 ♠
4 ♣
0 ♠

5

SPITEFUL WRAITH

Undead. Spirit.

Dwimmer. Immune to player card effects.

Forced: When Spiteful Wraith leaves play, attach it to a character in play. Counts as a **Sorcery** attachment with the text: "Attached character has -1 ♠, -1 ♣, and -1 ♠. If the attached character leaves play, return Spiteful Wraith to the staging area as an enemy."

ENEMY

Illus. Illich Henriquez NOT FOR SALE ©Middle-earth Enterprises CFFG 147

18

2 ♠
4 ♣
0 ♠

5

SPITEFUL WRAITH

Undead. Spirit.

Dwimmer. Immune to player card effects.

Forced: When Spiteful Wraith leaves play, attach it to a character in play. Counts as a **Sorcery** attachment with the text: "Attached character has -1 ♠, -1 ♣, and -1 ♠. If the attached character leaves play, return Spiteful Wraith to the staging area as an enemy."

ENEMY

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ROYAL CRYPT

2 ♠

8

Ruins. Underground.

Immune to player card effects.

Forced: At the end of the round, remove all damage from each **Undead** enemy in play.

Forced: After Royal Crypt becomes the active location, discard cards from the top of the encounter deck until an **Undead** enemy is discarded and add it to the staging area. Then, attach the top non-ally objective in the encounter discard pile to that enemy as a guarded objective (if able).

LOCATION VICTORY 2

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LOST TOMB

3 ♠

5

Hills. Ruins.

While Lost Tombs is the active location, it gains: "**Response:** When Lost Tomb is explored, each player shuffles up to 3 cards of their discard pile into their deck."

Travel: Return the topmost **Undead** enemy in the encounter discard pile to the staging area.

LOCATION

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LOST TOMB

3 ♠

5

Hills. Ruins.

While Lost Tombs is the active location, it gains: "**Response:** When Lost Tomb is explored, each player shuffles up to 3 cards of their discard pile into their deck."

Travel: Return the topmost **Undead** enemy in the encounter discard pile to the staging area.

LOCATION

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PALACE RUINS

6 ♠

6

Ruins.

Action: Raise your threat by 1 to place 1 progress token on Palace Ruins. (Any player may trigger this action.)

Shadow: Raise your threat by 1 for each **Undead** card in the encounter discard pile. Then, shuffle each of those cards into the encounter deck.

LOCATION

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PALACE RUINS

6 ♠

6

Ruins.

Action: Raise your threat by 1 to place 1 progress token on Palace Ruins. (Any player may trigger this action.)

Shadow: Raise your threat by 1 for each **Undead** card in the encounter discard pile. Then, shuffle each of those cards into the encounter deck.

LOCATION

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RUINED ENTRANCE

2 ♠

2

Ruins. Hazard.

Surge.

While Lost Tombs is the active location, it gains: "**Response:** When Lost Tomb is explored, lower each player's threat by 5."

Travel: Raise each player's threat by 2.

Shadow: Raise your threat by 2.

LOCATION

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