

2 

2 

RUINED ENTRANCE

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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HAUNTED BY THE DEAD

Sorcery.

Surge.
When Revealed: Attach to the hero with the most damage and without a **Condition** attachment. (Counts as a **Condition** attachment with the text: "Reduce attached hero's , , and  by X, where X is the amount of damage on the attached hero.")

TREACHERY

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HAUNTED BY THE DEAD

Sorcery.

Surge.
When Revealed: Attach to the hero with the most damage and without a **Condition** attachment. (Counts as a **Condition** attachment with the text: "Reduce attached hero's , , and  by X, where X is the amount of damage on the attached hero.")

TREACHERY

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POSSESSION

Sorcery.

When Revealed: Attach to the highest cost ally in play. (Counts as a **Condition** attachment with the text: "Attached ally loses the ally card type, gains the enemy card type with  equal to its  and 0 engagement cost, and engages its owner. Treat attached ally's text box as if it were blank. Discard each other attachment attached to that ally. If Possession is discarded, return attached ally to its owner's control.")

TREACHERY

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POSSESSION

Sorcery.

When Revealed: Attach to the highest cost ally in play. (Counts as a **Condition** attachment with the text: "Attached ally loses the ally card type, gains the enemy card type with  equal to its  and 0 engagement cost, and engages its owner. Treat attached ally's text box as if it were blank. Discard each other attachment attached to that ally. If Possession is discarded, return attached ally to its owner's control.")

TREACHERY

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UNNATURAL FOG

Weather. Sorcery.

When Revealed: Each player must choose one: exhaust each character they control, or reveal an additional encounter card.

Shadow: Exhaust a hero you control or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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UNNATURAL FOG

Weather. Sorcery.

When Revealed: Each player must choose one: exhaust each character they control, or reveal an additional encounter card.

Shadow: Exhaust a hero you control or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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UNNATURAL FOG

Weather. Sorcery.


When Revealed: Each player must choose one: exhaust each character they control, or reveal an additional encounter card.

Shadow: Exhaust a hero you control or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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SEAL THE TOMB

6 

Surge.
Forced: At the end of the refresh phase, discard the top 3 cards of the encounter deck. Return the topmost **Undead** enemy in the encounter discard pile to the staging area.
Response: After this stage is defeated, each player may reduce their threat by 3.

VICTORY 2

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