

TRANQUIL RUINS

0

6

Hills. Ruins.

While Tranquil Ruins is the active location, enemies in the staging area do not make engagement checks, cannot be engaged, cannot attack, and cannot be attacked.

Forced: After Tranquil Ruins becomes the active location, return each engaged enemy in play to the staging area.

LOCATION VICTORY 2

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ROCKY FOOTHILLS

2

6

Hills. Desert.

When faced with the option to travel, the players must travel to a location named Rocky Foothills, if able.

Shadow: Attacking enemy gets +1. If this attack destroys an ally, discard an ally you control.

LOCATION

Illus. Lukasz Jaskolski NOT FOR SALE ©Middle-earth Enterprises CFFG 53

ROCKY FOOTHILLS

2

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When faced with the option to travel, the players must travel to a location named Rocky Foothills, if able.

Shadow: Attacking enemy gets +1. If this attack destroys an ally, discard an ally you control.

LOCATION

Illus. Lukasz Jaskolski NOT FOR SALE ©Middle-earth Enterprises CFFG 53

ROCKY FOOTHILLS

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When faced with the option to travel, the players must travel to a location named Rocky Foothills, if able.

Shadow: Attacking enemy gets +1. If this attack destroys an ally, discard an ally you control.

LOCATION

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SECLUDED FARMHOUSE

2

4

Hills. Farmstead.

While Secluded Farmhouse is the active location, players draw 2 cards during the resource phase instead of 1.

Travel: Each player engages an enemy in the staging area to travel here.

Response: After you travel to Secluded Farmhouse, heal 1 damage from each character in play.

LOCATION VICTORY 1

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SECLUDED FARMHOUSE

2

4

Hills. Farmstead.

While Secluded Farmhouse is the active location, players draw 2 cards during the resource phase instead of 1.

Travel: Each player engages an enemy in the staging area to travel here.

Response: After you travel to Secluded Farmhouse, heal 1 damage from each character in play.

LOCATION VICTORY 1

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WEATHER-TORN VALLEY

4

2

Hills.

While Weather-torn Valley is in the staging area, it gains: **"Forced:** After any amount of progress is placed on Weather-torn Valley, deal 1 damage to each exhausted character in play"

Travel: Discard cards from the top of the encounter deck until a **Weather** card is discarded. Reveal that card. If no card was revealed by this effect, shuffle the encounter discard pile into the encounter deck and reveal 1 encounter card per player.

LOCATION

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WEATHER-TORN VALLEY

4

2

Hills.

While Weather-torn Valley is in the staging area, it gains: **"Forced:** After any amount of progress is placed on Weather-torn Valley, deal 1 damage to each exhausted character in play"

Travel: Discard cards from the top of the encounter deck until a **Weather** card is discarded. Reveal that card. If no card was revealed by this effect, shuffle the encounter discard pile into the encounter deck and reveal 1 encounter card per player.

LOCATION

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IMPENETRABLE FOG

2

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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