

33

3

2

1

6

WEREWOLF

Creature. Werewolf.

Werewolf gets +1 for each damage on it.

Forced: After Werewolf is dealt a shadow card with no shadow effect, deal 1 damage to it and the defending character.

Shadow: Deal 1 damage to the defending character.

ENEMY

Illus. Jon Bosco NOT FOR SALE ©Middle-earth Enterprises CFFG 67

THE SPIDER'S LAIR

8

3

Underground. Dark.

Immune to player card effects.

Action: Any player may reduce The Spider's Lair's to 0 until the end of the phase. If they do, progress cannot be placed on quests this phase.

Travel: Each player exhausts a hero they control.

Shadow: If attacking enemy is a Spider, it makes 2 additional attacks against you after this one.

LOCATION VICTORY 2

Illus. Dimitri Bielak NOT FOR SALE ©Middle-earth Enterprises CFFG 68

ABANDONED MINE

3

4

Underground. Cave. Ruins.

Response: When you travel to Abandoned Mine, you may attach the top non-ally objective from the encounter discard pile to it as a guarded objective.

Shadow: If attacking enemy was engaged this round, it cannot take damage this phase.

LOCATION VICTORY 1

Illus. Paolo Puggioni NOT FOR SALE ©Middle-earth Enterprises CFFG 69

ABANDONED MINE

3

4

Underground. Cave. Ruins.

Response: When you travel to Abandoned Mine, you may attach the top non-ally objective from the encounter discard pile to it as a guarded objective.

Shadow: If attacking enemy was engaged this round, it cannot take damage this phase.

LOCATION VICTORY 1

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BLOCKED PASSAGE

2

5

Underground. Cave. Hazard.

While Blocked Passage is in the staging area, progress cannot be placed on **Underground** locations in the staging area.

While Blocked Passage is the active location, progress cannot be placed on non-**Underground** locations in the staging area.

Travel: Any player discards a card.

LOCATION

Illus. Jakubas Uogintas NOT FOR SALE ©Middle-earth Enterprises CFFG 70

BLOCKED PASSAGE

2

5

Underground. Cave. Hazard.

While Blocked Passage is in the staging area, progress cannot be placed on **Underground** locations in the staging area.

While Blocked Passage is the active location, progress cannot be placed on non-**Underground** locations in the staging area.

Travel: Any player discards a card.

LOCATION

Illus. Jakubas Uogintas NOT FOR SALE ©Middle-earth Enterprises CFFG 70

CORPSE-FILLED CAVERNS

X

5

Underground. Cave. Dark.

X is the total number of ally cards in each player's discard pile (Max 10).

When revealed: Each player must choose one: discard an ally they control, or discard the top 4 cards of their deck.

Shadow: Discard an ally you control.

LOCATION VICTORY 1

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CORPSE-FILLED CAVERNS

X

5

Underground. Cave. Dark.

X is the total number of ally cards in each player's discard pile (Max 10).

When revealed: Each player must choose one: discard an ally they control, or discard the top 4 cards of their deck.

Shadow: Discard an ally you control.

LOCATION VICTORY 1

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SECLUDED CAVE

3

7

Underground. Cave.

Response: After you travel to Secluded Cave, each player draws 2 cards.

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

Shadow: This attack deals no damage. Return attacking enemy to the staging area after this attack.

LOCATION VICTORY 1

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