

POISONOUS VENTS

4

3

Marsh. Hills. Hazard.

When Revealed: Make Poisonous Vents the active location, returning any previously active location to the staging area.

Forced: When Poisonous Vents leaves play as an explored location, deal 1 damage to each damaged character.

Shadow: Attacking enemy gets +2 ♣.

LOCATION

Illus. Guillaume Duos NOT FOR SALE ©Middle-earth Enterprises CFFG 122

DROWNED HORRORS

Sorcery.

When Revealed: Each player deals 1 damage to a character they control. Then, each player must choose: either deal 1 damage to each damaged character they control, or raise their threat by 1 for each damaged character they control.

Shadow: Attacking enemy makes an additional attack against you after this one.

TREACHERY

Illus. Rafal Hryniewicz NOT FOR SALE ©Middle-earth Enterprises CFFG 123

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When Revealed: Each player deals 1 damage to a character they control. Then, each player must choose: either deal 1 damage to each damaged character they control, or raise their threat by 1 for each damaged character they control.

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TREACHERY

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SWARMING MOSQUITOES

Hazard.

When Revealed: Assign X damage among characters in play. X is the number of exhausted characters in play.

Shadow: Attacking enemy gets +X ♣, where X is 1 more than the number of attachments attached to the defending character.

TREACHERY

Illus. Owen William Weber NOT FOR SALE ©Middle-earth Enterprises CFFG 124

SWARMING MOSQUITOES

Hazard.

When Revealed: Assign X damage among characters in play. X is the number of exhausted characters in play.

Shadow: Attacking enemy gets +X ♣, where X is 1 more than the number of attachments attached to the defending character.

TREACHERY

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ARADOR

FIRE FROM THE ASHES

0

1 ♣

3

5

Gondor.

Guarded (enemy or location).

Response: After Arador is declared as a defender, ready him. (Limit once per round.)

Travel Action: Any player may exhaust a hero to take control of Arador when he is free of encounters.

OBJECTIVE-ALLY

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EDRAHIL

FIRE FROM THE ASHES

3

1 ♣

0

3

Silvan.

Guarded (enemy or location).

Response: After Edrahil quests successfully, choose a player to draw 1 card.

Travel Action: Any player may exhaust a hero to take control of Edrahil when he is free of encounters.

OBJECTIVE-ALLY

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FARIN

FIRE FROM THE ASHES

1

3 ♣

0

4

Dwarf.

Guarded (enemy or location).

Response: After Farin is declared as an attacker against an enemy, deal 1 damage to an enemy engaged with a player.

Travel Action: Any player may exhaust a hero to take control of Farin when he is free of encounters.

OBJECTIVE-ALLY

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FIRE FROM THE ASHES

THE LOST COME FORTH

ADVENTURE PACK