

FRIGID SUMMIT

6

12

Mountain.

While Frigid Summit is the active location, questing characters get -1.

While Frigid Summit is the active location, it gains: **"Response:** When Frigid Summit is explored, discard all non-unique enemies and locations in the staging area."

LOCATION VICTORY 4

Illus. Cristi Balanescu NOT FOR SALE ©Middle-earth Enterprises CFFG 212

CATARACT

X

4

Mountain. River.

X is the number of locations in the staging area. While Cataract is the active location, it gains: **"Forced:** After characters are committed to the quest, deal 1 damage to each character not committed to the quest."

Shadow: Exhaust a character you control.

LOCATION VICTORY 1

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CATARACT

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4

Mountain. River.

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Shadow: Exhaust a character you control.

LOCATION VICTORY 1

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CLEANSING CASCADES

2

4

Mountain. River.

Travel: Reshuffle all encounter cards worth at least 1 victory point in the victory display back into the encounter deck. If you reshuffled at least 2 victory points worth of cards, reduce each player's threat by 11.

LOCATION VICTORY 1

Illus. Trudi Castle NOT FOR SALE ©Middle-earth Enterprises CFFG 214

CLEANSING CASCADES

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LOCATION VICTORY 1

Illus. Trudi Castle NOT FOR SALE ©Middle-earth Enterprises CFFG 214

CREATURE DEN

4

3

Mountain. Cave.

Travel: Discard cards from the top of the encounter deck until a non-unique enemy is discarded. Add that enemy to the staging area. If no enemy was discarded by this effect, discard Creature Den instead of travelling to it.

Response: After the players travel to Creature Den, add 1 resource to each hero's resource pool.

LOCATION VICTORY 1

Illus. Nèle Dial NOT FOR SALE ©Middle-earth Enterprises CFFG 215

CREATURE DEN

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Mountain. Cave.

Travel: Discard cards from the top of the encounter deck until a non-unique enemy is discarded. Add that enemy to the staging area. If no enemy was discarded by this effect, discard Creature Den instead of travelling to it.

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LOCATION VICTORY 1

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DWARVEN DOOR

3

3

Mountain. Ruins.

Travel: Skip the encounter phase this round.

Forced: When Dwarven Door is explored, until the end of the round, players cannot declare attacks.

Shadow: Cancel all damage from this attack. Attacking enemy cannot be damaged this phase.

LOCATION VICTORY 1

Illus. Igor Burtakov NOT FOR SALE ©Middle-earth Enterprises CFFG 216

DWARVEN DOOR

3

3

Mountain. Ruins.

Travel: Skip the encounter phase this round.

Forced: When Dwarven Door is explored, until the end of the round, players cannot declare attacks.

Shadow: Cancel all damage from this attack. Attacking enemy cannot be damaged this phase.

LOCATION VICTORY 1

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