

**THE GREAT HALL**

4

10

**Underground. Ruins.**

**When Revealed:** Discard cards from the top of the encounter deck until the encounter deck is empty or until you discard an objective card with the guarded keyword. In the second case, attach that objective to The Great Hall as a guarded objective, then trigger the “when revealed” effect of the last **Hazard** card discarded by this effect (if any). Add it to the staging area if it’s an enemy or location.

**Travel:** Each player shuffles their discard pile into their deck.

LOCATION VICTORY 1

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**CRACKED PILLAR**

3

4

**Underground. Ruins.**

While Cracked Pillar is in the staging area, it gains: “The first player may declare an attack against Cracked Pillar during the combat phase as if it were an enemy engaged with them. Use Cracked Pillar’s ♠ as its ♠ during this attack.”

**Travel:** Remove 4 damage from Cracked Pillar to travel here.

LOCATION

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**CRACKED PILLAR**

3

4

**Underground. Ruins.**

While Cracked Pillar is in the staging area, it gains: “The first player may declare an attack against Cracked Pillar during the combat phase as if it were an enemy engaged with them. Use Cracked Pillar’s ♠ as its ♠ during this attack.”

**Travel:** Remove 4 damage from Cracked Pillar to travel here.

LOCATION

Illus. Leanna Crossan NOT FOR SALE ©Middle-earth Enterprises CFFG P 242

**DEEP-MINES**

3

1

**Underground.**

Surge.

**Travel:** Discard cards from the top of the encounter deck until the encounter deck is empty or until you discard an objective card with the guarded keyword. In the second case, attach that objective to Deep-Mines as a guarded objective, then trigger the “when revealed” effect of the last **Hazard** card discarded by this effect (if any). Add it to the staging area if it’s an enemy or location.

LOCATION

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**DEEP-MINES**

3

1

**Underground.**

Surge.

**Travel:** Discard cards from the top of the encounter deck until the encounter deck is empty or until you discard an objective card with the guarded keyword. In the second case, attach that objective to Deep-Mines as a guarded objective, then trigger the “when revealed” effect of the last **Hazard** card discarded by this effect (if any). Add it to the staging area if it’s an enemy or location.

LOCATION

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**DREADFUL GAP**

2

X

**Underground. Hazard.**

**When Revealed:** Immediately travel to Dreadful Gap. If another location is currently active, return it to the staging area.

X is the number of characters in play.

**Shadow:** Return the attacking enemy to the staging area after this attack.

LOCATION VICTORY 1

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**DREADFUL GAP**

2

X

**Underground. Hazard.**

**When Revealed:** Immediately travel to Dreadful Gap. If another location is currently active, return it to the staging area.

X is the number of characters in play.

**Shadow:** Return the attacking enemy to the staging area after this attack.

LOCATION VICTORY 1

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**MANY-PILLARED HALLS**

2

5

**Underground. Ruins.**

While Many-pillared Halls is in the staging area, progress must be placed on Many-pillared Halls before it can be placed on the current quest.

**Shadow:** Add Many-pillared Halls to the staging area.

LOCATION

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**MANY-PILLARED HALLS**

2

5

**Underground. Ruins.**

While Many-pillared Halls is in the staging area, progress must be placed on Many-pillared Halls before it can be placed on the current quest.

**Shadow:** Add Many-pillared Halls to the staging area.

LOCATION

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