

25

3

1

2

3

EXPEDITION LEADER

Orc. Goblin. Hazard.

When Revealed: Discard cards from the top of the encounter deck and add each **Orc** enemy discarded this way to the staging area until X enemies have been added, where X is 1 less than the stage number of the main quest. (Discard no cards if X is 0.)

ENEMY

Ilus. Darek Zabrocki NOT FOR SALE ©Middle-earth Enterprises CFFG 271

15

2

1

0

1

FOUL BATS

Creature. Hazard.

Surge.

Each character controlled by the engaged player has -1 , -1 , and -1 .

Shadow: Discard a card from your hand.

ENEMY

Ilus. Cristi Balanescu NOT FOR SALE ©Middle-earth Enterprises CFFG 272

15

2

1

0

1

FOUL BATS

Creature. Hazard.

Surge.

Each character controlled by the engaged player has -1 , -1 , and -1 .

Shadow: Discard a card from your hand.

ENEMY

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15

2

1

0

1

FOUL BATS

Creature. Hazard.

Surge.

Each character controlled by the engaged player has -1 , -1 , and -1 .

Shadow: Discard a card from your hand.

ENEMY

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33

2

2

1

3

GOBLIN FOLLOWER

Orc. Goblin.

Surge.

When Revealed: Goblin Follower engages the last player. (The last player is the player to the right of the first player, or the first player if there is only 1 player.)

ENEMY

Ilus. Salvador Trakal NOT FOR SALE ©Middle-earth Enterprises CFFG 273

33

2

2

1

3

GOBLIN FOLLOWER

Orc. Goblin.

Surge.

When Revealed: Goblin Follower engages the last player. (The last player is the player to the right of the first player, or the first player if there is only 1 player.)

ENEMY

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44

X

X

4

X

NAMELESS THING

Nameless. Shadow.

X is the printed cost of all attached cards on this card. If X would be 0, X is 4 instead.

Forced: When Nameless Thing enters play, attach the top 2 cards of the first player's deck to it.

Forced: At the end of the round, attach the top card of the first player's deck to Nameless Thing.

ENEMY VICTORY 1

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44

X

X

4

X

NAMELESS THING

Nameless. Shadow.

X is the printed cost of all attached cards on this card. If X would be 0, X is 4 instead.

Forced: When Nameless Thing enters play, attach the top 2 cards of the first player's deck to it.

Forced: At the end of the round, attach the top card of the first player's deck to Nameless Thing.

ENEMY VICTORY 1

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7

7

DRAGON HOARD

Underground. Dark.

Immune to player card effects.

When Revealed: Shuffle the encounter discard pile into the encounter deck, then discard cards from the encounter deck until a **Dragon** enemy is discarded. Put that enemy aside out of play. Reveal it and add it to the staging area at the end of the round.

Response: After Dragon Hoard leaves play as an explored location, add 1 resource to each hero's resource pool and each player draws 3 cards.

LOCATION VICTORY 3

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