

Roots of the Mountain

5

5

Underground. Dark.
Immune to player card effects.
Travel: Add a **Mountain** or **Underground** location from the victory display to the staging area to travel here.
Forced: While Roots of the Mountain is in the victory display, if a card with surge is revealed during the staging step, ignore that effect.

LOCATION VICTORY 1

Illus. Stu Barnes NOT FOR SALE ©Middle-earth Enterprises CFFG 276

Fiery Chasm

X

5

Underground. Flame. Hazard.
X is 1 more than the number of victory points collected by the players.
Forced: When Fiery Chasm is explored, assign X damage among characters in play.
Shadow: Assign 3 damage among characters you control.

LOCATION VICTORY 1

Illus. Daria Khlebnikova NOT FOR SALE ©Middle-earth Enterprises CFFG 277

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LOCATION VICTORY 1

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Lost Mines

2

2

Underground. Dark.
Surge.
Travel: Each player must discard a card from their hand to travel here.
While Lost Mines is the active location, it gains: **Response:** When Lost Mines is explored, each player may draw 2 cards."

LOCATION VICTORY 1

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Lost Mines

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LOCATION VICTORY 1

Illus. Ferdinand D'Amico Ladara NOT FOR SALE ©Middle-earth Enterprises CFFG 278

Underground Lake

X

X

Underground. Dark.
X is the number of characters controlled by the player with the most characters.
Shadow: Deal the attacking enemy X additional shadow cards, where X is 1 more than the number of players in the game.

LOCATION VICTORY 1

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Underground Lake

X

X

Underground. Dark.
X is the number of characters controlled by the player with the most characters.
Shadow: Deal the attacking enemy X additional shadow cards, where X is 1 more than the number of players in the game.

LOCATION VICTORY 1

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Beyond Despair

When Revealed: Discard the highest cost ally in play. Then, that ally's controller attaches Beyond Despair to a hero they control. (Counts as a **Condition** attachment with the text: **Forced:** After a character you control is destroyed, exhaust attached hero. Until the end of the round, attached hero cannot ready.")
"We come now to the very brink, where hope and despair are akin. To waver is to fall."
—Aragorn, The Return of the King

TREACHERY

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Drawn to the Fire

Sorcery.

When Revealed: Attach to the hero with the fewest remaining hit points and without a **Condition** attachment. (Counts as a **Condition** attachment with the text: "During the quest phase, attached hero must commit to the quest, if able. If that hero quests successfully, deal 1 damage to it.")

TREACHERY

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