

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

Illus. Greg Bobrowski NOT FOR SALE ©Middle-earth Enterprises CFFG # 281

LOST IN THE DARKNESS



Doomed X, where X is the number of **Dark** locations in the staging area.

When Revealed: End the staging step without resolving the quest. If this card wasn't revealed during the staging step, it gains surge.

Shadow: If this attack deals damage, remove all progress from all quests and locations in play.

TREACHERY

Illus. Yoann Boissonnet NOT FOR SALE ©Middle-earth Enterprises CFFG # 282

LOST IN THE DARKNESS



Doomed X, where X is the number of **Dark** locations in the staging area.

When Revealed: End the staging step without resolving the quest. If this card wasn't revealed during the staging step, it gains surge.

Shadow: If this attack deals damage, remove all progress from all quests and locations in play.

TREACHERY

Illus. Yoann Boissonnet NOT FOR SALE ©Middle-earth Enterprises CFFG # 282

VENTURE BELOW



Surge.

Each **Underground** location gets +1 and +3 quest points.

Response: After Venture Below is defeated, add 1 resource to each hero's resource pool.

Progress cannot be placed on this quest unless the active location has the **Underground** trait.

VICTORY I

Illus. Lenna Crosson NOT FOR SALE ©Middle-earth Enterprises CFFG # 283

LOST SEEING-STONE

FIRE FROM THE ASHES



Artifact. Item.

Guarded (**Shadow** or **Flame**). Restricted.

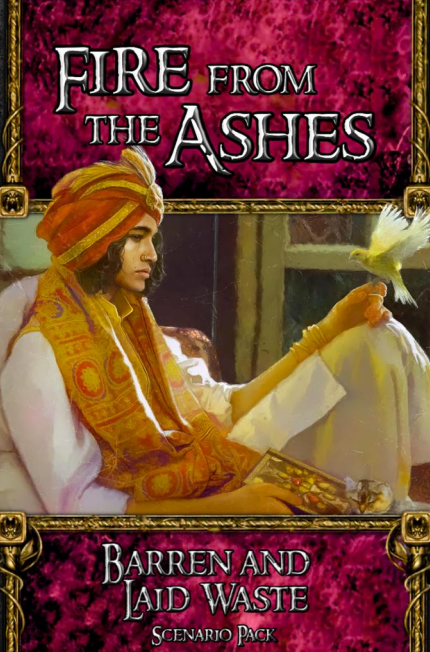
Action: Exhaust a hero to claim this objective if it is unattached. Then, attach it to that character.

While attached hero is ready, play with the top card of the encounter deck faceup.

OBJECTIVE

Illus. Jucyma Dura NOT FOR SALE ©Middle-earth Enterprises CFFG # 284

FIRE FROM THE ASHES



BARREN AND LAID WASTE

SCENARIO PACK

BARREN AND LAID WASTE

The Story

Suyfan is a descendant of one of the kings of ancient Harad. During the reign of King Eärnil II, his ancestor was given as a ward to the city in accordance with the ancient traditions. While his family has lived in Gondor for generations, his father still yearns for the desert lands of his forefathers.

In his studies, he became fascinated by the lost city of An Karagmir, once a bustling city which was part of an extensive trade network. With the steward's blessing, Suyfan set out on an expedition to discover the fate of the lost city. In his last report, he speaks of servants of the Dark Lord roaming the area and then went silent. The Steward has tasked you with finding Suyfan and uncovering the fate of the lost city.


Bonus Cards

The Barren and Laid Waste scenario pack includes 10 bonus encounter cards and 4 quests for use in The Big Adventure. These are there to make sure that no win or loss is ever certain.

It also includes 2 new heroes, Mendor and Robyn. They are more extreme than those of the other expansions, so use with caution.

THE LOST EXPEDITION

BARREN AND LAID WASTE



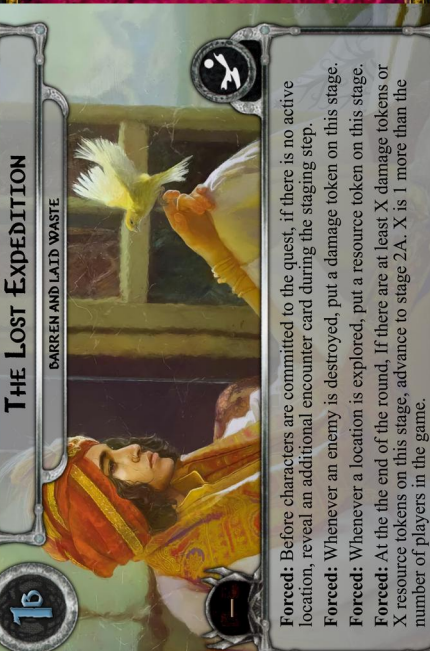
Suyfan, researcher and ward of the steward, hasn't returned from a recent expedition into Near Harad to find the lost city of An Karagmir. His reports tell of recent activity by the servants of the Dark Lord. Something of great value must lie hidden deep within the inhospitable desert.

Setup: Set Lost City, Suyfan, General Nizui and Sand-drake aside, out of play. Each player discards cards from the top of the encounter deck until they discard a location. Make 1 of the discarded locations the active location and add the other discarded locations to the staging area.

Illus. Mirra Ken NOT FOR SALE ©Middle-earth Enterprises CFFG # 285

THE LOST EXPEDITION

BARREN AND LAID WASTE



Forced: Before characters are committed to the quest, if there is no active location, reveal an additional encounter card during the staging step.

Forced: Whenever an enemy is destroyed, put a damage token on this stage.

Forced: Whenever a location is explored, put a resource token on this stage.

Forced: At the end of the round, if there are at least X damage tokens or X resource tokens on this stage, advance to stage 2A. X is 1 more than the number of players in the game.

Illus. Mirra Ken NOT FOR SALE ©Middle-earth Enterprises CFFG # 285