

29

2 ♠
2 ♣
2 ♠

2

STALKING GOBLIN

Orc. Goblin.

Forced: After Stalking Goblin engages a player, the enemy in the staging area with the highest engagement cost engages that player (if able).

Shadow: Add Stalking Goblin to the staging area.

ENEMY

Illus. JB Casacop NOT FOR SALE ©Middle-earth Enterprises CFFG 33

29

2 ♠
2 ♣
2 ♠

2

STALKING GOBLIN

Orc. Goblin.

Forced: After Stalking Goblin engages a player, the enemy in the staging area with the highest engagement cost engages that player (if able).

Shadow: Add Stalking Goblin to the staging area.

ENEMY

Illus. JB Casacop NOT FOR SALE ©Middle-earth Enterprises CFFG 33

THE TROLL'S CAMP

3

3

Forest. Flame.

While the Troll's Camp is in the staging area, **Troll** enemies get +1 ♠ for each player in the game.

While The Troll's Camp is the active location, each hero gets +1 ♠, +1 ♣, and +1 ♠.

Shadow: Heal all damage from the attacking enemy.

LOCATION **VICTORY 1**

Illus. Durek Zabracki NOT FOR SALE ©Middle-earth Enterprises CFFG 34

BLOCKED PATH

2

3

Forest. Hazard.

While Blocked Path is in the staging area, no more than 4 progress can be placed on the current quest each phase.

Travel: Exhaust a hero to travel here.

Shadow: Exhaust a character you control.

LOCATION

Illus. Ben Zweifel NOT FOR SALE ©Middle-earth Enterprises CFFG 35

BLOCKED PATH

2

3

Forest. Hazard.

While Blocked Path is in the staging area, no more than 4 progress can be placed on the current quest each phase.

Travel: Exhaust a hero to travel here.

Shadow: Exhaust a character you control.

LOCATION

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DERELICT VILLAGE

2

4

Forest. Village. Ruins.

Travel: Discard cards from the top of the encounter deck until you discard an objectively and attach it to Derelict Village as a guarded objective. Then, if there's a guarded objective attached to Derelict Village, add the last enemy you discarded as part of this effect to the staging area (if any).

LOCATION **VICTORY 1**

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DERELICT VILLAGE

2

4

Forest. Village. Ruins.

Travel: Discard cards from the top of the encounter deck until you discard an objectively and attach it to Derelict Village as a guarded objective. Then, if there's a guarded objective attached to Derelict Village, add the last enemy you discarded as part of this effect to the staging area (if any).

LOCATION **VICTORY 1**

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DERELICT VILLAGE

2

4

Forest. Village. Ruins.

Travel: Discard cards from the top of the encounter deck until you discard an objectively and attach it to Derelict Village as a guarded objective. Then, if there's a guarded objective attached to Derelict Village, add the last enemy you discarded as part of this effect to the staging area (if any).

LOCATION **VICTORY 1**

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ENDLESS FOREST

X

3

Forest.

X is the number of locations in the staging area. Endless Forest gets +2 quest points for each other **Forest** location in play.

Shadow: You may choose to add Endless Forest to the staging area. If you don't, the attacking enemy makes an additional attack against you after this one.

LOCATION

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