

PASSAGE THROUGH MIRKWOOD



MIRKWOOD PATHS - PART 1

You are playing Campaign Mode.

Setup: Put Mendor into play.

If Mendor leaves play, the players lose the game.

King Thranduil has assigned a guide, Mendor, to assist you in your passage through Mirkwood Forest.

CAMPAIGN

Resolution: Each player earns 1 copy of the Mendor's Support boon card. Add the earned cards to the Campaign Pool.

If stage 3B was Beorn's Path, add the Ungoliant's Swarm burden card to the Campaign Pool.

If stage 3B was Don't Leave the Path, add the Lingering Venom burden card to the Campaign Pool.

"The forest is dangerous, but that was beyond what one might expect to find." Mendor seems shaken. "I fear something is not right in the land. I shall continue to travel with you."

JOURNEY ALONG THE ANDUIN



MIRKWOOD PATHS - PART 2

You are playing Campaign Mode.

Setup: Put Mendor into play. Set each copy of Valor and Scarred aside, out of play.

Response: After a Hill Troll is defeated, each player attaches 1 set-aside copy of Valor to a hero they control, if able.

Forced: After a character is destroyed by a Hill Troll, each player attaches 1 set-aside copy of Scarred to a hero they control. (Limit once per game.)

If Mendor leaves play, the players lose the game.

CAMPAIGN

Resolution: Add each copy of Valor and Scarred in play to the Campaign Pool. Record the names of heroes with Valor and/or Scarred attached in the notes section of the Campaign Log and attach them to those heroes when setting up each subsequent scenario in this campaign.

The hero with the most damage will be taken prisoner at the beginning of Escape from Dol Guldur (in case of a tie, randomly select among the heroes with the most damage). Record the name of the “prisoner” in the notes section of the Campaign Log.

“Our pursuers were too persistent and their ambush too well planned to be mere coincidence,” says Mendor after finally reaching the shores of Lórien. “I fear a greater evil directs them from the shadows.”

ESCAPE FROM DOL GULDUR



MIRKWOOD PATHS - PART 3

You are playing Campaign Mode.

Setup: Put Mendor into play. Attach Appointed by Fate to a hero of the first player's choice.

Forced: When a hero would be randomly selected to be a “prisoner,” the “prisoner” from the Campaign Log is selected instead. Each card attached to that hero is turned facedown until that hero is “rescued.” Mendor is captured as well. Place Mendor facedown next to the prisoner (this does not cause him to leave play). Flip this card over.

Your guide, Mendor, has also been taken by the enemy!

CAMPAIGN

Response: After the first objective is claimed, flip Mendor face-up and place 1 damage token on him.

Resolution: Determine one of the following:

1) If Mendor is still in play, add Mendor to the Campaign Pool.

If you do, put Mendor into play at the start of each scenario during your next campaign. Each player may include 1 copy of Mendor's Support in their deck during that campaign.

"It has been an honor to share such a perilous adventure with you, friends," says Mendor. "If you ever need my aid again, I would be glad to journey with you once more."

2) If Mendor is not in play, do not adjust the Campaign Pool for your next campaign.

Sadly, you bear Mendor's body back to Galadriel to prepare for his passing into the West.

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MENDOR'S SUPPORT



BOON

Only one copy of Mendor's Support can be played each round.

Action: Mendor gets +2 , +2 , and +2  until the end of the round.

EVENT



0

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EVENT



O

VALOR



BOON

Condition.

Permanent. Limit 1 per hero.

Response: After attached hero is declared as an attacker, exhaust Valor to heal 1 damage from attached hero and deal 1 damage to the defending enemy.

ATTACHMENT



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VALOR



BOON

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Permanent. Limit 1 per hero.

Response: After attached hero is declared as an attacker, exhaust Valor to heal 1 damage from attached hero and deal 1 damage to the defending enemy.

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ATTACHMENT



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VALOR



BOON

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Permanent. Limit 1 per hero.

Response: After attached hero is declared as an attacker, exhaust Valor to heal 1 damage from attached hero and deal 1 damage to the defending enemy.

ATTACHMENT



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APPOINTED BY FATE

BOON

Condition.

Attached hero collects 1 additional resource during each resource phase.

"Yet it is not our part to master all the tides of the world, but to do what is in us for the succour of those years wherein we are set..."

—Gandalf, The Return of the King

ATTACHMENT





MENDUR

PASSAGE THROUGH MIRKWOOD

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1

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BOON

Silvan. Scout.

Ranged.

The first player gains control of Mendur.

Response: After a quest card is defeated, ready Mendur. Then, each player draws 1 card.

If Mendur leaves play, remove him from the game.

OBJECTIVE-ALLY



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BURDEN

UNGOLIANT'S SWARM

Creature. Spider.

Forced: After Ungoliant's Swarm engages a player, that player must choose and exhaust 2 characters they control.

Shadow: Put Ungoliant's Swarm into play engaged with you.

ENEMY



LINGERING VENOM



BURDEN

Surge.

When Revealed: Each player must choose: either exhaust each damaged character you control, or deal 2 damage to the hero you control with the most damage on it.



Shadow: Exhaust each damaged character you control.

TREACHERY



SCARRED

JOURNEY ALONG THE ANDUIN



BURDEN

Permanent. Limit 1 per hero.

Forced: After a character you control is destroyed, raise your threat by 1.

OBJECTIVE



SCARRED

JOURNEY ALONG THE ANDUIN



BURDEN

Permanent. Limit 1 per hero.

Forced: After a character you control is destroyed, raise your threat by 1.

OBJECTIVE



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JOURNEY ALONG THE ANDUIN



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JOURNEY ALONG THE ANDUIN



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OBJECTIVE



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