

THE OATH



MIRKWOOD PATHS

You are playing Campaign Mode.

Setup: Each player chooses 1 *Adaptation* boon attachment and attaches it to one of their heroes. Shuffle the Stalking Goblin burden enemy into the encounter deck. Add Stalking Goblin and each attached *Adaptation* to the Campaign Pool.

Response: At the end of each round, place 1 resource token here.

CAMPAIGN

Resolution: If there are 6 or more resource tokens here, the thought of the captured villagers suffering weighs heavily on you. Add the Guilty Conscience treachery burden to the Campaign Pool.

You have defeated the enemy rearguard, but the rest have escaped into the Mountains of Mirkwood with their prisoners. You must track the goblins to their hold if you are to fulfill your oath.

THE CAVES OF NIBIN-DÛM



MIRKWOOD PATHS

You are playing Campaign Mode.

Setup: Each player adds 1 copy of the “No Time to Waste!” boon to their hand after drawing their starting hand (including taking a mulligan). Add each copy of “No Time to Waste!” in a player’s hand to the Campaign Pool. Shuffle the Shiny Distraction burden into the encounter deck and add it to the Campaign Pool.

That, of course, is the dangerous part about caves: you don't know how far they go back...

—The Hobbit

CAMPAIGN

Resolution: Check the final threat of the player with the highest threat: If it is under 40, you have rescued a retired Ranger who shares his wisdom with you. Each player may add 1 copy of Ranger Sense to their deck and to the Campaign Pool. At the start of your next campaign, each player may also shuffle 1 copy of Ranger Sense into their deck and add it to the Campaign Pool.

You have rescued the captives and fulfilled your oath. What Goblins remain flee in terror of your wrath, and your return journey is untroubled. The villagers who survived thank you endlessly for returning them to their village. They invited you to stay and live among them in honor, but your allegiance is to other lords and many journeys still await you. After a good night's rest, you depart in the morning.

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THE FERVOR OF LORE



BOON

Adaptation.

Setup. Attach to a hero.

Attached hero gains the  resource icon.

Action: Choose and discard 3 cards from your hand to heal all damage from a hero. (Limit once per campaign. Record in Campaign Log when used.)

ATTACHMENT



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THE MIGHT OF TACTICS



BOON

Adaptation.

Setup. Attach to a hero.

Attached hero gains the † resource icon.

Action: Deal 1 damage to the attached hero to deal 3 damage to an enemy engaged with you. (Limit once per campaign. Record in Campaign Log when used.)

ATTACHMENT



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THE POWER OF SPIRIT



BOON

Adaptation.

Setup. Attach to a hero.

Attached hero gains the ✨ resource icon.

Action: Exhaust the attached hero to place 3 progress on a location. (Limit once per campaign. Record in Campaign Log when used.)

ATTACHMENT



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THE SECRET OF LEADERSHIP



BOON

Adaptation.

Setup. Attach to a hero.

Attached hero gains the ♡ resource icon.

Action: Spend 1 resource from the attached hero's resource pool to ready a hero. (Limit once per campaign. Record in Campaign Log when used.)

ATTACHMENT



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"NO TIME TO WASTE!"



BOON

When playing this card, choose one:

Quest Action: Remove "No Time to Waste!" from the game and from the Campaign Pool to reduce each player's threat by 3. Reveal the top card of the encounter deck.

Quest Action: Draw 1 card.

EVENT



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When playing this card, choose one:

Quest Action: Remove "No Time to Waste!" from the game and from the Campaign Pool to reduce each player's threat by 3. Reveal the top card of the encounter deck.

Quest Action: Draw 1 card.

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When playing this card, choose one:

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EVENT



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RANGER SENSE

BOON

When playing this card, choose one:

Action: Remove Ranger Sense from the game and from the Campaign Pool to look at the top 4 cards of your deck. Add 1 to your hand and put the rest back in any order.

Action: Draw 1 card.

EVENT



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EVENT



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BURDEN

STALKING GOBLIN

Goblin. Orc.

Forced: After Stalking Goblin engages you, search the encounter deck, discard pile, and your collection (in that order) for a Goblin Sniper and add it to the staging area. Shuffle the encounter deck.

Shadow: Add Stalking Goblin to the staging area.

ENEMY



SHINY DISTRACTION



BURDEN



Treasure.

Surge. Doomed 1.

When Revealed: Each player may add 1 resource to each of their heroes' pools. Each player that does raises their threat by 5.

TREACHERY



GUILTY CONSCIENCE



BURDEN



Surge.

When Revealed: Attach to the hero with the highest threat cost. (Counts as an *Adaptation* attachment with the text: “**Forced:** Raise your threat by 2 at the end of each round.
Action: Spend 2 resources from attached hero’s pool to discard this card.”)

TREACHERY



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