Looking for a Cure
Making of a Fellowship
1B
7
The pair encounter Cadoran who tells them of a cache of herbs in the southern reaches of the Chetwood. Unfortunately the key to open it was stolen by a Hobbit named Riv only an hour ago. The trio set out and discover the burglar has been captured by bandits seeking the key for themselves. With the aid of Athelstan, a former Rohirrim outlaw himself, the heroes must secure the key and seek out the cache. But the forest of Chetwood hides many dangers...
Players cannot defeat this stage if Ranger Cache is in play.
1/7
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Midgewater Marshes
Making of a Fellowship
2A
8
Finally returning to Celemir in the Midgewater the heroes find him holding off a great swarm of Midges. The swarm of Neeker Breekers fly into a feeding frenzy. They swarm the elf Celemir and are buzzing and leaping at him from all sides. They must be defeated before it is too late.
When the 8th progress token is placed on this quest Neeker Breeker Swarm engages the first player.
Players can not defeat the game while Neeker Breeker Swarm is in play.
2/17
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Staddle
0
4
2/33
Bree-lands. Village.
While Staddle is the active location all other locations get -1 .
Response: When Staddle is explored heal one hero of all his wounds.
The fellowship stopped at Gammy Bogg's farm for a warm meal and a soft bed before traveling on.
LOCATION
Illus. LOTR Movie
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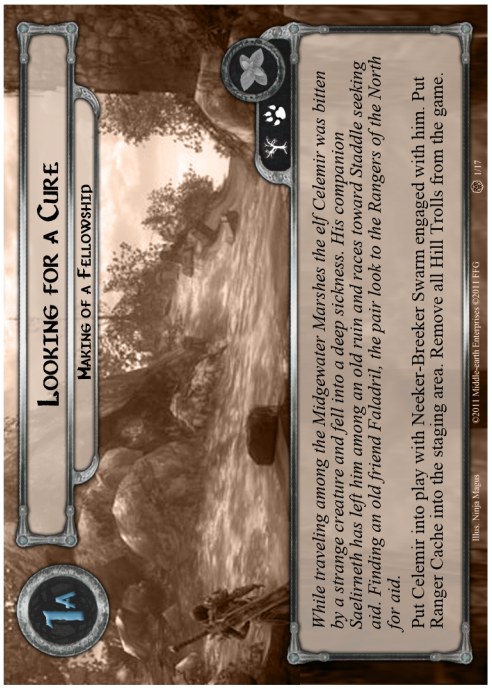
4/17


Looking for a Cure
Making of a Fellowship
1A
While traveling among the Midgewater Marshes the elf Celemir was bitten by a strange creature and fell into a deep sickness. His companion Saelirneth has left him among an old ruin and races toward Staddle seeking aid. Finding an old friend Faladril, the pair look to the Rangers of the North for aid.
Put Celemir into play with Neeker-Breeker Swarm engaged with him. Put Ranger Cache into the staging area. Remove all Hill Trolls from the game.
1/7
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Midgewater Marshes
Making of a Fellowship
2A
"Midgewater! There are more midges than water!"
- Peregrin Took
Each player searches the discard pile then encounter deck for one Midge and adds it to the staging area. (These cards are not Revealed).
2/17
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Ranger Cache
2
4
1/33
Cache.
Immune to player card effects.
Travel: Exhaust Dunedain Key to travel here.
Forced: When Ranger Cache leaves play as an explored location the first player searches the discard pile and encounter deck and places one Dragon Lily into te staging area.
Victory 1.
LOCATION
Illus. Sanke Toast
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3/17

50
1
1
3
4
4/33
Neeker Breeker Swarm
Creature. Midge.
Neeker Breeker Swarm can not be optionally engaged.
Forced: At the start of the Combat Phase Neeker Breeker Swarm attacks Celemir. Deal it a shadow card as normal. Celemir must defend against it.
ENEMY
Illus. Unknown
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6/17

Dunedain Key
Making of a Fellowship
5/33
Item. Attachment.
Guarded.
Action: Claim this objective if it has no encounters attached.
Action: Exhaust Dunedain Key to look at the top card of the encounteter deck. Discard it if it it not an objective card.
OBJECTIVE
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7/17

Celemir
Making of a Fellowship
0
0
1
4
3/33
Sylvan. Ally.
Celemir can not be healed except by Dragon Lily effects. When Celemir enters play place one wound on him.
Forced: If Celemir has no wounds and is unguarded the first player takes control of Celemir.
If Celemir leaves play, the players are defeated.
OBJECTIVE
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5/17

Chetwood Bandit

Bandit.
Chetwood Bandit gain +1 for each other Bandit in play.

Forced: When Chetwood Bandit leaves play discard the top card of the encounter deck. If it is the Dunedain Key put that card into the staging area.

Shadow: *Add Chetwood Bandit to the staging area.*

ENEMY

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ENEMY

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ENEMY

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Chetwood Bandit

Bandit.
Chetwood Bandit gain +1 for each other Bandit in play.

Forced: When Chetwood Bandit leaves play discard the top card of the encounter deck. If it is the Dunedain Key put that card into the staging area.

Shadow: *Add Chetwood Bandit to the staging area.*

ENEMY

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Chetwood Bandit

Bandit.
Chetwood Bandit gain +1 for each other Bandit in play.

Forced: When Chetwood Bandit leaves play discard the top card of the encounter deck. If it is the Dunedain Key put that card into the staging area.

Shadow: *Add Chetwood Bandit to the staging area.*

ENEMY

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Traek

Bandit. Dunlending.
Traek can not be optionally engaged if any other bandit enemies are in the staging area.

Forced: When Traek leaves play search the encounter deck and discard pile for Dunedain Key and place it in the staging area.

Shadow: *If attacking enemy is a Bandit it gets +2 .*

Victory 1.

ENEMY

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Neeker Breeker

Creature. Midge.
Surge.

Shadow: *Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 .*

ENEMY

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Neeker Breeker

Creature. Midge.
Surge.

Shadow: *Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 .*

ENEMY

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Neeker Breeker

Creature. Midge.
Surge.

Shadow: *Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1 .*

ENEMY

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15
1
2
0
2
13/33
Neeker Breeker
Creature. Midge.
Surge.
Shadow: *Put Neeker Breeker into play engaged with the defending player. (Deal it a shadow card as normal). If Defending character is Celemir instead give Neeker Breeker Swarm +1.*
ENEMY
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Dragon Lily
Making of a Fellowship
14/33
Herb.
Guarded.
Action: Exhaust a hero to attach Dragon Lily to that hero.
Action: Discard Dragon Lily to heal Celemir of 2 wounds.
OBJECTIVE
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Dragon Lily
Making of a Fellowship
15/33
Herb.
Guarded.
Action: Exhaust a hero to attach Dragon Lily to that hero.
Action: Discard Dragon Lily to heal Celemir of 2 wounds.
OBJECTIVE
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Dragon Lily
Making of a Fellowship
16/33
Herb.
Guarded.
Action: Exhaust a hero to attach Dragon Lily to that hero.
Action: Discard Dragon Lily to heal Celemir of 2 wounds.
OBJECTIVE
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Dragon Lily
Making of a Fellowship
17/33
Herb.
Guarded.
Action: Exhaust a hero to attach Dragon Lily to that hero.
Action: Discard Dragon Lily to heal Celemir of 2 wounds.
OBJECTIVE
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Dragon Lily
Making of a Fellowship
18/33
Herb.
Guarded.
Action: Exhaust a hero to attach Dragon Lily to that hero.
Action: Discard Dragon Lily to heal Celemir of 2 wounds.
OBJECTIVE
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15
2
1
3
2
19/33
Neeker Breeker Burrower
Creature. Midge.
Surge.
Shadow: *Ignore defending characters for this attack.*
"There are just too many of them!" - Saelirneth
ENEMY
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15
2
1
3
2
20/33
Neeker Breeker Burrower
Creature. Midge.
Surge.
Shadow: *Ignore defending characters for this attack.*
"There are just too many of them!" - Saelirneth
ENEMY
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15
2
1
3
2
21/33
Neeker Breeker Burrower
Creature. Midge.
Surge.
Shadow: *Ignore defending characters for this attack.*
"There are just too many of them!" - Saelirneth
ENEMY
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15
2
1
3
2
22/33
Neeker Breeker Burrower
Creature. Midge.
Surge.
Shadow: Ignore defending characters for this attack.
"There are just too many of them!" - Saelirneth
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12/17

15
3
3
0
2
23/33
Relentless Neeker Breeker
Creature. Midge.
Surge.
Shadow: Remove 1 progress from the current quest.
"What do they live on when they can't get Hobbit?"
- Samwise Gamgee
ENEMY
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13/17

15
3
3
0
2
24/33
Relentless Neeker Breeker
Creature. Midge.
Surge.
Shadow: Remove 1 progress from the current quest.
"What do they live on when they can't get Hobbit?"
- Samwise Gamgee
ENEMY
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13/17

15
3
3
0
2
25/33
Relentless Neeker Breeker
Creature. Midge.
Surge.
Shadow: Remove 1 progress from the current quest.
"What do they live on when they can't get Hobbit?"
- Samwise Gamgee
ENEMY
Illus. LOTRO
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13/17

15
3
3
0
2
26/33
Relentless Neeker Breeker
Creature. Midge.
Surge.
Shadow: Remove 1 progress from the current quest.
"What do they live on when they can't get Hobbit?"
- Samwise Gamgee
ENEMY
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13/17

Stirring up the Swarm
27/33
When Revealed: All Midges in play immediately engage the first player, except Neeker Breeeker Swarm.
Shadow: Shuffle all Midges in the discard pile back into the encounter deck.
TREACHERY
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14/17

Bandit Camp
4
2
31/33
Camp.
While bandit camp is the active location all Bandits gain +1 .
Travel: There must be a bandit in the discard pile to travel here.
Response: When Bandit Camp is explored each player may put 1 resource on a hero he controls.
LOCATION
Illus. Elder Scrolls
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16/17

Bandit Camp
4
2
30/33
Camp.
While bandit camp is the active location all Bandits gain +1 .
Travel: There must be a bandit in the discard pile to travel here.
Response: When Bandit Camp is explored each player may put 1 resource on a hero he controls.
LOCATION
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16/17

Ambush!
28/33
When Revealed: Any bandits currently engaged with players make an immediate attack against them (deal them a shadow card).
Shadow: Shuffle all Bandits in the discard pile back into the encounter deck.
TREACHERY
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15/17

Neeker Breeker Hive
1
3
32/33
Hive. Marsh.
While in the staging area all Midges gain +1 .
While Hive is the active location all Midges gain +1 Hit Points.
Response: When Hive is explored do 2 wounds to any one Midge in play other than Neeker Breeker Swarm.
LOCATION
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17/17

Neeker Breeker Hive
1
3
33/33
Hive. Marsh.
While in the staging area all Midges gain +1 .
While Hive is the active location all Midges gain +1 Hit Points.
Response: When Hive is explored do 2 wounds to any one Midge in play other than Neeker Breeker Swarm.
LOCATION
Illus. Elder Scrolls
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17/17