

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 Cherwood. 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 Cherwood hides many dangers...

Players cannot defeat this stage if Ranger Cache is in play.

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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 Midge. 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.

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STADDLE

0

4

2/33

Bree-lands. Village.

While Staddle is the active location all other locations get -1 W.

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

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Illus. LOTR Movie

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While traveling among the Midgewater Marshes the elf Celemir was bitten by a strange creature and fell into a deep sickness. His companion Saelmeth 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.

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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).

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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 the staging area.

Victory 1.

LOCATION

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50

1 W

1 W

3

4

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

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Illus. Unknown

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 encounter deck. Discard it if it is not an objective card.

OBJECTIVE

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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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