

38

X ♀

4 ♀

4 ♀

6

SQUINT EYED CONSPIRATOR

Bandit. Half-Orc.

X is the number of Bandits in the staging area.

Forced: When defeated in battle draw 1 card from the Stolen Goods Deck.

Shadow: Shuffle this card back into the Encounter Deck and deal the enemy 2 additional shadow cards.

ENEMY Victory 1

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DUNEDAIN RUINS

1 ♀

5

Breeland. Ruins.

While in the staging area all other locations gain +3 quest points.

Travel: Remove 1 resource token from Breaking the Bandits' Back.

The bandits found refuge in the many ruins of ancient Arnor that still remained in Eriador.

LOCATION

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CRUMBLING FARMHOUSE

1 ♀

2

Breeland.

Travel: Deal all enemies engaged with players an extra shadow card.

Shadow: Deal this enemy two additional shadow cards.

"Look out! They are hold up in the old barn!" - Faladril

LOCATION

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SOUTH ROAD BARRICADE

2 ♀

3

Breeland. Road.

While in the staging area Bandits get +1 ♀.

Not even the roads were safe for travelers. The bandits had set up road blocks to rob the merchants and farmers of Breeland, but eventually they tried to rob the wrong people, and the barricades where torn down.

LOCATION

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CHETWOOD GROVE

2 ♀

3

Breeland. Forest.

While in the staging area all Bandits get +1 ♀.

Cadoran knew of many groves in the Chetwood but as the fellowship cleared out one the bandits would move to another and strike from hiding from there. It took a good long while to clear the Chetwood.

LOCATION

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ROAD TO BUCKLAND

1 ♀

2

Breeland. Road.

Surge.

The bandits even went as far as the Old Forest and the borders of Buckland to the west. The fellowship was hearing rumors that the Shire might be in trouble too, but that would have to wait till Bree was safe.

LOCATION

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