

0

GROWING DARKNESS
THE LOST ROAD

The lands are beset by evil, and murmurings of a darkness growing in Mirkwood are rife across the land.

Setup: The Lost Road encounter deck is built with all the cards from the following encounter sets: Spiders of Mirkwood, Dol Guldur Orcs and Passage Through Mirkwood.

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG ★6

1A

FORGOTTEN DATH
THE LOST ROAD

A torrential rain pours through the green, leafy canopy overhead, impeding your progress and masking the sounds and movement of the creatures scurrying within the trees around you.

SOLO PLAY: You may only choose ONE HERO (and thus one sphere deck) to perform this quest. Also, take out the Legolas Hero card (from the Tactics Sphere) and set it to one side out of play.

Illus. Jorge Jacinto ©2011 Middle-earth Enterprises ©2011 FFG ★7

1B

FORGOTTEN DATH
THE LOST ROAD

4

Towns and cities tighten their borders, and information blends with rumour as fear rises. You alone are sent to investigate the dark happenings in Mirkwood and bring back your findings to the Council.

You only need to carry out the staging element of the Quest Phase every other turn after your first turn, for this stage only.

Illus. Jorge Jacinto ©2011 Middle-earth Enterprises ©2011 FFG ★7

2A

TRANQUIL GLADE
THE LOST ROAD

Pursued through the woods by countless goblins and spiders you emerge into a large clearing and suddenly the silence is deafening. A shadow moves amongst the trees and you rest your hand instinctively upon your weapon.

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG ★8

2B

TRANQUIL GLADE
THE LOST ROAD

2

The forest closes in and you notice the sudden, distinct absence of chittering birdsong. You hurry on as your enemies multiply in the darkness around you. Then, from the trees, comes a familiar and most welcome voice, "Mae govannen."

You may place Legolas into play on your side. For this Adventure only, any resources he generates are treated as the same as your current sphere.

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG ★8

3A

Goblin Mines
THE LOST ROAD

A cave opening widens into a maddening abyss rent into the bowels of the earth. From the dread fissure, the sickening stench of goblins and the sounds of hammering and toil arise, bringing foreboding and disquiet.

Illus. James Wolf ©2011 Middle-earth Enterprises ©2011 FFG ★9

3B

Goblin Mines
THE LOST ROAD

4

The Orcs are coordinated in their efforts, and it looks like they're ready to outfit an army, for what foul purpose you know not - but they must be stopped. You must survive to escape and tell the tale of what you have seen here.

Search the encounter deck and discard pile for an Orc card and place it into the staging area. You may not defeat this stage whilst this Orc is in play.

Illus. James Wolf ©2011 Middle-earth Enterprises ©2011 FFG ★9

4

OMINOUS MESSAGE
THE LOST ROAD

The Orc captain falls at your feet. A war cry goes up and an entire troop of monsters sallies forth from the darkness, but you are separated by a crevasse, so you make good your escape. News of what is happening here must spread.

**Congratulations, you have defeated The Lost Road!
Dare to continue the adventure by entering The Old Forest...**

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG ★10