

3H

GUIDE TO SAFETY

FIRE FROM THE ASHES

10

Forced: After characters are committed to the quest, if there is at least 10 progress on this stage, remove all progress. If you did, shuffle the encounter discard pile into the encounter deck and discard cards from the top until you discard an objective-ally. Reveal it, then reveal X encounter cards, where X is 1 less than the number of players. **Forced:** After they quest unsuccessfully, discard an unguarded objective-ally.

The players cannot defeat this stage unless at least 1 player controls an objective-ally. If the players defeat this stage, they win the game.

The players may return to stage 2 at the end of the planning phase.

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Ilus. Marwan Guedel

2A

WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

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When Revealed: When the players advance to stage 2A for the first time, prepare a quest deck using all the stage 2 quest cards. Shuffle this deck. Whenever the players defeat or bypass a stage 2, they advance to the next stage 2 quest unless another effect instructs them to do something else. Bypassed stage 2 quest cards go to the bottom of the quest deck. Defeated stage 2 quest cards usually go to the victory display.

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Ilus. Chris Rahm

1D

THROUGH DEROUS LANDS

FIRE FROM THE ASHES

6

Forced: At the beginning of the combat phase, if there are no engaged enemies, discard cards from the top of the encounter deck until a non-unique enemy is discarded and add that enemy to the staging area.

Forced: After an enemy is destroyed, place 1 resource here.

The players cannot defeat this stage unless there are at least 3 resources here and cannot defeat this stage during the combat phase.

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Ilus. Carlo Palmi Cruchaga

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THE THING IN THE DEEPS

Nameless.

Immune to player card effects. Cannot be optionally engaged.

While in the staging area, The Thing in the Deeps is considered to be engaged with the first player.

Forced: After a character attacks The Thing in the Deeps or defends an attack made by The Thing in the Deeps, that character cannot ready this round.

ENEMY

VICTORY 4

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Ilus. Alvaro Calvo Escudero

2I

DEVILRY HATCHED IN THE DARK LAND

FIRE FROM THE ASHES

8

Characters cannot be healed by player card effects.

Forced: After characters are committed to the quest, assign X damage among characters in play, where X is the number of questing characters.

Forced: When this stage is defeated, heal up to 1 damage from each hero in play. Then, if there are 3 or more victory points worth of quest stages in the victory display, advance to a random stage 3.

Players may bypass this quest at the end of the planning phase.

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Ilus. Lucas Ramirez

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WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

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Ilus. Chris Rahm

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6

DEADLY SWAMP ADDER

Creature.

Forced: After Deadly Swamp Adder engages you, discard a damaged ally you control.

Forced: After the main quest changes, return Deadly Swamp Adder to the staging area.

ENEMY

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Ilus. Dmitry Prosvirnin

3E

GUIDE TO SAFETY

FIRE FROM THE ASHES

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When Revealed: Reveal 1 encounter card per player. Then, for each unguarded objective in the staging area, either attach it as a guarded objective to the enemy in the staging area with the highest engagement cost, or discard it.

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Ilus. Marwan Guedel

2H

DEAD AND ROTTEN

FIRE FROM THE ASHES

6

During the combat phase, each non-unique enemy in play gains: "Forced: After this enemy attacks for the first time this phase, either return it to the staging area or it makes an additional attack after that one."

Forced: After an ally is destroyed, reveal an encounter card.

Forced: When this stage is defeated, deal 2 damage to each enemy in the staging area. Then, if there are 3 or more victory points worth of quest stages in the victory display, advance to a random stage 3.

Players may bypass this quest at the end of the planning phase.

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Ilus. Hanning Ludwig