

FIRE FROM THE ASHES

Individual Adventures

Each of the 6 adventure packs can also be faced individually. To do this, assemble all the encounter cards of the encounter sets marked in white on the stage 1A quest card. These should include all the encounter cards from the adventure pack as well as the encounter cards from a single encounter set from the base expansion.

Cards from the Ringwraiths encounter set – marked in red on the quest card – can also be added if you want more of a challenge. It's probably best not to add all 22 cards to the encounter deck. Instead, pick between 3 and 10 at random, depending on how challenging you want the quest to be. If in doubt, pick 5.

Start with whichever stage 1 is included in the adventure pack and only use the quest cards included in the adventure pack. There should be two stage 2s and one stage 3 (*When Stage 2 instructs you to progress to a random Stage 3, go to the only possible option.*)

It is also possible to face just the core set using only the cards provided there.



9
3
1
1

4

• CALAERION

Noldor. Scout.

Response: After you spend any number of resources from another hero's resource pool to pay for an ability of that hero, add 1 resource to Calaerion's resource pool. (Limit once per round for each hero.)

Action: Spend 3 resources from Calaerion's resource pool to ready another hero.

HERO

Illus. Drazenka Kimpel NOT FOR SALE ©Middle-earth Enterprises ©FFG 128



5
2
3
1

3

IMLADRIS CHAMPION

Noldor. Warrior.

Response: After you spend 1 or more resources from a hero's resource pool, ready Imladris Champion. (Limit once per phase.)

"That is a chapter of ancient history which it might be good to recall: for there was sorrow then too, and gathering dark, but great valour, and great deeds that were not wholly vain."

—Gandalf, The Fellowship of the Ring

ALLY

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2
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2

RIVENDELL MESSENGER

Noldor.

Action: Discard a card from your hand to move 1 resource from the resource pool of a hero you control to another hero's resource pool. (Limit twice per round.)

"I will send out messages ... but so perilous are the lands now become that some may well miscarry, or come no quicker than you yourself."

—Elrond, The Fellowship of the Ring

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0
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3
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2

• OPHIDIAN

Corsair. Warrior.

Cannot defend.

Forced: After Ophidian is declared as an attacker, discard him unless you spend 2 resources from among your heroes' and Corsair allies' resource pools.

Response: After ophidian participates in an attack that destroys an enemy, draw 1 card.

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