

2A

WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

?

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.

Illus. Chris Palm

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1F

PURSUED BY THE DEAD

FIRE FROM THE ASHES

6

Forced: After characters are committed to the quest, look at the top 4 cards of the encounter deck, discard them in any order, and then add the topmost enemy in the encounter discard pile to the staging area.

The players cannot defeat this stage unless there are at least 6 enemies in the encounter discard pile and cannot defeat this stage during the quest phase or during the combat phase.

Illus. Anthony Devine

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3

RAIMENT OF THE SECOND AGE

Armor. Weapon. Item.

Attach to *Noldor* hero. Raiment of the Second Age counts as 2 Restricted attachments.

Attached hero gets +2 and +2 hit points.

Response: After you spend a resource from attached hero's resource pool, exhaust Raiment of the Second Age to ready that hero.

"It recalled to me the glory of the Elder Days and the hosts of Beleriand."

—Elrond, *The Fellowship of the Ring*

ATTACHMENT

Illus. Carlos Palma Cruchaga

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2K

TREACHEROUS DARKNESS

FIRE FROM THE ASHES

12

Shadow effects and "when revealed" effects cannot be canceled.

Forced: After characters are committed to the quest, discard cards from the top of the encounter deck until a *Sorcery* treachery is discarded. Resolve the "when revealed" effect on that treachery.

Forced: When this stage is defeated, each player may discard a *Condition* attachment or lower their threat by 3. 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.

Illus. Eva Maria Toker

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2A

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ATTACHMENT

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3I

FACE THE HORRORS

FIRE FROM THE ASHES

When Revealed: Each player chooses 1: lower their threat by 5 and reveal an encounter card, or increase their threat by 5.

Get out, you old Bright! Vanish in the sunlight! Strive like the cold mist, like the winds go wailing, out into the barren lands far beyond the mountains! Come never here again! Leave your barrow empty! Lost and forgotten be, darker than the darkness, where gates stand for ever shut, till the world is mended."

—Tom Bombadil, *The Fellowship of the Ring*

Illus. Bojji Pinado

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2J

WHISPERING SHADOWS

FIRE FROM THE ASHES

7

Forced: After a player draws any number of cards, that player raises their threat by 1.

Forced: When this stage is defeated, each player may lower their threat by 3. 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.

Illus. Lukasz Jaskolski

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1E

PURSUED BY THE DEAD

FIRE FROM THE ASHES

Setup: Look at the top 4 cards of the encounter deck and discard them in any order.

"Cold be hand and heart and bone, and cold be sleep under stone, never more to wake on stony bed, never, till the Sun fails and the Moon is dead. In the black wind the stars shall die, and still on gold here let them lie, till the dark lord lifts his hand over dead sea and withered land." —Barrow-wights, *The Fellowship of the Ring*

Illus. Anthony Devine

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