

WHITHER DO YOU WANDER?
FIRE FROM THE ASHES

2A

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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ENDLESS PATHS
FIRE FROM THE ASHES

2M

6

Instead of revealing 1 encounter card per player during the staging step, reveal cards until at least X locations have been added to the staging area, where X is the number of players.

Forced: When this stage is defeated, each player may discard a non-unique enemy or location 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.

VICTORY 2

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FIND A WAY OUT
FIRE FROM THE ASHES

3K

When Revealed: Place 2 resources on this stage. Those resources remain when you flip this stage to side 3L.

It was not long before they grew to hate the forest as heartily as they had hated the tunnels of the goblins, and it seemed to offer even less hope of any ending. But they had to go on and on, long after they were sick for a sight of the sky, and longed for the feel of wind on their faces. —The Hobbit

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FIND A WAY OUT
FIRE FROM THE ASHES

3L

10

Forced: At the beginning of the quest phase, choose 1: place 1 resource on this stage, or reveal X additional encounter cards this phase, where X is the number of players.

Forced: After the players quest successfully, remove 1 resource from this stage.

Action: Discard any number of encounter cards in the victory display. Remove 1 resource from this stage for every 3 victory points discarded in this way.

The players cannot defeat this stage while there are any resources on this stage. 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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37

3

5

3

9

UNGOLIANT'S SPAWN
Creature. Spider.

Cannot have player card attachments.

When Revealed: Each character currently committed to the quest gets -1 until the end of the phase and is discarded if its is 0.

Forced: After Ungoliant's Spawn damages a character, that character cannot ready until the end of the round.

ENEMY

VICTORY 2

Ilus. Christopher Burdett NOT FOR SALE ©Middle-earth Enterprises CFEF 172

31

1

3

2

2

BATTLE WARG
Creature. Warg.

Surge.

Forced: After Battle Warg engages you, choose one: discard an *Item* attachment you control, or Battle Warg makes an immediate attack.

Shadow: Discard an *Item* attachment you control.

ENEMY

Ilus. Guillaume Ducos NOT FOR SALE ©Middle-earth Enterprises CFEF 173

18

1

1

1

1

BLACK FOREST BATS
Creature.

Surge.

When Revealed: The first player deals 2 damage to a questing character they control and removes that character from the quest.

Shadow: If this attack destroys an ally, discard your hand.

ENEMY

Ilus. Aurelien Hubert NOT FOR SALE ©Middle-earth Enterprises CFEF 174

18

1

1

1

1

BLACK FOREST BATS
Creature.

Surge.

When Revealed: The first player deals 2 damage to a questing character they control and removes that character from the quest.

Shadow: If this attack destroys an ally, discard your hand.

ENEMY

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40

2

4

2

6

LONG TRAILER
Huorn. Hazard.

Do not deal Long Trailer a shadow card at the start of the combat phase. It doesn't attack as normal during the combat phase.

Cannot have attachments.

Forced: After a location leaves play as an explored location, Long Trailer makes an immediate attack against the first player.

ENEMY

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