

3N

DEATH AND DESPAIR

FIRE FROM THE ASHES

If each enemy in the staging area is worth no victory points, this stage gains:  
**Forced:** After characters are committed to the quest, discard cards from the top of the encounter deck until you discard an enemy worth at least 1 victory point. Add that card to the staging area.

Once there are encounter cards worth a total of 6 or more victory points in the victory display, the players have won the game.

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

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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.

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1J

ILL WILL OF THE MOUNTAINS

FIRE FROM THE ASHES

**Forced:** After the players quest successfully, discard cards from the top of the encounter deck until a *Weather* trachery is discarded. Resolve the 'when revealed' effect on that trachery. If any encounter cards would be revealed as part of that effect, don't reveal those cards and instead remove all progress from this stage and no progress can be placed on this stage this round.

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40

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6

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18

COLD-DRAKE

Dragon.

Immune to player card effects.

Forced: After Cold-Drake attacks a character, that character cannot ready until the end of the round.

Forced: After Cold-Drake attacks and destroys a character, return it to the staging area.

ENEMY

VICTORY 6

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2O

DEADLY PURSUIT

FIRE FROM THE ASHES

Players cannot optionally engage enemies.

**Forced:** After characters are committed to the quest, the highest enemy in the staging area makes an immediate attack against each player in turn order.

**Forced:** When this stage is defeated, discard up to 1 non-unique 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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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.

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GREAT WARG CHIEF

Creature. Warg.

Cannot have player card attachments and cannot be optionally engaged.

If Great Warg Chief is dealt a shadow card with no effect, return it to the staging area after it attacks.

Forced: After Great Warg Chief engages you, exhaust a character you control.

ENEMY

VICTORY 2

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3M

DEATH AND DESPAIR

FIRE FROM THE ASHES

**When Revealed:** Discard cards from the top of the encounter deck until you discard a unique enemy and add that enemy to the staging area.

*"It is not despair, for despair is only for those who see the end beyond all doubt."*  
*—Gandalf, The Fellowship of the Ring.*

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2N

NO REST FOR THE WEARY

FIRE FROM THE ASHES

Characters cannot be readied by player card effects.

**Forced:** After characters are committed to the quest, each questing character takes damage equal to the number of *Item* attachments on it.

**Forced:** When this stage is defeated, each player may ready a character they control. 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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