

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 Rahm

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1L

SUSPICIOUS DAYS

FIRE FROM THE ASHES

9

Forced: After the players quest successfully, discard cards from the top of the encounter deck until a **Hazard** card is discarded. Trigger the “when revealed” effect of that card. Add it to the staging area if it’s an enemy or location.

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2

MORINEHTAR’S STAFF

Artifact. Item. Staff

Attach to Morinehtar. Restricted.

Response: After an enemy, location, or treachery card is revealed from the encounter deck, exhaust Morinehtar’s Staff to choose one:

- Cancel the “when revealed” effects of that card, then reveal an encounter card.
- Reduce your threat by that card’s , then raise your threat by 1.
- Ignore the Doomed keyword on that card.

ATTACHMENT

Illus. Karol Walaszek

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2Q

VICTIOUS AMBUSH

FIRE FROM THE ASHES

5

Each non-unique enemy gets +1 , +1 , and –10 engagement cost.

Forced: When this stage is defeated, return all enemies engaged with a player to 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.

The players cannot defeat this stage until the end of the round.

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

VICTORY 2

Illus. Martin de Diego

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2A

WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

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2

MORINEHTAR’S STAFF

Artifact. Item. Staff

Attach to Morinehtar. Restricted.

Response: After an enemy, location, or treachery card is revealed from the encounter deck, exhaust Morinehtar’s Staff to choose one:

- Cancel the “when revealed” effects of that card, then reveal an encounter card.
- Reduce your threat by that card’s , then raise your threat by 1.
- Ignore the Doomed keyword on that card.

ATTACHMENT

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3Q

STRANGE WORDS AND NEW DERTILS

FIRE FROM THE ASHES

When Revealed: Shuffle the encounter discard pile into the encounter deck. Then, count the number of encounter cards in the staging area and shuffle them into the encounter deck. Reveal an equal number of encounter cards. After doing so, if the number of encounter cards in the staging area is less than twice the number of players, reveal 1 encounter card per player.

Illus. Andrew Adams

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2P

NO WAY OUT

FIRE FROM THE ASHES

Player card effects cannot be used to gain resources or draw cards.

Forced: When this stage is defeated, if there are 3 or more victory points worth of quest stages in the victory display, advance to a random stage 3.

(The players cannot bypass this quest.)

VICTORY 1

Illus. Martin Adams

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1K

SUSPICIOUS DAYS

FIRE FROM THE ASHES

Setup: Each player discards cards from the top of the encounter deck until they discard a non-unique *Underground* location and adds that card to the staging area. Then, shuffle the encounter discard pile into the encounter deck.

Illus. Andrew Adams

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