

2D

ALL ROADS ARE BLOCKED

FIRE FROM THE ASHES

15

?

Characters cannot attack.

No more than 5 progress can be placed on this quest each round.

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.

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

VICTORY 2

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Illus. Cristóbal Balenciaga

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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Illus. Chris Rahn

1B

THE JOURNEY BEGINS

FIRE FROM THE ASHES

12

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Forced: After the players quest successfully, discard the top 3 cards of the encounter deck. Choose 1 of the discarded cards and resolve that card as if it were just revealed from the encounter deck.

"It's a dangerous business, Frodo, going out of your door. You step into the Road, and if you don't keep your feet, there is no knowing where you might end up to."

—Bilbo, *The Fellowship of the Ring*

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Illus. J.R.R. Tolkien

2A

WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

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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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Illus. Chris Rahn

2C

PUT OFF ANY PURSUIT

FIRE FROM THE ASHES

10

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Forced: After characters are committed to the quest, return each enemy engaged with a player to the staging area.

Forced: When this stage is defeated, no engagement checks are made this round and each player may optionally engage any number of enemies during the encounter phase. 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 1

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Illus. Javier Chamo Martinez

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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Illus. Chris Rahn

2E

BATTLE AND SLAUGHTER

FIRE FROM THE ASHES

5

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No progress can be placed here unless each player is engaged with an enemy.

Forced: After characters are committed to the quest, each engaged non-unique enemy makes an immediate attack.

Forced: When this stage is defeated, discard each engaged non-unique enemy. 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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Illus. Jon Bosco

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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Illus. Chris Rahn

2B

LOSS AND SORROW

FIRE FROM THE ASHES

8

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Forced: After characters are committed to the quest, each player must either discard a card at random from their hand or discard 3 cards from their hand.

Forced: When this stage is defeated, each player may return 1 card from their discard pile to their hand. 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 1

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Illus. Jason Ward