

2

BOOK OF MAZARBUL



Artifact. Item. Record.

Attach to a  hero. Restricted.

Attached hero cannot attack and does not exhaust to commit to a quest.

Greed Action: Exhaust Book of Mazarbul and raise your threat by 1 to shuffle your discard pile. Then, return the topmost card of your discard pile to your hand.

ATTACHMENT

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DELVE DEEP



Action: Shuffle Delve Deep into your deck. Then, discard cards from the top of your deck until you discard a copy of Delve Deep. Add that copy to your hand. (Limit once per round.)

Greed Action: Raise your threat by 2 to add 2 resources to a **Dwarf** hero's resource pool.

"They delved too greedily and too deep."
—Gandalf, *The Fellowship of the Ring*

EVENT

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1M

INTO THE DEADLY DARK

FIRE FROM THE ASHES



Setup: Each player discards cards from the encounter deck until they discard an enemy worth no victory points and adds it to the staging area. Then, shuffle the encounter discard pile into the encounter deck.


They walked as it were in a black vapour wrought of veritable darkness itself that, as it was breathed, brought blindness not only to the eyes, but to the mind, so that even the memory of colours and of forms and of any light faded out of thought. Night always had been, and always would be, and night was all. —The Two Towers

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1N

INTO THE DEADLY DARK

FIRE FROM THE ASHES



Each enemy in the staging area gets +X engagement cost, where X is the number of progress tokens here.

Forced: At the end of the round, if no enemies were engaged this round, place 1 resource here. If this effect didn't place a resource here, look at the top card of the encounter deck. Either reveal that card or discard that card and reveal an encounter card.

The players cannot defeat this stage unless there are at least 2 resources here.


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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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2R

SEARCH FOR HIDDEN TREASURE

FIRE FROM THE ASHES



Forced: Reveals 1 encounter card per player at the beginning of the resource phase.

Each hero gains an additional resource during the resource phase.

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

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VICTORY 0

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