

**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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**PERILOUS DEPTHS**  
FIRE FROM THE ASHES

2s

12

The cost to play each ally is increased by 1.  
**Forced:** After characters are committed to the quest, each player must discard the highest cost ally they control or reveal an encounter card.  
**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.

Illustration: Martin Goodall  
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**THROUGH FIRE AND DEATH**  
FIRE FROM THE ASHES

3a

**When Revealed:** If there is no unique enemy in play, shuffle the encounter discard pile into the encounter deck and discard cards from the top of the encounter deck until you discard a unique enemy. Add that enemy to the staging area. If no unique enemy was added to the staging area by this effect, the players win the game.

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**THROUGH FIRE AND DEATH**  
FIRE FROM THE ASHES

3R

0

If there is no unique enemy in play, this stage gains: **"Forced:** At end of staging step, shuffle the encounter discard pile into the encounter deck and discard cards from the top until you discard a unique enemy. Add it to the staging area. If no enemy was added to the staging area by this effect, the players win the game."  
**Action:** remove 5 progress from this stage to deal 1 damage to an enemy in play. If there is at least 1 enemy worth 5 or more victory points in victory display, the players win the game.  
The players will return to stage 2 at the end of the planning phase.

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5

8

3

27

**BALROG OF MORGOTH**  
*Balrog. Shadow. Flame.*

Immune to player card effects.  
Balrog of Morgoth cannot leave the staging area, is considered to be engaged with each player, and attacks each player in turn order during the combat phase.  
**Action:** Any player may discard a hero they control to shuffle Balrog of Morgoth and any cards attached to it into the encounter deck and reveal an encounter card.  
After Balrog of Morgoth is defeated, the players win the game.

ENEMY VICTORY 9

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45

6

8

7

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**GREAT CALAMITY**  
*Dragon. Flame.*

Immune to player card effects.  
**Forced:** When Great Calamity attacks a player, deal 1 damage to each character that player controls and to each non-*Flame* enemy engaged with that player.  
If Great Calamity is in the victory display and the players are at stage 3, the players win the game.

ENEMY VICTORY 8

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36

3

7

1

10

**DEEP CAVE-TROLL**  
*Troll.*

Cannot have player card attachments.  
**Forced:** After Deep Cave-troll attacks and destroys a character, the defending player must discard 1 resource from one of their heroes' resource pools for each excess point of damage.

ENEMY VICTORY 1

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36

3

7

1

10

**DEEP CAVE-TROLL**  
*Troll.*

Cannot have player card attachments.  
**Forced:** After Deep Cave-troll attacks and destroys a character, the defending player must discard 1 resource from one of their heroes' resource pools for each excess point of damage.

ENEMY VICTORY 1

Illustration: Guillaume Ducos  
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25

3

1

2

3

**EXPEDITION LEADER**  
*Orc. Goblin. Hazard.*

**When Revealed:** Discard cards from the top of the encounter deck and add each *Orc* enemy discarded this way to the staging area until X enemies have been added, where X is 1 less than the stage number of the main quest. (Discard no cards if X is 0.)

ENEMY

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