

3C

THE END OF ALL THINGS

FIRE FROM THE ASHES

?

When Revealed: Remove all damage from enemies in play and all progress from locations in play.

"You may know, or guess, what kind of a tale it is, happy-ending or sad-ending, but the people in it don't know. And you don't want them to." —Frodo Baggins, *The Two Towers*

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Illus. Chris Rahn

2E

A DANGEROUS SHORTCUT

FIRE FROM THE ASHES

?

Players cannot play cards.

Forced: When this stage is defeated, the first player looks at the top 3 quests of the quest deck and chooses 1 of them to become the next quest. Put the other 2 on the bottom of the quest deck in any order.

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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3D

THE END OF ALL THINGS

FIRE FROM THE ASHES

?

Reveal an additional card during the staging step.

No more than X progress can be placed on this stage each round, where X is the amount of victory points in the victory display.

If the players defeat this stage, they win the game.

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

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3A

A LAST DESPAIRING EFFORT

FIRE FROM THE ASHES

?

The last stage of their journey to Ordorain came, and it was a torment greater than Sam had ever thought that he could bear. He was in pain, and so parched that he could no longer swallow even a mouthful of food. It remained dark, not only because of the smokes of the Mountain, there seemed to be a storm coming up, and away to the south-east there was a shimmer of lightning under the black skies. Worst of all, the air was full of fumes, breathing was painful and difficult, and a dizziness came on them, so that they staggered and often fell. And yet their wills did not yield, and they struggled on.

—The Return of the King

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2F

IN THE GRASP OF THE ENEMY

FIRE FROM THE ASHES

?

When Revealed: Reveal 1 encounter card per players.

If this stage is in the victory display when the player advance to stage 3, they may look at 2 random stage 3 quests and pick 1 instead of picking a stage 3 quest at random.

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

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3E

THE FINAL ASSAULT

FIRE FROM THE ASHES

?

When Revealed: Reveal 2 encounter cards per player.

"So we come to it in the end, the great battle of our time, in which many things shall pass away. But at least there is no longer need for hiding."

—Gandalf, *The Return of the King*

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Illus. Derek Zdobych

3B

A LAST DESPAIRING EFFORT

FIRE FROM THE ASHES

?

Players cannot draw cards and heroes cannot gain resources.

Action: Place 1 progress here if each player either spends a resource from a hero's resource pool or discards a card from their hand.

If the players defeat this stage, they win 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

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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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