

UNBEARABLE HEAT



Weather.

When Revealed: Each player must choose one: divide X damage among characters they control, where X is twice the stage number of the main quest, or reveal an additional encounter card.

Shadow: Deal 1 damage to the defender, or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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SEEK SHADE



12

Surge.

Forced: At the end of the quest phase, remove all progress from the main quest.

Response: At the end of the quest phase, each player may ready a character they control."

VICTORY I

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UNDER THE MERCILESS SUN



4

Forced: At the end of the combat phase, each player assigns X damage among characters they control, where X is the number of exhausted characters they control.

Response: When Under the Merciless Sun is defeated, heal 1 damage from each character in play.

VICTORY I

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SUYFAN

FIRE FROM THE ASHES

2 **0** **1**



4

Harad. Gondor.

Guarded (**Ruins**).

Travel Action: Exhaust Suyfan and pay each travel cost of a location in the staging area to put X progress on that location, where X is Suyfan's **Cost**.

Forced: After the players quest successfully, if Suyfan is in the staging area and free of encounters, give control of him to the player who contributed the most **Cost** to the quest.

OBJECTIVE-ALLY

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ASSORTED EQUIPMENT

FIRE FROM THE ASHES



Item. Weapon. Armor.

Guarded (**Orc**). Restricted.

Attached enemy or attached character gets +1 **Attack**, +1 **Defense**, and +1 hit point.

Action: Exhaust a character to claim this objective if it is unattached. Then, attach it to that character.

OBJECTIVE

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ASSORTED EQUIPMENT

FIRE FROM THE ASHES



Item. Weapon. Armor.

Guarded (**Orc**). Restricted.

Attached enemy or attached character gets +1 **Attack**, +1 **Defense**, and +1 hit point.

Action: Exhaust a character to claim this objective if it is unattached. Then, attach it to that character.

OBJECTIVE

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INQUISITIVE NOMAD

FIRE FROM THE ASHES

2 **1** **1**



2

Harad. Scout.

Surge.

Does not exhaust to commit to the quest.

Action: Any player may spend a resource from a hero's resource pool to take control of Inquisitive Nomad.

Shadow: Deal 2 damage to the attacking enemy.

OBJECTIVE-ALLY

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