

### 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**

Illus. Borja Pindado NOT FOR SALE ©Middle-earth Enterprises CFFG #316

9

2

3

0

4

**ROBYN PICKTHORN**

**Bree. Brigand.**

Robyn Pickthorn does not exhaust to commit to the quest and does not collect resources during the resource phase.

**Response:** After Robyn Pickthorn participates in an attack that destroys an enemy, add X resources to her resource pool, where X is that enemy's printed . (Limit once per round.)

**HERO**

Illus. Brian Venezuela Brigant NOT FOR SALE ©Middle-earth Enterprises CFFG #317

11

2

2

2

5

**MENDOR**

**Silvan. Scout.**

Ranged.

If each hero you control has the **Scout** trait, Mendor gains: "**Response:** After at least 1 progress is placed on a location, if that location is not explored, draw a card. (Limit once per phase.)"

**HERO**

Illus. Chris Griffin NOT FOR SALE ©Middle-earth Enterprises CFFG #318

**THE ROAD GOES EVER ON**

FIRE FROM THE ASHES

1b

**Setup:** Each player discards cards from the top of the encounter deck until they discard a non-unique enemy or location and adds that card to the staging area. Then, shuffle the encounter discard pile into the encounter deck.

*The Road goes ever on and on; Down from the door where it began,  
Now far ahead the Road has gone; And I must follow, if I can,  
—The Fellowship of the Ring*

Illus. Juan Carlos Barquet NOT FOR SALE ©Middle-earth Enterprises CFFG #319

**THE ROAD GOES EVER ON**

FIRE FROM THE ASHES

1p

10

**Forced:** At the beginning of the staging step, discard each non-unique enemy and location in the staging area which isn't guarding a card. Reveal X additional cards during the staging step, where X is the number of cards discarded by this effect.

*Pursuing it with eager feet, Until it joins some larger way  
Where many paths and errands meet, And whither then? I cannot say,  
—The Fellowship of the Ring*

Illus. Juan Carlos Barquet NOT FOR SALE ©Middle-earth Enterprises CFFG #319

**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.

Illus. Chris Fahn NOT FOR SALE ©Middle-earth Enterprises CFFG #320

**UNKNOWN PERILS**

FIRE FROM THE ASHES

2T

3

**Forced:** After characters are committed to the quest, discard cards from the top of the encounter deck until you discard a treachery card. Until the end of the phase, raise the total in the staging area by X, where X is the total printed of all cards discarded by this effect.

**Forced:** When this stage is defeated, the first player shuffles it into the quest deck, then looks at 2 random quests of the quest deck and chooses 1 of them to become the next quest. Put the other quest on the bottom of the quest deck. (The players cannot bypass this quest.)

Illus. Anders Fahn NOT FOR SALE ©Middle-earth Enterprises CFFG #320

**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.

Illus. Chris Fahn NOT FOR SALE ©Middle-earth Enterprises CFFG #320

**SUDDEN DREAD**

FIRE FROM THE ASHES

2U

3

**Forced:** After characters are committed to the quest, each player discards the top card of the encounter deck and removes a number of allies from the quest equal to the of the discarded card. If they can't, they remove all allies they control from the quest and remove a hero they control from the quest.

**Forced:** When this stage is defeated, the first player shuffles it into the quest deck, then looks at 2 random quests of the quest deck and chooses 1 of them to become the next quest. Put the other quest on the bottom of the quest deck. (The players cannot bypass this quest.)

Illus. Alexander Sibo NOT FOR SALE ©Middle-earth Enterprises CFFG #321