A Risky Escape

Fire from the Ashes

3S

When Revealed: Shuffle the encounter deck. Each player may raise their threat by 3 any number of times. Discard the top X cards of the encounter deck, were X is equal to number of times a player raised their threat as part of this effect. If the number of treacheries discarded by this effect is less than the number of players in the game, return to stage 2.

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A Risky Escape

Fire from the Ashes

3T

If the players defeat this stage, they win the game.
The players may return to stage 2 at the end of the planning phase.

"Now for the last race! If the sun is shining outside, we may still escape. After me!"
—Gandalf, The Fellowship of the Ring

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New Devilry

x3

When Revealed: If the players are not on stage 1, shuffle the current quest card into the quest deck, then reveal a new quest card. Otherwise, New Devilry gains Surge.

Shadow: *Deal the attacking enemy X additional shadow cards, where X is the stage number of the main quest.*

TREACHERY

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TREACHERY

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Aragorn

Fire from the Ashes

2 ◎
3 ⚒
2 ⛨

4

Dúnedain. Ranger. Scout.

When Revealed: You may discard an enemy, location, or sidequest in play. Then, reveal an encounter card *(even if you didn't discard anything)*.

The player with the highest threat gains control of Aragorn.

Aragorn collects 1 resource each resource phase.

Action: Spend 1 resource from Aragorn's resource pool to place 1 progress on a location or to deal 1 damage to an enemy.

OBJECTIVE-ALLY

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Beravor

Fire from the Ashes

2 ◎
2 ⚒
2 ⛨

3

Dúnedain. Ranger.

When Revealed: Reveal 1 encounter card per player.

Action: Exhaust Beravor to choose any number of players. Each of those players draws a card. (Limit once per round.)

Travel Action: Any player may exhaust a hero to take control of Beravor.

OBJECTIVE-ALLY

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Elrond

Fire from the Ashes

3 ◎
2 ⚒
3 ⛨

3

Noldor. Noble. Healer.

The first player gains control of Elrond.

Action: Exhaust Elrond to choose one:
- Heal all damage from a character.
- Discard a ***Condition*** attachment.
- Each player draws 1 card.

Forced: At the end of the combat phase, discard Elrond.

OBJECTIVE-ALLY

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Galadriel

Fire from the Ashes

3 ◎
0 ⚒
0 ⛨

3

Noldor. Noble.

The first player gains control of Galadriel.

Action: Exhaust Galadriel to choose a hero. Add Galadriel's ◎ to that hero's ◎, ⚒, and ⛨ until the end of the phase.

Forced: At the end of the round, discard Galadriel. Then, shuffle the encounter discard pile into the encounter deck.

OBJECTIVE-ALLY

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