

A DOOM FULFILLED

Doom.
When Revealed: Attach to Carcharoth as a **Condition** attachment with the text, "After an attack against Carcharoth resolves, discard one character that participated in the attack and discard A Doom Fulfilled."

Shadow: The attacking enemy cannot be damaged this turn unless the defending player discards a character.

TREACHERY

19/22

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TREACHERY

19/22

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BANKS OF THE ESGALDUIN

2

5

River. Water.

Hunt 1.

Forced: If Banks of the Esgalduin is destroyed, remove 5 damage from Carcharoth.

Travel: Each player must discard an attachment he controls.

Its northern and lesser part, the Forest of Neldoreth, was bounded east and south by the dark river Esgalduin... -The Silmarillion

LOCATION

11/22

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LOCATION

11/22

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BELEG STRONGBOW

HUNTING OF THE WOLF

2

2

2

4

Teleri.

The first player gains control of Beleg Strongbow.

Action: Exhaust Beleg Strongbow to remove 2 damage from a location in play.
Then Beleg Strongbow, chief of the march-wardens of Thingol, brought great strength of the Sindar armed with axes into Brethil... -The Silmarillion

OBJECTIVE-ALLY

1/22

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50

5  6  7 

20  2/22

CARCHAROTH THE RED MAW

Creature. Werewolf.
Indestructible. Immune to player card effects.

Forced: While Carcharoth the Red Maw is in the staging area, he attacks a random location in play during the combat phase (the first player may declare a defender if it is the active location).

Forced: Carcharoth the Red Maw makes two attacks during the combat phase. (Deal a separate shadow card for each attack.)

ENEMY

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ENEMY

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1

6  9  9 

25  5/22

CARCHAROTH THE TORMENTED

Creature. Werewolf.
Relentless. Cannot leave play.

Forced: Carcharoth the Tormented engages the first player during the encounter phase.

Forced: After an attack by Carcharoth the Tormented resolves, discard one character the defending player controls.

ENEMY

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50

6  5  8 

20  3/22

CARCHAROTH THE WOLF OF ANGBAND

Creature. Werewolf.
Indestructible. Immune to player card effects.

Forced: While Carcharoth the Wolf of Angband is in the staging area, he attacks a random location in play during the combat phase (the first player may declare a defender if it is the active location).

When Revealed: Add 1 damage to the current quest stage.
But in the north of his realm his messengers met with a peril sudden and unlooked for: the onslaught of Carcharoth, the Wolf of Angband.
-The Silmarillion

ENEMY

Illus. Razielm ©2014 Middle-earth Enterprises™ L1014.FFG ©2014, LLC First Age 167



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ENEMY

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DARK VALLEY

2 

6  15/22

Valley. Water.

Hunt 3.

While Dark Valley is the active location, you may choose which Carcharoth is revealed at the beginning of the quest phase. Shuffle the Carcharoth deck.

Travel: Carcharoth makes an immediate attack against the first player.

The hunters turned east and north, and following the course of the river they came at last upon Carcharoth the Wolf in a dark valley...
-The Silmarillion

LOCATION

Illus. Albert Bierstadt ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 179

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LOCATION

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DEVIL'S CUNNING

 22/22

When Revealed: Carcharoth makes an immediate attack on the player with the most  committed to the quest.

It may be that the devil's cunning of his heart awoke, being for a moment eased of his pain by the sweet waters of Esgalduin...
-The Silmarillion

TREACHERY

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TREACHERY

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DIMBAR FIELD

2

5 8/22

Plain.

Hunt 1.

While Dimbar Field is the active location, all heroes gain ranged.

Travel: Discard all allies in each player's hand.

Shadow: The attacking enemy makes an additional attack after this one.

LOCATION

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LOCATION

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EAVES OF REGION

2

3 10/22

Forest.

Hunt 1.

While Eaves of Region is the active location, Carcharoth takes 1 damage at the end of the round.

Travel: Each player must discard 1 random card from his hand.

Shadow: Either destroy a location in play or choose a new defender. (You may choose a location that is the target of this attack.)

LOCATION

Illus. Trozenstocks ©2011 Middle-earth Enterprises (D&E) LLC First Age 174

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LOCATION

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ESPIED FROM AFAR

21/22

When Revealed: The players must either discard the location in the victory display with the highest **Hunt** value or prevent all exhausted characters from readying during the refresh phase this round.

Now Carcharoth espied them from afar, and he was filled with doubt; for news had long been brought to Angband that Draugluin was dead.

-The Silmarillion

TREACHERY

Illus. Unknown ©2011 Middle-earth Enterprises (D&E) LLC First Age 185



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-The Silmarillion

TREACHERY

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EVIL DAYS



16/22

When Revealed: Each player must either deal 1 damage to each location in play or deal 1 **Corruption** to each character he controls.

But now a shadow fell upon the joy of Doriath at the return of Lúthien the fair; for learning of the cause of the madness of Carcharoth the people grew the more afraid...

-The Silmarillion

TREACHERY

Illus. Justin Gerard ©2014 Middle-earth Enterprises ©2014 FFG ©2013 FFG First Age 180

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TREACHERY

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TREACHERY

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FLAME OF ANGUISH



20/22

When Revealed: Remove 5 damage from Carcharoth and assign it to characters the first player controls. If Carcharoth has no damage, Flame of Anguish gains surge.

Shadow: Remove 5 damage from the attacking enemy.

TREACHERY

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TREACHERY

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FLED IN FEAR

18/22

When Revealed: Remove all allies from the quest. Allies cannot be declared as attackers or defenders until the end of the round.

Shadow: Allies cannot participate in an attack against the attacking enemy this round.

TREACHERY

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18/22

When Revealed: Remove all allies from the quest. Allies cannot be declared as attackers or defenders until the end of the round.

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TREACHERY

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TREACHERY

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GATES OF MENEGROTH

4

10

14/22

Fortification.

Forced: If Gates of Menegroth is destroyed, the players lose the game.

There they made the gates of the hall of Thingol, and they built a bridge of stone over the river, by which alone the gates could be entered.

LOCATION

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HUNTING OF THE WOLF

FIRST AGE

Corruption

When a character takes **Corruption**, place a progress token on it. If a character ever has **Corruption** greater than its willpower, it has become **Corrupted**. A **Corrupted** character loses the "ally" or "hero" trait and gains the "enemy" trait, immediately engaging the player that used to control it. The **Cost** of the **Corrupted** character becomes its **Cost** and its engagement cost is 0.

Relentless

An enemy with Relentless cannot have its attack canceled or be prevented from attacking by any player card effect.

SCENARIO

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Carcharoth Deck

During the quest phase, reveal the top card of the Carcharoth deck after characters have been committed to the quest and before staging. Place this card in the staging area and discard any previous copies of Carcharoth into a separate discard pile for the Carcharoth deck. Transfer any damage and attachments to the new version of Carcharoth. If the Carcharoth deck is empty when you need to reveal a card from this deck, shuffle the discard pile for the Carcharoth deck to form a new Carcharoth deck.

Hunt

When a location with the Hunt keyword is explored as the active location, add it to the victory display. During the encounter phase, players may discard 5 Hunt points worth of locations from the victory display to engage Carcharoth. The players may decide which player will engage with Carcharoth.

Carcharoth Combat

When Carcharoth attacks a location, subtract the threat of the location from Carcharoth's attack. The difference is the number of damage tokens placed on the location. If a location receives damage equal to its quest points, it is considered to be destroyed and is discarded. If Carcharoth attacks the active location, the first player may declare a defender. Note that Carcharoth the Red Maw attacks twice during the combat phase. Choose a random location for each attack. He may attack the same location twice if it is chosen twice.



⊙ IANT LAUR

5

4

13/22

Bridge. Water.

Hunt 1.

Forced: After Iant Laur is destroyed, add 1 damage to the current quest stage.

Response: After Iant Laur is added to the victory display, remove 1 damage from the current quest stage.
...and if one fared upon it he came eastwards to Esgalduin, where still there stood in the days of the Siege the stone bridge of Iant Laur.
-The Silmarillion

LOCATION

Illus. ninmarra ©2011 Middle-earth Enterprises (008111FC, 008112FC) First Age 177

NELDORETH SETTLEMENT

3

6

12/22

Outpost.

Hunt 2.

Forced: If Neldoreth Settlement is destroyed, deal 1 **Corruption** to each character in play.

Shadow: If the defending character or location is destroyed, exhausted characters do not ready at the end of the round.

LOCATION

Illus. Ron Crabb ©2011 Middle-earth Enterprises (008111FC, 008112FC) First Age 176

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6

12/22

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Illus. Ron Crabb ©2011 Middle-earth Enterprises (008111FC, 008112FC) First Age 176

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6

12/22

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LOCATION

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⊙ PASS OF ANACH

3

4

7/22

Mountain.

Hunt 2.

Travel: Each player must discard 1 character he controls.

"Of late the Orcs have found a way down out of Taur-nu-Fuin," he said; "they have made a road through the Pass of Anach."
-Beleg, The Silmarillion

LOCATION

Illus. digitalhazd ©2011 Middle-earth Enterprises (008111FC, 008112FC) First Age 171

STOOD NOW IN WRATH

17/22

Surge.

When Revealed: Discard Carcharoth and reveal and add the next card from the Carcharoth deck.

Shadow: The attacking enemy gets +1 ♀. (+3 ♀ instead if the attacking enemy has more than 5 damage on him.)

TREACHERY

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1A

RIDE FORTH IN THE MORNING

HUNTING OF THE WOLF



You were successful in wresting a Silmaril from Morgoth's clutches and escaping Angband. However, during your flight, you were forced to confront Carcharoth, and the dread wolf devoured both the Silmaril and the hand holding it. Now, Carcharoth, driven mad as the jewel sears his insides, has burst forth from the North, laying waste to everyone and everything in his path.

Setup: Place Carcharoth the Tormented and Gates of Menegroth aside, out of play. Shuffle all other copies of Carcharoth into a Carcharoth deck. Each player must search the encounter deck for 1 different location and add it to the staging area. Put the Beleg Strongbow objective ally into play.

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2A

AT LAST UPON THE WOLF

HUNTING OF THE WOLF



After a long hunt, you have finally cornered Carcharoth. With his escape blocked, the tormented wolf unleashes his full fury. Victory means recovering the Silmaril, but the jewel grants unbelievable power to this already ferocious foe.

When Revealed: Remove Carcharoth from play and put the Carcharoth deck aside. Add Carcharoth the Tormented to the staging area. Remove half of the damage on Carcharoth (rounding up).

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3A

RUIN UPON THE WORLD

HUNTING OF THE WOLF



The hunt has not gone well, and Carcharoth has made his way to the gates of Menegroth. If he is not stopped now, he will ravage the city and kill every last soul.

When Revealed: Gates of Menegroth becomes the active location, moving any previous active location to the staging area.

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2

AT LAST UPON THE WOLF
HUNTING OF THE WOLF

When Revealed: Discard all *Hunt* locations from the victory display.

Forced: If an ally is destroyed by Carcharoth, place 1 damage on this stage. After the 4th damage is placed on this stage, reset the quest deck to stage 1A and follow the setup instructions again.

If Carcharoth the Tormented is destroyed, you have recovered the Silmaril and won the game.

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1

RIDE FORTH IN THE MORNING
HUNTING OF THE WOLF

20

You have returned to Menegroth to inform Thingol of what has happened. At the same time, the news spreads through Doriath of Carcharoth's rampage as survivors flee before the wolf. Thingol decides to organize a great hunt, hoping to find and destroy Carcharoth before he reaches Menegroth.

Forced: After a location is destroyed, place 1 damage on this quest stage. After the 10th damage is placed on this stage, advance to stage 3.

Forced: If there is no location in play at the end of the round, the first player must search the encounter deck and discard pile for 1 location and add it to the staging area.

Players cannot advance to stage 2 unless Carcharoth has at least 10 damage on him.

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3

RUIN UPON THE WORLD
HUNTING OF THE WOLF

Siege.

Forced: Reveal 1 additional encounter card from the encounter deck each quest phase.

Forced: After Gates of Menegroth is explored as the active location, reset the quest deck to stage 1B.

If Gates of Menegroth is destroyed, the players lose the game.

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