25

2 ♛

4 ⚔

1 🛡

5

13/29

ANGBAND ORC

Orc.

Sneak. Doomed 1.

Forced: While Angband Orc is engaged with a player, raise that player's threat by an additional 1 at the end of the round.

Shadow: *Add Angband Orc to the staging area.*

ENEMY

Illus. cloudminedesign First Age 142

25

2 ♛

4 ⚔

1 🛡

5

13/29

ANGBAND ORC

Orc.

Sneak. Doomed 1.

Forced: While Angband Orc is engaged with a player, raise that player's threat by an additional 1 at the end of the round.

Shadow: *Add Angband Orc to the staging area.*

ENEMY

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25

2 ♛

4 ⚔

1 🛡

5

13/29

ANGBAND ORC

Orc.

Sneak. Doomed 1.

Forced: While Angband Orc is engaged with a player, raise that player's threat by an additional 1 at the end of the round.

Shadow: *Add Angband Orc to the staging area.*

ENEMY

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ANGBAND SWORD

THE SEAT OF MORGOTH

2/29

Item. Weapon.

Restricted.

Attached hero gains +5 ⚔. Attached hero gains an additional +1 ⚔ for each resource on Angband Sword.

Action: Attach Angband Sword to a hero. Place 1 ***Corruption*** on that hero.

Response: After attached hero deals damage, add 1 resource to Angband Sword.

OBJECTIVE

Illus. Daniel Ljunggren First Age 131

37

4 ♛

7 ⚔

3 🛡

22

7/29

BALROG OF ANGBAND

Balrog.

Sneak.

Forced: After an event is played, lower the engagement cost of Balrog of Angband by 20 and increase its ♛ by 1 until the end of the round.

Shadow: *Discard all event cards from your hand.*

Victory 5.

ENEMY

Illus. echo539 First Age 136

37

4 ♛

7 ⚔

3 🛡

22

7/29

BALROG OF ANGBAND

Balrog.

Sneak.

Forced: After an event is played, lower the engagement cost of Balrog of Angband by 20 and increase its ♛ by 1 until the end of the round.

Shadow: *Discard all event cards from your hand.*

Victory 5.

ENEMY

Illus. echo539 ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 136

4

X ♛

7 ⚔

4 🛡

15

6/29

Carcharoth

Creature. Werewolf.

Relentless. Indestructible. Cannot leave play.

X is 5 times the number of players.

Forced: Players cannot reduce their threat while Carcharoth is in play.

There dismay took them, for at the gate was a guard of whom no tidings had yet gone forth.

-The Silmarillion

ENEMY

Illus. Aogachou

First Age 135

Clumsy Step

25/29

Noise.

Doomed 2.

When Revealed: Discard an additional encounter card when resolving Sneak tests this round. If there is no active enemy, Clumsy Step gains surge.

TREACHERY

Illus. Sam Kennedy

First Age 154

Clumsy Step

25/29

Noise.

Doomed 2.

When Revealed: Discard an additional encounter card when resolving Sneak tests this round. If there is no active enemy, Clumsy Step gains surge.

TREACHERY

Illus. Sam Kennedy

First Age 154

Clumsy Step

25/29

Noise.

Doomed 2.

When Revealed: Discard an additional encounter card when resolving Sneak tests this round. If there is no active enemy, Clumsy Step gains surge.

TREACHERY

Illus. Sam Kennedy

First Age 154

Devouring Spirit

24/29

Condition.

When Revealed: Attach to the enemy in play with the lowest ♛. Attached enemy gets +1 ♛, +1 ⚔, +1 🛡, and +3 hit points. If there are no enemies in play, Devouring Spirit gains surge.

There the fire and anguish of hell entered into him, and he became filled with a devouring spirit, tormented, terrible, and strong.

-The Silmarillion

TREACHERY

Illus. sarahfinnigan

First Age 153

Devouring Spirit

24/29

Condition.

When Revealed: Attach to the enemy in play with the lowest ♛. Attached enemy gets +1 ♛, +1 ⚔, +1 🛡, and +3 hit points. If there are no enemies in play, Devouring Spirit gains surge.

There the fire and anguish of hell entered into him, and he became filled with a devouring spirit, tormented, terrible, and strong.

-The Silmarillion

TREACHERY

Illus. sarahfinnigan

First Age 153

DREADFUL GARMENTS

THE SEAT OF MORGOTH

3/29

Disguise.

Action: Attach Dreadful Garments to a hero.

Action: Exhaust Dreadful Garments to place 5 progress tokens on the active enemy.

Clad in these dreadful garments Huan and Lúthien ran through Taur-nu-Fuin, and all things fled before them.
-The Silmarillion

OBJECTIVE

Illus. Ted Nasmith First Age 132

ECHOING CORRIDOR

4 ♛

3

19/29

Underground.

Forced: At the beginning of the staging step, players must raise their threat by the number of characters they committed to the quest while Echoing Corridor is the active location.

* * *

***Shadow**: The defending player must raise his threat by the ♛ of the attacking enemy.*

LOCATION

Illus. robertryminiecki First Age 148

ECHOING CORRIDOR

4 ♛

3

19/29

Underground.

Forced: At the beginning of the staging step, players must raise their threat by the number of characters they committed to the quest while Echoing Corridor is the active location.

* * *

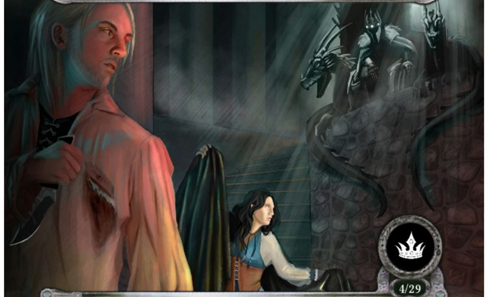
***Shadow**: The defending player must raise his threat by the ♛ of the attacking enemy.*

LOCATION

Illus. robertryminiecki ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 148

ELEMENT OF SURPRISE

THE SEAT OF MORGOTH



4/29

Initiative.

Action: Attach Element of Surprise to a hero.

Combat Action: Exhaust Element of Surprise. Player attacks are made before enemy attacks during this phase.

OBJECTIVE

Illus. Tatsue First Age 133

EVIL LUST

29/29

Condition.

When Revealed: Attach to a hero. (Counts as a ***Condition*** attachment with the text: "This hero must be declared as the defender against Morgoth (even if exhausted). Morgoth uses his ♛ to attack and the attached hero uses his ✪ to defend. Limit 1 per hero.")

Then Morgoth looking upon her beauty conceived in his thought an evil lust, and a design more dark than any that had yet come into his heart since he fled from Valinor.
-The Silmarillion

TREACHERY

Illus. Andreas Marschall First Age 158

EVIL LUST

29/29

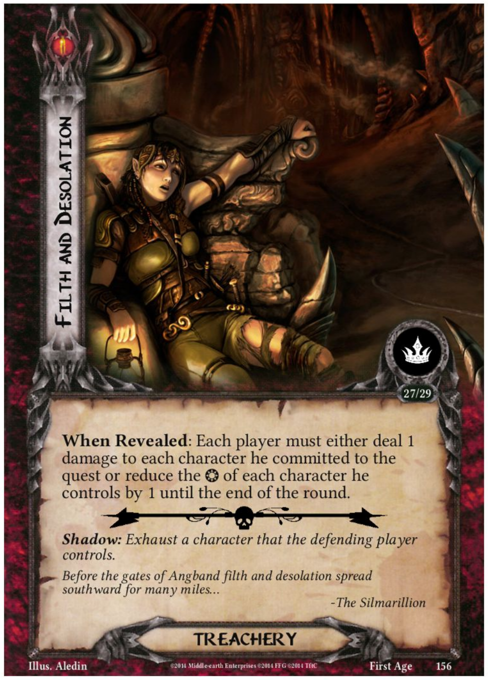
Condition.

When Revealed: Attach to a hero. (Counts as a ***Condition*** attachment with the text: "This hero must be declared as the defender against Morgoth (even if exhausted). Morgoth uses his ♛ to attack and the attached hero uses his ✪ to defend. Limit 1 per hero.")

Then Morgoth looking upon her beauty conceived in his thought an evil lust, and a design more dark than any that had yet come into his heart since he fled from Valinor.
-The Silmarillion

TREACHERY

Illus. Andreas Marschall ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 158



FILTH AND DESOLATION

When Revealed: Each player must either deal 1 damage to each character he committed to the quest or reduce the ❂ of each character he controls by 1 until the end of the round.

Shadow: *Exhaust a character that the defending player controls.*

Before the gates of Angband filth and desolation spread southward for many miles...

-The Silmarillion

TREACHERY

Illus. Aledin First Age 156

27/29

FILTH AND DESOLATION

When Revealed: Each player must either deal 1 damage to each character he committed to the quest or reduce the ❂ of each character he controls by 1 until the end of the round.

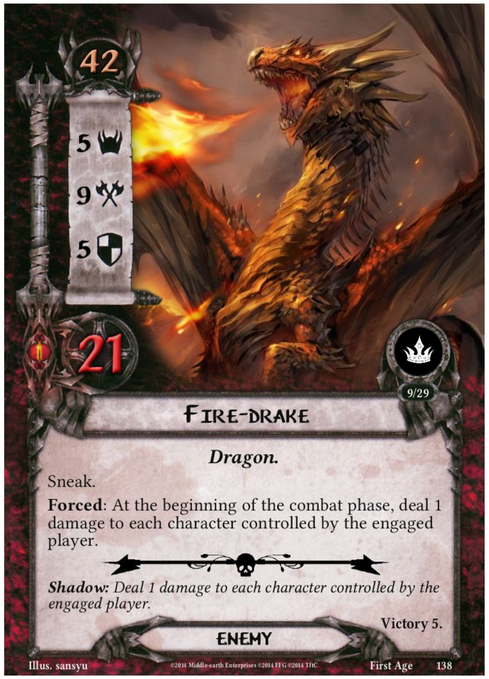
Shadow: Exhaust a character that the defending player controls.

Before the gates of Angband filth and desolation spread southward for many miles...

-The Silmarillion

TREACHERY

Illus. Aledin ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 156



FIRE-DRAKE

Dragon.

Sneak.

Forced: At the beginning of the combat phase, deal 1 damage to each character controlled by the engaged player.

Shadow: *Deal 1 damage to each character controlled by the engaged player.*

Victory 5.

ENEMY

Illus. sansyu First Age 138

42
5
9
5
21
9/29

FIRE-DRAKE

Dragon.

Sneak.

Forced: At the beginning of the combat phase, deal 1 damage to each character controlled by the engaged player.

Shadow: Deal 1 damage to each character controlled by the engaged player.

Victory 5.

ENEMY

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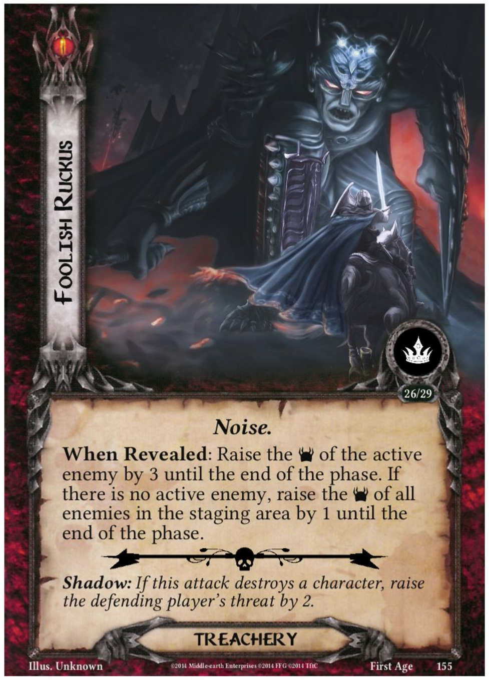


FOOLISH RUCKUS

Noise.

When Revealed: Raise the ♛ of the active enemy by 3 until the end of the phase. If there is no active enemy, raise the ♛ of all enemies in the staging area by 1 until the end of the phase.

Shadow: *If this attack destroys a character, raise the defending player's threat by 2.*

TREACHERY

Illus. Unknown First Age 155

26/29

FOOLISH RUCKUS

Noise.

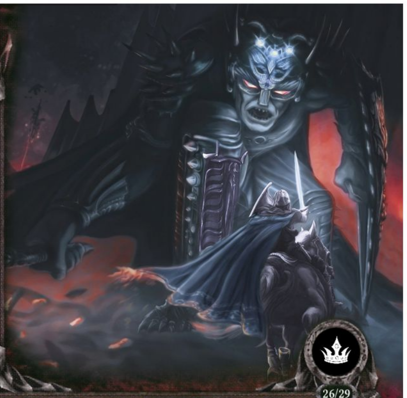
When Revealed: Raise the ♛ of the active enemy by 3 until the end of the phase. If there is no active enemy, raise the ♛ of all enemies in the staging area by 1 until the end of the phase.

Shadow: If this attack destroys a character, raise the defending player's threat by 2.

TREACHERY

Illus. Unknown ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 155

Foolish Ruckus



26/29

Noise.

When Revealed: Raise the ♛ of the active enemy by 3 until the end of the phase. If there is no active enemy, raise the ♛ of all enemies in the staging area by 1 until the end of the phase.

Shadow: *If this attack destroys a character, raise the defending player's threat by 2.*

TREACHERY

Illus. Unknown First Age 155

Gothmog

40

5 ♛

10 ⚔

4 🛡

25

10/29

Balrog.

Sneak.

Forced: After Gothmog attacks, discard 1 attachment controlled by the defending player.

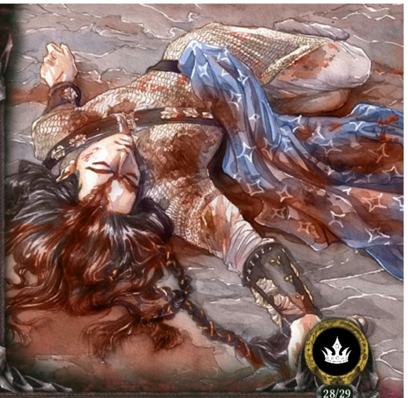
Gothmog, Lord of Balrogs, high-captain of Angband, was come; and he drove a dark wedge between the Elvenhosts...
-The Silmarillion

Victory 6.

ENEMY

Illus. Anja First Age 139

Heroic Diversion



28/29

Doomed 1.

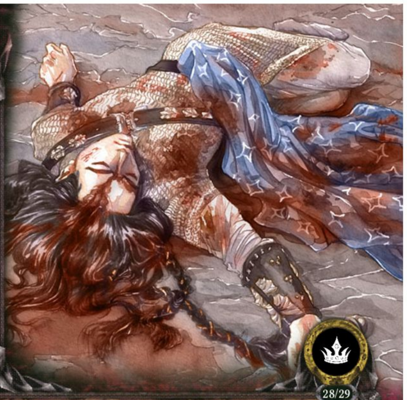
When Revealed: Each player must either discard 1 character or raise his threat by 5.

Shadow: *If the defending character is an ally, discard that character after the attack resolves.*

TREACHERY

Illus. Gold-Seven First Age 157

Heroic Diversion



28/29

Doomed 1.

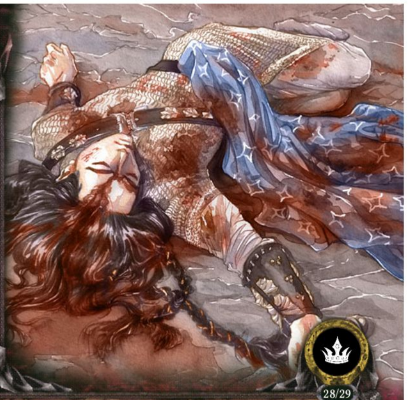
When Revealed: Each player must either discard 1 character or raise his threat by 5.

Shadow: *If the defending character is an ally, discard that character after the attack resolves.*

TREACHERY

Illus. Gold-Seven First Age 157

Heroic Diversion



28/29

Doomed 1.

When Revealed: Each player must either discard 1 character or raise his threat by 5.

Shadow: *If the defending character is an ally, discard that character after the attack resolves.*

TREACHERY

Illus. Gold-Seven First Age 157

Labyrinthine Stairs

2 ♛

6

17/29

Underground.

Forced: After putting any amount of progress on Labyrinthine Stairs, discard the top card of the encounter deck. If it is a location, add it to the staging area.

Shadow: *If this attack destroys a character, return the active location to the staging area.*

LOCATION

Illus. Neal Hanson First Age 146

LABYRINTHINE STAIRS

2

6

17/29

Underground.

Forced: After putting any amount of progress on Labyrinthine Stairs, discard the top card of the encounter deck. If it is a location, add it to the staging area.

***Shadow**: If this attack destroys a character, return the active location to the staging area.*

LOCATION

Illus. Neal Hanson First Age 146

LABYRINTHINE STAIRS

2

6

17/29

Underground.

Forced: After putting any amount of progress on Labyrinthine Stairs, discard the top card of the encounter deck. If it is a location, add it to the staging area.

***Shadow**: If this attack destroys a character, return the active location to the staging area.*

LOCATION

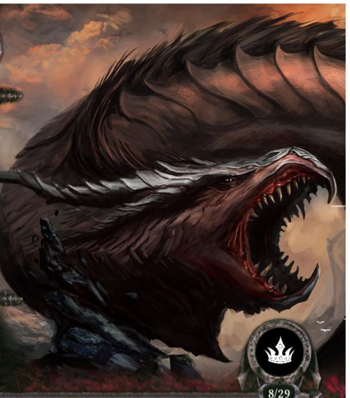
Illus. Neal Hanson ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 146

40

5

8

5



20

8/29

LONG-WORM

Dragon.

Sneak.

Forced: When Long-worm engages a player, place 1 ***Corruption*** on the character with the lowest ❂ that he controls.

...and straightway he fell under the binding spell of the lidless eyes of the dragon, and was halted moveless.
-The Silmarillion

Victory 5.

ENEMY

Illus. JoasKleineArt First Age 137

40

5

8

5

20

8/29

LONG-WORM

Dragon.

Sneak.

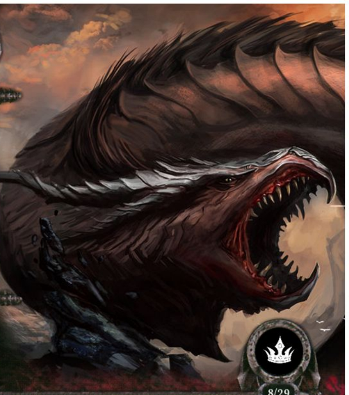
Forced: When Long-worm engages a player, place 1 ***Corruption*** on the character with the lowest ❂ that he controls.

...and straightway he fell under the binding spell of the lidless eyes of the dragon, and was halted moveless.
-The Silmarillion

Victory 5.

ENEMY

Illus. JoasKleineArt ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 137



50

8

15

9

40

5/29

⊛ MORGOTH

Vala.

Indestructible.

Morgoth cannot leave the staging area and is considered to be engaged with each player. No ***Trap*** attachments can be attached to Morgoth.

Forced: At the end of the round, each player must place 2 ***Corruption*** among characters he controls.

ENEMY

Illus. Gerwell First Age 134

⊛ NETHERMOST HALL

5

7

23/29

Throne Room.

Immune to player card effects.

Forced: After Nethermost Hall is explored as the active location, advance to stage 3.

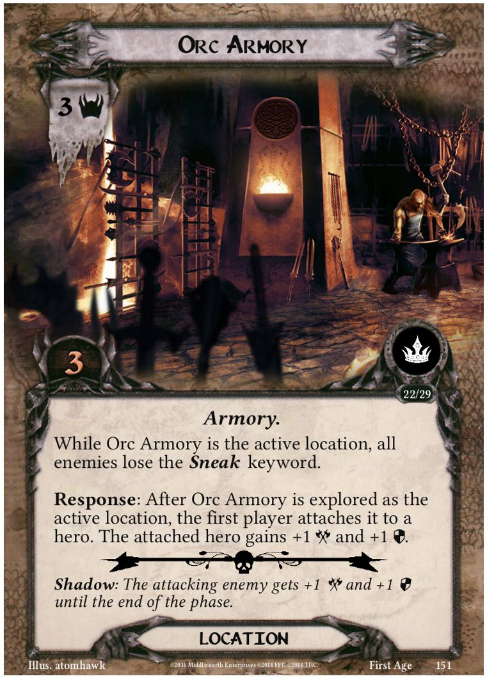
Travel: Search the encounter deck and discard pile for Gothmog and add him to the staging area, if able.

For they came to the seat of Morgoth in his nethermost hall that was upheld by horror, lit by fire, and filled with weapons of death and torment.

Victory 2.

LOCATION

Illus. Unknown First Age 152



ORC ARMORY

3

3

22/29

Armory.

While Orc Armory is the active location, all enemies lose the ***Sneak*** keyword.

Response: After Orc Armory is explored as the active location, the first player attaches it to a hero. The attached hero gains +1 ⚔ and +1 🛡.

Shadow: *The attacking enemy gets +1 ⚔ and +1 🛡 until the end of the phase.*

LOCATION

Illus. atomhawk

First Age 151

ORC ARMORY

3

3

22/29

Armory.

While Orc Armory is the active location, all enemies lose the ***Sneak*** keyword.

Response: After Orc Armory is explored as the active location, the first player attaches it to a hero. The attached hero gains +1 ⚔ and +1 🛡.

Shadow: *The attacking enemy gets +1 ⚔ and +1 🛡 until the end of the phase.*

LOCATION

Illus. atomhawk

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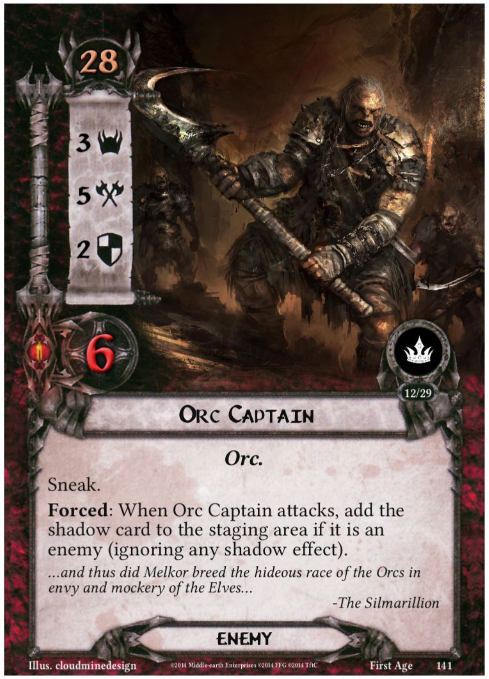
First Age 151



28

3

5 ⚔

2 🛡

6

12/29

ORC CAPTAIN

Orc.

Sneak.

Forced: When Orc Captain attacks, add the shadow card to the staging area if it is an enemy (ignoring any shadow effect).

...and thus did Melkor breed the hideous race of the Orcs in envy and mockery of the Elves...

-The Silmarillion

ENEMY

Illus. cloudminedesign

First Age 141

28

3

5 ⚔

2 🛡

6

12/29

ORC CAPTAIN

Orc.

Sneak.

Forced: When Orc Captain attacks, add the shadow card to the staging area if it is an enemy (ignoring any shadow effect).

...and thus did Melkor breed the hideous race of the Orcs in envy and mockery of the Elves...

-The Silmarillion

ENEMY

Illus. cloudminedesign

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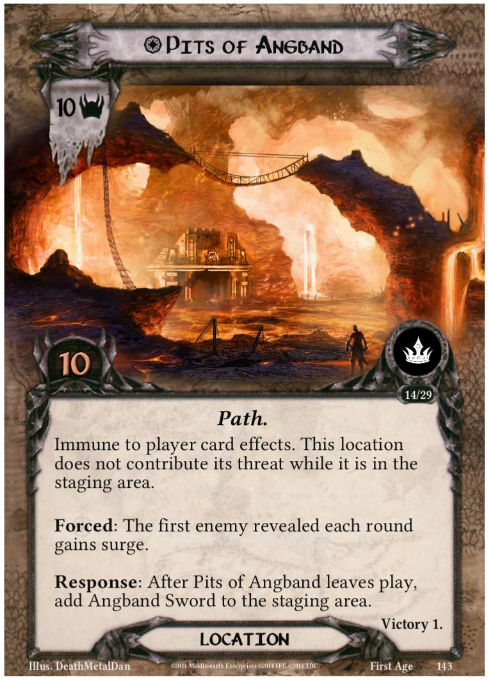
First Age 141



✪ PITS OF ANGBAND

10

10

14/29

Path.

Immune to player card effects. This location does not contribute its threat while it is in the staging area.

Forced: The first enemy revealed each round gains surge.

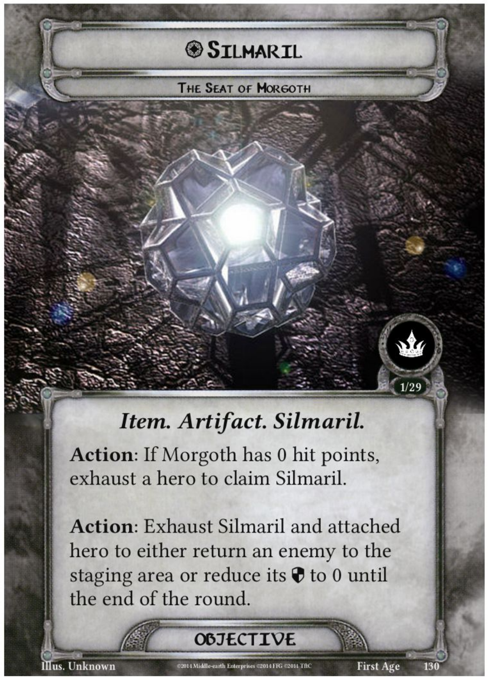
Response: After Pits of Angband leaves play, add Angband Sword to the staging area.

Victory 1.

LOCATION

Illus. DeathMetalDan

First Age 143



✪ SILMARIL

THE SEAT OF MORGOTH

1/29

Item. Artifact. Silmaril.

Action: If Morgoth has 0 hit points, exhaust a hero to claim Silmaril.

Action: Exhaust Silmaril and attached hero to either return an enemy to the staging area or reduce its 🛡 to 0 until the end of the round.

OBJECTIVE

Illus. Unknown

First Age 130

SUBTERRANEAN FURNACE

3 ♛

4

20/29

Underground.

Forced: While Subterranean Furnace is the active location, each player must discard a random card from his hand at the end of the round.

...that were made of the ash and slag of his subterranean furnaces...

-The Silmarillion

LOCATION

Illus. Unknown First Age 149

SUBTERRANEAN FURNACE

3 ♛

4

20/29

Underground.

Forced: While Subterranean Furnace is the active location, each player must discard a random card from his hand at the end of the round.

...that were made of the ash and slag of his subterranean furnaces...

-The Silmarillion

LOCATION

Illus. Unknown ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TftC First Age 149

THE SEAT OF MORGOTH

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 ❂ of the *Corrupted* character becomes its ♛ 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

Illus. StrangertotheRain First Age

❂ THRALL QUARTERS

5 ♛

15

15/29

Path.

Immune to player card effects. This location does not contribute its threat while it is in the staging area.

While Thrall Quarters is the active location, add 1 to the ♛ of discarded encounter cards when resolving a Sneak test.

Response: After Thrall Quarters leaves play, add Dreadful Garments to the staging area.

Victory 1.

LOCATION

Illus. Clive Lauzon First Age 144

TORTURER'S DUNGEON

2 ♛

4

18/29

Chamber.

Forced: If there is no active location and you have the option to travel, you must either travel to Torturer’s Dungeon or place 1 ***Corruption*** on each hero.

Travel: Each player must search the encounter deck and discard pile for an enemy and put it into play engaged with him.

LOCATION

Illus. Dardagan First Age 147

TRACKLESS CAVERN

1 ♛

8

21/29

Underground. Dark.

Response: After Trackless Cavern leaves play, each player reduces his threat by 5.

...and delved great caverns underground, and gathered there many lesser powers that seeing his greatness and growing strength were now willing to serve him...

-The Silmarillion

LOCATION

Illus. Steven First Age 150

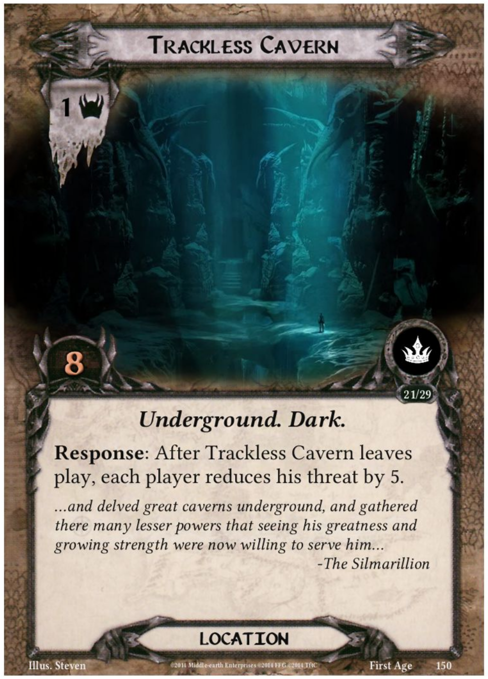
Sneak

During the travel phase, the players may choose an enemy in the staging area with the Sneak keyword to be the "active enemy". This follows the decision to travel. The active enemy no longer contributes its threat to the staging area. Players must still make engagement checks against it, however.

During quest resolution, progress tokens are placed first on the active enemy, then the active location, and finally the quest stage. If a number of progress tokens equal to the active enemy's threat is placed on it, that enemy is discarded.

Whenever any amount of progress is placed on the active enemy, the first player must pass a Sneak test. The first player may discard any number of cards from their hand, adding up the costs of these cards. Then, the top card of the encounter deck is discarded. Compare the cost of the discarded player cards against the threat value of the discarded encounter card. If the cost is greater than or equal to the threat value, then the Sneak attempt passes. If the cost is less than the threat value, then the Sneak attempt fails. If a Sneak attempt fails, the active enemy immediately engages the first player. Progress that was placed on the active location or quest is not affected.

When engaged with an enemy with the Sneak keyword, players may cancel all progress and instead place an equivalent number of damage tokens on enemies with the Sneak keyword instead.



TRACKLESS CAVERN

1

8

21/29

Underground. Dark.

Response: After Trackless Cavern leaves play, each player reduces his threat by 5.

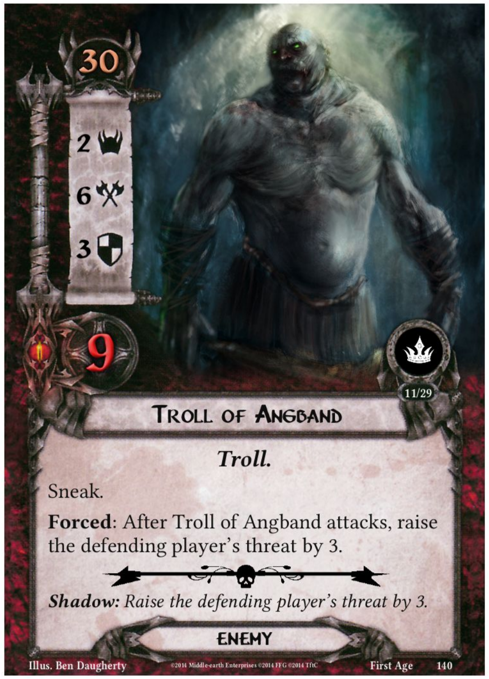
...and delved great caverns underground, and gathered there many lesser powers that seeing his greatness and growing strength were now willing to serve him...

-The Silmarillion

LOCATION

Illus. Steven

First Age 150



30

2

6

3

9

11/29

TROLL OF ANGBAND

Troll.

Sneak.

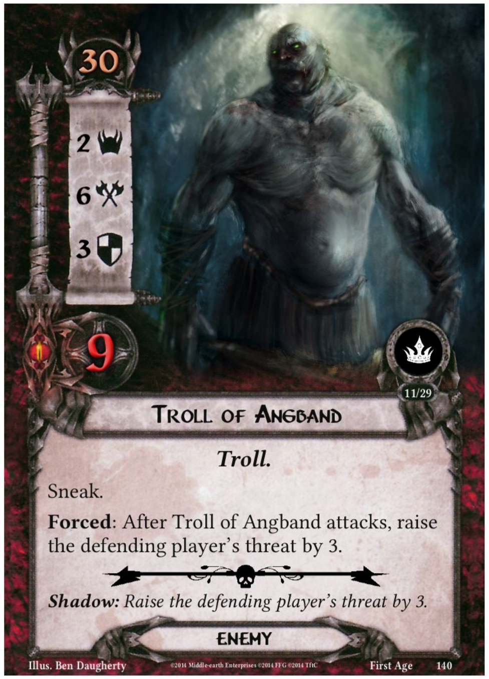
Forced: After Troll of Angband attacks, raise the defending player's threat by 3.

Shadow: *Raise the defending player's threat by 3.*

ENEMY

Illus. Ben Daugherty

First Age 140



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2

6

3

9

11/29

TROLL OF ANGBAND

Troll.

Sneak.

Forced: After Troll of Angband attacks, raise the defending player's threat by 3.

Shadow: *Raise the defending player's threat by 3.*

ENEMY

Illus. Ben Daugherty

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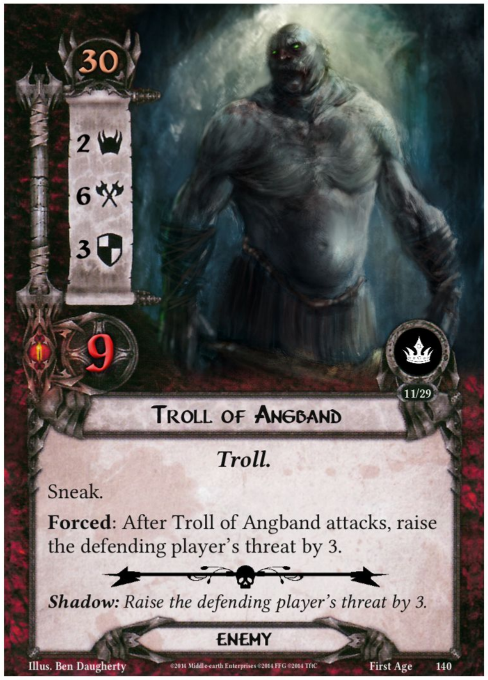
First Age 140



30

2

6

3

9

11/29

TROLL OF ANGBAND

Troll.

Sneak.

Forced: After Troll of Angband attacks, raise the defending player's threat by 3.

Shadow: *Raise the defending player's threat by 3.*

ENEMY

Illus. Ben Daugherty

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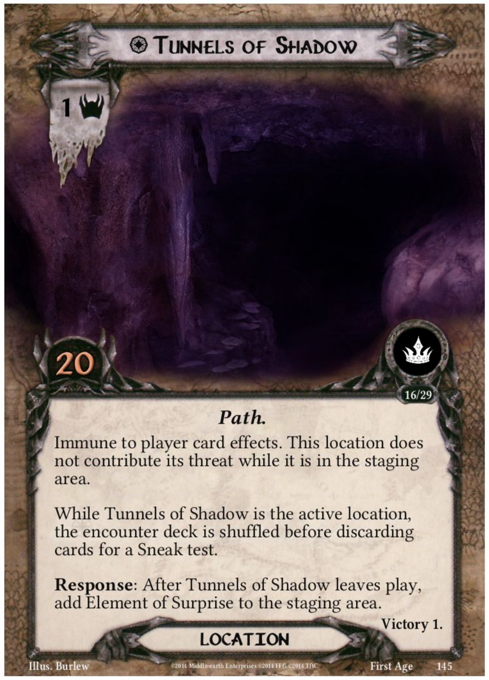
First Age 140



✪ TUNNELS OF SHADOW

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20

16/29

Path.

Immune to player card effects. This location does not contribute its threat while it is in the staging area.

While Tunnels of Shadow is the active location, the encounter deck is shuffled before discarding cards for a Sneak test.

Response: After Tunnels of Shadow leaves play, add Element of Surprise to the staging area.

Victory 1.

LOCATION

Illus. Burlew

First Age 145

Doors of Angband

The Seat of Morgoth

After defeating Sauron, Tol-in-Gaurhoth has been cleansed of evil, and Morgoth's lieutenant has fled back to Angband. It is to Angband that you yourself now journey, as if you hope to win a Silmaril, you must confront Morgoth in the very seat of his power. As you approach the doors of Angband, you can see a terrifying guardian blocking your path...

Setup: Add Carcharoth to the staging area. Set Morgoth and all objectives and unique locations aside, out of play. Set your threat equal to the number of heroes you control.

Illus. Danny Staten

Descent into Darkness

The Seat of Morgoth

After using all the tricks at your disposal to get past Carcharoth, the underground fortress of Angband, the Hells of Iron, lies before you. To get to Morgoth, you will have to descend into a darkness filled with his dark servants, including some of the most powerful and terrifying creatures in Middle-earth.

When Revealed: Remove Carcharoth from play. Add Pits of Angband, Thrall Quarters, and Tunnels of Shadow to the staging area. Each player must search the encounter deck and discard pile for 1 enemy and add it to the staging area.

Illus. EthalenSky

The Greatest Deed

The Seat of Morgoth

You have come at last to Morgoth's hall. Through the open doors, you can see a scene that seems to be woven from nightmares. Twisted pillars rise to unfathomable heights, while smoke and flame cast a ghoulish light. Wolves, serpents, and the many minions of Morgoth sit about the room. On a throne of iron is Morgoth himself, a group of bloody and dying captives at his feet. On his head is a crown, and through the smoke and flame and darkness the light of the Silmarils shines bright.

Illus. StrangertotheRain

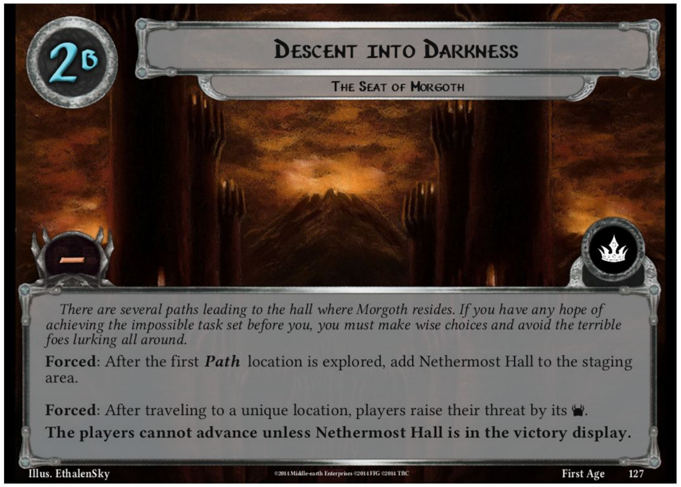
To See the Light

The Seat of Morgoth

Against all odds, you have cut a Silmaril loose from Morgoth's crown and hold it in your possession. However, all of Angband is in an uproar, and you must climb back to the light if you hope to survive with your prize. Morgoth himself does not pursue, preferring the safety of his hall, but his servants will stop at nothing to win back the Silmaril.

When Revealed: Remove Morgoth from play. Add Carcharoth to the staging area, removing any damage that was previously placed.

Illus. Pete Amachree



2B

Descent into Darkness

The Seat of Morgoth

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There are several paths leading to the hall where Morgoth resides. If you have any hope of achieving the impossible task set before you, you must make wise choices and avoid the terrible foes lurking all around.

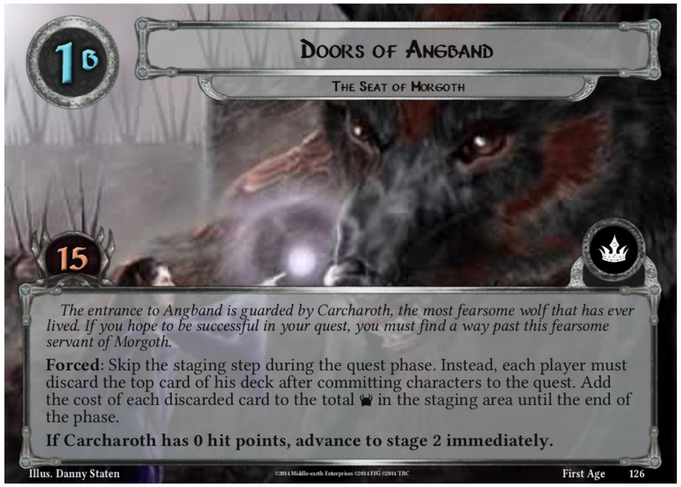
Forced: After the first ***Path*** location is explored, add Nethermost Hall to the staging area.

Forced: After traveling to a unique location, players raise their threat by its ♛.

The players cannot advance unless Nethermost Hall is in the victory display.

Illus. EthalenSky

First Age 127



1B

Doors of Angband

The Seat of Morgoth

15

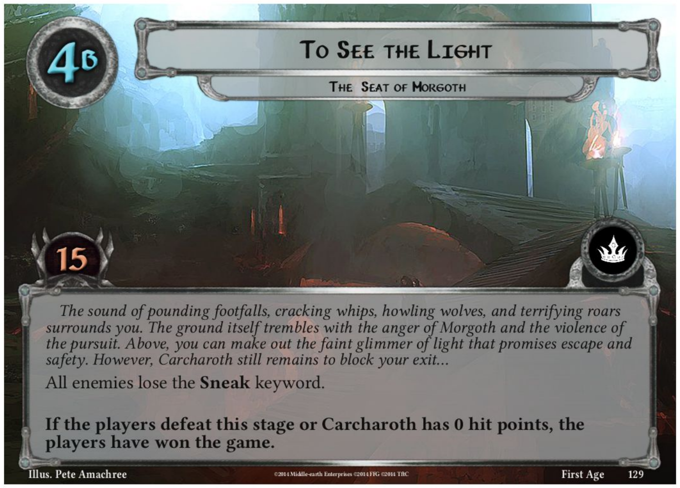
The entrance to Angband is guarded by Carcharoth, the most fearsome wolf that has ever lived. If you hope to be successful in your quest, you must find a way past this fearsome servant of Morgoth.

Forced: Skip the staging step during the quest phase. Instead, each player must discard the top card of his deck after committing characters to the quest. Add the cost of each discarded card to the total ♛ in the staging area until the end of the phase.

If Carcharoth has 0 hit points, advance to stage 2 immediately.

Illus. Danny Staten

First Age 126



4B

To See the Light

The Seat of Morgoth

15

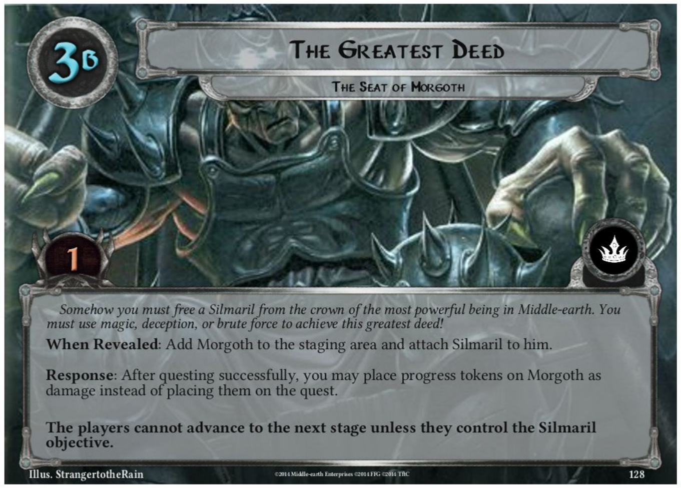
The sound of pounding footfalls, cracking whips, howling wolves, and terrifying roars surrounds you. The ground itself trembles with the anger of Morgoth and the violence of the pursuit. Above, you can make out the faint glimmer of light that promises escape and safety. However, Carcharoth still remains to block your exit...

All enemies lose the **Sneak** keyword.

If the players defeat this stage or Carcharoth has 0 hit points, the players have won the game.

Illus. Pete Amachree

First Age 129



3B

The Greatest Deed

The Seat of Morgoth

1

Somehow you must free a Silmaril from the crown of the most powerful being in Middle-earth. You must use magic, deception, or brute force to achieve this greatest deed!

When Revealed: Add Morgoth to the staging area and attach Silmaril to him.

Response: After questing successfully, you may place progress tokens on Morgoth as damage instead of placing them on the quest.

The players cannot advance to the next stage unless they control the Silmaril objective.

Illus. StrangertotheRain

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