

**THE LIDLESS EYE**



**Sorcery.**

Doomed 1. Surge.

**When Revealed:** Each player must choose one: raise their threat by 1 for each exhausted character they control, or deal 1 damage to each exhausted character they control.

**Shadow:** If this attack destroys a character, raise your threat by 5.

**TREACHERY**

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**THE POWER OF MORDOR**



**Sorcery.**

Doomed 3.

**When Revealed:** Count the number of non-unique encounter cards in the staging area and shuffle them into the encounter deck. Reveal an equal number of encounter cards. This effect cannot be canceled.

**TREACHERY**

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**PURSUED BY THE NINE**



Reveal 1 additional encounter card during the quest phase. (This includes the quest phase *Pursued by the Nine* was revealed.) While at least 1 *Nagûl* enemy is in play, Pursued by the Nine gets +9 quest points. Pursued by the Nine counts as a quest stage while in the victory display.

**VICTORY 2**

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**GWAHIR**

**FIRE FROM THE ASHES**

2  4  3  4 

**Creature. Eagle.**

Surge. Ranged, Sentinel.


**Action:** Spend 2 resources from a single hero's resource pool and discard Gwaihir to discard a non-unique enemy in the staging area. (Any player may trigger this effect.)

**Response:** After a *Nagûl* engages a player, give control of Gwaihir to that player.

**OBJECTIVE-ALLY**

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**FIRE FROM THE ASHES**



**DROWNED DEEP IN SHADOW**

ADVENTURE PACK

**FIRE FROM THE ASHES**

**The Big Adventure**

The Big Adventure is a way of quickly creating a unique adventure every time you want to play. It does this by randomly creating an encounter deck and providing a smorgasbord of possible quests to face.

To begin The Big Adventure, assemble all the encounter cards from all the sets included in the Fire from the Ashes custom expansion, all 350 in total. Shuffle them together and take 50 cards at random (without looking). These 50 cards form the new encounter deck.

Then, assemble all quest cards which have "Fire from the Ashes" below the title. There should be 8 stage 1 cards, 20 stage 2 cards, and 10 stage 3 cards. These cards will form the stage 1, 2, and 3 quest decks.

To start the game, pick one of the stage 1 quest cards to be the starting quest. Everything else should be the same as usual.

If you win or lose, you can quickly start a new game by taking 50 new cards from the remaining encounter cards.

**GRAXAR**

**Corsair. Warrior.**

Resources in Graxar's resource pool cannot be used to pay for allies.

**Response:** After you discard an *Item* attachment attached to another character you control, choose one: attach it to Graxar (if he is eligible), or ready Graxar.

**HERO**

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**CORSAIR PILLAGER**

**Corsair.**

Cannot attack or defend.

**Action:** Exhaust Corsair Pillager and move 1 resource from one of your heroes' resource pools to its resource pool to look at the top 5 cards of your deck. You may spend X resources from Corsair Pillager's pool to add an *Item* attachment with a printed cost of X from among those cards to your hand. Shuffle the other cards back into your deck.

**ALLY**

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