

SWARM OF BATS



Hazard.

When Revealed: Each player discards a resource from each of their heroes' resource pools. If a player discarded no resources this way, Swarm of Bats gains surge.

Shadow: Each character you control gets -1 ♣ until the end of the phase.

TREACHERY

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A STICKY SITUATION



While A Sticky Situation isn't the current quest, no more than 4 progress tokens can be placed on the current quest each phase.

While A Sticky Situation is the current quest it gains:
"Forced: Before characters are committed to quest, each player must exhaust a hero they control."

VICTORY 2

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HALDAN
FIRE FROM THE ASHES



2 ♣
3 ♣
1 ♣

4

Woodman. Scout.
Guarded (Forest).
While there is an active location, Haldan does not exhaust to quest.
Travel Action: Any player may exhaust a hero to take control of Haldan when he is free of encounters.

OBJECTIVE-ALLY

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LAERMUIN
FIRE FROM THE ASHES



2 ♣
2 ♣
0 ♣

4

Dúnedain. Ranger.
Guarded (Huorn or Spider).
Response: After Laermuin commits to a quest, heal 1 damage from a character.
Travel Action: Any player may exhaust a hero to take control of Laermuin when he is free of encounters.

OBJECTIVE-ALLY

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FIRE FROM THE ASHES



SNOW UPON THE MOUNTAIN
ADVENTURE PACK

FIRE FROM THE ASHES

Dwimmer

Undead enemies in the Fire from the Ashes custom expansion have the Dwimmer ability. Characters with 0 ♣ cannot attack enemies with Dwimmer or defend against attacks made by enemies with Dwimmer.

During the 'determine combat damage' step of an undefended attack made by an enemy with Dwimmer, instead of dealing the damage to a hero, the damage is cancelled and the defending player raises their threat by an equal amount instead.

Guarded (Trait)

A new version of the Guarded keyword shows up on some objective cards. When the guarded keyword mentions a trait between brackets, discard cards from the encounter deck until an enemy or location with the matching trait is discarded. Then, add it to the staging area and attach the objective to it. (If the encounter deck is empty for the first time while resolving the Guarded Keyword, shuffle the encounter discard pile into the encounter deck and continue resolving.)

11



3 ♣
1 ♣
2 ♣

5

RÓMESTÁMO
Istari.
While playing an **Easterling** ally, Rómestámo gains the printed ♣, *, and ♠ icons.
Response: After an **Easterling** ally you control is damaged or destroyed, ready Rómestámo.
"Do not meddle in the affairs of Wizards, for they are subtle and quick to anger."
—Gildor, The Fellowship of the Ring

HERO

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0



PRECIOUS SPOIL

Item. Artifact.
Attach to a **Corsair** hero.
Response: After you commit characters to the quest, spend a resource from attached hero's resource pool to give each **Corsair** ally +1 ♣ for each resource in that ally's resource pool until the end of the phase. (Limit +3 for each ally.)

ATTACHMENT

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