

## FIRE FROM THE ASHES

### Wainriders

The **Wainrider** trait is a new trait introduced in the Fire from the Ashes custom expansion. It is exclusive to a select few allies which can be played as either a regular ally or as a **Mount** attachment.

When you try to play a **Wainrider** as a **Mount** attachment, it retains its other traits (such as **Easterling** and **Wainrider**).

A **Wainrider** ally counts as an ally card in all situations except when attached to a character or when playing the card as an attachment from your hand. When you try to play a **Wainrider** as an attachment, it only counts as an attachment card. This means effects which lower the cost of ally cards or prevent you from playing ally cards don't affect them.

Whenever a **Wainrider** becomes unattached, e.g. because the character it was attached to was destroyed, discarded, or returned to its owner's hand, the **Wainrider** turns into an ally and enters play under its owner's control. It enters play exhausted if it was exhausted as an attachment.

13  
4  
3  
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**MORINEHTAR**

**Istari.**

While playing your second card during the planning phase, Morinehtar gains the printed  $\Psi$ ,  $\text{♣}$ , and  $\text{♠}$  icons.

**Response:** After you play your second card during the planning phase, Morinehtar does not exhaust to quest this round.

**HERO**

Illus. Mirra Kan NOT FOR SALE ©Middle-earth Enterprises CFFG 222

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**FLAMING TORCH**



**Item.**

Attach to a  $\Psi$  or **Corsair** character. Restricted.

**Action:** Discard Flaming Torch, exhaust attached character, and spend X resources from attached character's resource pool to place X progress on a location in the staging area.

**ATTACHMENT**

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**RIDE THE STORM**



**Planning Action:** Add 1 resource to the resource pool of each **Corsair** ally you control with at least 1 resource in its resource pool.

"He lives now in terror of the shadow of Mordor, and yet he still dreams of riding the storm. Unhappy fool!"  
—Gandalf, The Two Towers

**EVENT**

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**EVENT**

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**CORSAIR SEAFARER**

**Corsair. Scout. Warrior.**

Cannot defend.

Corsair Seafarer gets +1  $\text{♣}$  for each resource in its resource pool. (Limit +3.)

**Forced:** After Corsair Seafarer commits to the quest, discard it unless you move 1 resource from one of your heroes' resource pools to Corsair Seafarer's resource pool.

**ALLY**

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