

# FIRE FROM THE ASHES

## Introduction

Fire from the Ashes is a fan-made custom expansion for the Lord of the Rings Living Card Game™. It requires the core set to play and should ideally be played with as many other expansions as possible to get the most complete experience.

The player cards in the custom expansion are designed to fill holes in the existing card pool and to introduce new archetypes. It includes additional support for the **Harad** trait, expands placing progress on locations into its own strategy, gives **Noldor** decks some new tools, adds more incentives for playing **Mount** attachments, adds a new dimension to **Dwarf** strategies, and introduces two completely new ally traits with unique strategies, namely **Corsair** and **Easterling**.

Most of the cards in the expansion use art which has previously been featured on official cards. This ensures that the cards match the look and feel of the core game and allows certain enemies to start a new life on the side of good.

## 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.

## Individual Adventures

Each of the 6 adventure packs can also be faced individually. To do this, assemble all the encounter cards of the encounter sets marked in white on the stage 1A quest card. These should include all the encounter cards from the adventure pack as well as the encounter cards from a single encounter set from the base expansion.

Cards from the Ringwraiths encounter set – marked in red on the quest card – can also be added if you want more of a challenge. It’s probably best not to add all 22 cards to the encounter deck. Instead, pick between 3 and 10 at random, depending on how challenging you want the quest to be. If in doubt, pick 5.

Start with whichever stage 1 is included in the adventure pack and only use the quest cards included in the adventure pack. There should be two stage 2s and one stage 3 (*When Stage 2 instructs you to progress to a random Stage 3, go to the only possible option.*)

It is also possible to face just the core set using only the cards provided there.

## Duplicate Unique Characters

The Big Adventure is designed to be playable with any deck. However, some unique allies which appear in the encounter deck may also be part of a player’s deck. To solve this issue, the following rule is added: if a unique objective-ally would be looked at, revealed, or added to play while there is already a copy of that character in play, instead discard that card and continue resolving any effects as if that card never existed.

## Cards with the Same Title

When facing The Big Adventure, the odds of running into multiple copies of the same enemy, location, or treachery are very low. This makes it difficult to use effects which affect cards with the same title as a different card. To help with this, when facing The Big Adventure, those cards also affect non-unique cards which share a **Trait** with that card. Practically, all instances of “with the same title” are changed to “with the same title or with a shared **Trait** (excluding unique cards)”.

## 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.)*



## New Player Card Rules

### 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.

### Ally Resource Pools

Certain cards within the Fire from the Ashes custom expansion refer to an ally's resource pool. Allies don't normally have their own resource pool. However, if an ally card instructs you to add or move resources to its (resource) pool, that ally gains a resource pool if it didn't already have a resource pool. As soon as that ally loses all of its resources, it also loses its resource pool.

### Greed

**Greed** is a new trigger that appears on some player cards within the Fire from the Ashes custom expansion. **Actions** and **Responses** with the **Greed** trigger, presented as "**Greed Action**" or "**Greed Response**," can only be triggered by a player whose deck is empty.

If an event card has two effects, one with the **Greed** trigger and one without, you may only choose one of these two effects to trigger when you play the card.

# BARREN AND LAID WASTE

## CUSTOM SCENARIO

### The Story

*Suyfan is a descendant of one of the kings of ancient Harad. During the reign of King Eärnil II, his ancestor was given as a ward to the city in accordance with the ancient traditions. While his family has lived in Gondor for generations, his heart still yearns for the desert lands of his forefathers.*

*In his studies, he became fascinated by the lost city of An Karagmir, once a bustling city which was part of an extensive trade network. With the steward's blessing, Suyfan set out on an expedition to discover the fate of the lost city. In his last report, he speaks of servants of the Dark Lord roaming the area and then went silent. The Steward has tasked you with finding Suyfan and uncovering the fate of the lost city.*

### Bonus Cards

The Barren and Laid Waste scenario pack includes 10 bonus encounter cards and 4 quests for use in The Big Adventure. They are designed to ensure that no win or loss is ever certain by adding some more variance to the encounter deck.

It also includes 2 new heroes, Mendor and Robyn Pickthorn. They are more extreme than the heroes included in the Fire from the Ashes core sets and adventure packs, which might lead to swinger games, so be warned!

