

ABANDONED TOOLS

FIRE FROM THE ASHES



Item. Tools.

Guarded (*Underground*). Restricted.

Action: Exhaust a hero to claim this objective if it is unattached. Then, attach it to that character.

Action: Exhaust Abandoned Tools to place 1 progress on a location in the staging area (2 progress instead if that location has the *Underground* trait).

OBJECTIVE

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KHAMÛL THE EASTERLING

Nazgûl. Shadow.

Immune to player card effects.

While Khamûl the Easterling is in the staging area, each other enemy gets -10 engagement cost and makes an immediate attack when it engages a player.

Forced: After Khamûl the Easterling attacks for the first time during the combat phase, either return him to the staging area, or he makes an additional attack.

ENEMY

VICTORY 3

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THE WITCH-KING

Nazgûl. Flame.

Immune to player card effects.

While The Witch-king is in the staging area, each character gets -1 .

Characters with 1 or less cannot defend attacks made by the Witch-king.

The players cannot win while The Witch-King is in play.

ENEMY

VICTORY 5

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BLACK RIDER

Nazgûl.

Doomed 3.

Cannot have player card attachments.

While Black Rider is in the staging area, encounter card effects cannot be canceled.

Shadow: This attack is considered undefended.

ENEMY

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DARK HORSEMAN

Nazgûl.

Surge.

Cannot have player card attachments.

Forced: If there is no active location at the end of the travel phase and Dark Horseman is in the staging area, Dark Horseman makes an immediate attack against the first player.

ENEMY

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FELL RIDER

Nazgûl.

Cannot have player card attachments.

While Fell Rider is in the staging area, reduce any amount of damage dealt to enemies in play to 1.

Shadow: Until the end of the round, attacking enemy cannot take damage.

ENEMY

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MORGUL WRAITH

Nazgûl.

Surge.

Cannot have player card attachments.

Forced: If Morgul Wraith is in the staging area at the end of the refresh phase, raise each player's threat by 4.

ENEMY

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NAZGÛL OF MORDOR

Nazgûl.

Cannot have player card attachments.

While Nazgûl of Mordor is in the staging area, each player's threat cannot be reduced.

Forced: After Nazgûl of Mordor attacks, either raise your threat by 4, or return Nazgûl of Mordor to the staging area.

ENEMY

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RINGWRAITH PATROL

Nazgûl.

Cannot have player card attachments.

Forced: While Ringwraith Patrol is in the staging area, after a shadow effect dealt to an enemy in play resolves, deal 3 damage to a character in play.

Shadow: Deal the attacking enemy 3 additional shadow cards.

ENEMY

VICTORY 1

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