Blade of the Dead

FIRE FROM THE ASHES

Item. Weapon.

Guarded (***Undead***). Restricted.

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

Attached character gets +1 ⚒ (+2 ⚒ instead when attacking an ***Undead*** enemy) and can attack enemies with the Dwimmer keyword even if the attached character has 0 ❂.

OBJECTIVE

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Skeleton Key

FIRE FROM THE ASHES

Item.

Guarded (***Undead***).

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

While attached to a hero, Skeleton Key gains: "**Action:** If there is no active location, discard Skeleton Key to choose a location in the staging area. Make that location the active location."

OBJECTIVE

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Fire from the Ashes

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)".

Abaan

Harad.

Action: Exhaust Abaan to move 1 resource from Abaan's resource pool to another ***Harad*** hero's resource pool.

Response: After Abaan exhausts, choose a ***Harad*** character to get +1 ❂, +1 ⚒, and +1 🛡 until the end of the round. (Limit once per phase.)

HERO

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Turayn

Harad. Warrior.

Sentinel.

Response: After Turayn exhausts, choose another character. The next time that character would be dealt damage this round, cancel 1 of that damage.

ALLY

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Turayn

Harad. Warrior.

Sentinel.

Response: After Turayn exhausts, choose another character. The next time that character would be dealt damage this round, cancel 1 of that damage.

ALLY

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Turayn

Harad. Warrior.

Sentinel.

Response: After Turayn exhausts, choose another character. The next time that character would be dealt damage this round, cancel 1 of that damage.

ALLY

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Response: After you resolve a response of a ***Harad*** character, trigger that response again (ignoring any limits). Then, ready that character.

"Horns were blown and trumpets were braying, and the mûmakil were bellowing as they were goaded to war."
—The Return of the King

EVENT

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