

**CONCEALED SPIKES**



**Hazard.**

**When Revealed:** Each player assigns X damage among characters they control. X is 1 more than the number of attachments attached to characters they control.

**Shadow:** Assign X damage among characters you control. X is the number of attachment attached to characters you control.

**TREACHERY**

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**ORCISH HOWLS**



**When Revealed:** Deal 1 damage to each enemy in the staging area. Until the end of the round, each enemy gets +1 and +1 for each damage on it. If the number of enemies in the staging area is equal to or less than the number of players, Orcish Howls gains surge.

**Shadow:** If you are engaged with another enemy, resolve this attack against that enemy.

**TREACHERY**

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**SUDDEN PITFALL**



**Hazard.**

**When Revealed:** Each player must discard an exhausted ally they control. If Sudden Pitfall discarded no allies, it gains Surge.

**Shadow:** Attacking enemy gets +1. If this attack destroys an ally, discard an exhausted ally you control.

**TREACHERY**

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**HEADING DOWN**



**Surge.**

**Forced:** When a player would draw a card from a player card effect, they don't draw that card unless they spend a resource from a hero's resource pool.

**Forced:** When a hero would gain a resource from a player card effect, that hero doesn't gain that resource unless that hero's controller discards a card.

**VICTORY 1**

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**BLUE GEM**

**FIRE FROM THE ASHES**



**Artifact. Item.**

Guarded (enemy or location).

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

**Action:** Exhaust Blue Gem to reduce each player's threat by 1.

**OBJECTIVE**

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**BOOK OF AULÉ'S CHILDREN**

**FIRE FROM THE ASHES**



**Artifact. Item.**

Guarded (enemy or location).

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

**Action:** Exhaust Book of Aulë's Children to choose a player. That player draws 2 cards, then discards 1 card from their hand.

**OBJECTIVE**

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