

NAZGÛL

SOLO D10 * BUDDY D8 * TEAM D6

SLAVE TO THE ONE

FALLEN RULER OF MEN

BLACK RIDER

RINGWRAITH

CHILL TOUCH D8

INTANGIBILITY D8

WRAITH'S SENSES D6 [D8 for Khamûl]

MENTAL ASSAULT D8

MIND CONTROL D8

TELEPATHY D8

SFX: Use two or more RINGWRAITH powers in a single pool at -1 step for each additional power.

SFX: *The Nazgûl are abroad*: When you perform an action to add the effect die to the Doom Pool, add a d6 and step up your effect die.

SFX: *Pale blade*: Spend a die from the Doom Pool to step up a COMBAT-related resource.

SFX: *Numbed*: On a successful reaction against a hand-to-hand attack with INTANGIBILITY in your pool, inflict Physical Stress with your effect die (spend a die from the Doom Pool to step it up).

SFX: *Morgul weapon*: When you inflict stress on an opponent, spend a die from the Doom Pool to also inflict a DARK DREAMS complication of the same size as that die. The complication does not go away at the end of the Scene, and steps up at the beginning of each Transition Scene,

SFX: *Black breath*: Add a d6 and step up your effect die when using CHILL TOUCH to inflict or step up a DARK DREAMS complication on a target. The complication does not go away at the end of the Scene, and steps up at the beginning of each Transition Scene.

SFX: *Words of power and terror*: Add a d6 and step up your effect die when using MIND CONTROL to inflict a fear-based complication on a target.

Limit: *Otherworldy*: If MIND CONTROL is in a pool then the effect die may be used only to impose fear-based complications.

SFX: *Ringwraith immunities*: Spend a die from the Doom Pool to ignore complications from poisons, disease, aging, psychic, cold and undead attacks; and to ignore Stress or Trauma unless caused by fire, light, water, or magic from beyond Middle Earth.

Limit: *Ringwraith vulnerabilities*: Step up stress or complications from fire, light, or magic from beyond Middle Earth to grow the Doom Pool.

ARCANA, COMBAT, CUNNING and RIDING EXPERT D8 or 2D6;

INTIMIDATION MASTER D10 or 2D8 or 3D6

LORE EXPERT (Adûnaphel) or OUTDOOR EXPERT (Khamûl) D8 or 2D6