The Witch King of Angmmar



*,,Come not between the Nazgul and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shriveled mind be left naked to the Lidless Eye.,, - To Eowyn*

\*but only have 4 abilities themselves,only 2 of witch can be used per round.Once per Round the Witch King can summon one chosen horde of his servants from the list below,but he can not attack with them or use his own abilities that turn,but this is not considered an Ability.

Alignment : Lawful Evil Race : Undead Class : Revenant , Overlord

Series- LoTR

Role - Commander,Tank

1. Morgul Blade - The witch king deals 20 damage to a single target,then if it hits put a Fell Poison Stack on him.The target burns for 10 unstoppable damage at the start of each of his turns for 4 turns total.Several Fell Poisons do not Stack but will reset the duration to 4 turns. Those slain by the Morgul blade or the poison effect become 20/20 Wraith servants under the Witch Kings Control. **Melee Attack**

2. Fell Beast -The Witch King starts the game with a 30/30 Fell Beast Servant,as long as that Servant is alive he may skip one Turn to gain Flying during that action and the next Action/Turn(if he does the Fell Beast also gains Flying).As long as the Fell beast is alive the Witch King may attack Stealthed characters as if they were visible. **Passive**

**3. Black Breath - All those who strike the Witch King are baffeled by his aura of decay.Whenever the Witch king is struck by a Melee attack the attacker must gain the Black Breath stack taking a culmulative -10 to damage dealt per Black Breath Stack(these Stacks do not go away over time unless cured).Also if the Melee attack was a weapon roll a 1d6 on a ,5, or ,6, the Witch King shatters it(it is Sealed and may not be used for the rest of the game).Passive**

4. Lord of Decay - The witch king actively concentrates to weaken the fundamental structure of the physical world.Choose one effect from below-

a)Chose any 1 Weapon type ability from any character,the Witch King makes the weapon turn to rot Sealing it for the rest of the game.

b) Destroy a targeted non-Living Servant (Such as a Wall, a Phylactery or an Undead).

c) Put a Weakness Stack on a single target,it recieves 10 damage more from each attack(each target can have no more that one Stack of this ability).This stack lasts for 3 Actions after this one.

Shield Ability,Stack

Ultimate : No Man Can Kill Me : 1.+4.the Witch King takes only 1/2 damage from Human Males.

**Units List**

1.2xSlavedriver - a 0/10 Servant who may not attack but all other non-Slavedriver Servants recieve +10 damage increase for each Slavedriver alive.1CP

2.4xOrc- a 10/10 Servant.

3. 2xWarg Riders- a 20/20 Servant whos attacks always Hit First(deals damage before the enemy deals damages).2CP each

4.2xRhudaur Tribesmen - a 20/30 Servant,you may halve his attack to make his attack from a Melee to a Ranged attack.

5. 1x Troll - 30 /50 Servant.

6.1xOlog-Hai - 30/70 Servant,when an Olog-Hai attacks Negate one enemy Melee attack. You may only summon 1 Olog-Hai per game.

7.1xTroll Stone Thrower - 60/30 Servant, attacks at range,deals 2x times damage against innanimate object servants(such as Walls).

8.1x Black Numenorean - a 40/30 Servant , can not be damaged by other Servants,takes 1/2 damage from ranged attacks.