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# THE WIZARDS

# **CHARACTERS**

ADRAZAR - Scout/Diplomat Dúnadan (F)

[MP: 1; Mind: 3; DI: 1; P/B: 3/6; Home Site: Dol Amroth]

Unique. +1 direct influence against all factions.

ANBORN - Scout/Ranger Dúnadan (U)

[Mind: 2; DI: 0; P/B: 2/8; Home Site: Pelargir]

Unique. +2 direct influence against the Men of Lebennin faction.

ANNALENA - Scout/Sage Elf (F)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Edhellond]

Unique.

ARAGORN II - Warrior/Scout/Ranger Dúnadan (F)

[MP: 3; Mind: 9; DI: 3; P/B: 6/9; Home Site: Bree]

Unique. +2 direct influence against the Rangers of the North faction. -3 marshalling points if eliminated.

ARÎNMIR - Sage/Diplomat Elf (U)

[MP: 1; Mind: 3; DI: 0; P/B: 2/7; Home Site: Edhellond]

Unique. +2 direct influence against the Variags faction.

ARWEN - Scout/Sage Elf (R)

[MP: 1; Mind: 3; DI: 0; P/B: 2/8; Home Site: Rivendell] Unique. +7

direct influence only usable against Aragorn II.

BALIN - Warrior/Sage Dwarf (U)

[MP: 2; Mind: 5; DI: 2; P/B: 4/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +2 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.

BARD BOWMAN - Warrior/Scout Man (F)

[Mind: 2; DI: 0; P/B: 3/6; Home Site: Lake-town]

Unique. +2 direct influence against the Men of Northern Rhovanion faction.

BARLIMAN BUTTERBUR - Warrior Man (U)

[Mind: 1; DI: 0; P/B: 2/6; Home Site: Bree]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

BEORN - Warrior/Ranger Man (F)

[MP: 2; Mind: 7; DI: 2; P/B: 7/9; Home Site: Beorn's House]

Unique. +2 direct influence against the Beornings faction.

BEREGOND - Warrior Dúnadan (F)

[Mind: 2; DI: 0; P/B: 4/8; Home Site: Minas Tirith]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

BERETAR - Warrior/Ranger Dúnadan (U)

[MP: 2; Mind: 5; DI: 1; P/B: 5/8; Home Site: Bree]

Unique. +2 direct influence against the Rangers of the North faction.

BERGIL - Warrior Dúnadan (U)

[Mind: 2; DI: 0; P/B: 1/9; Home Site: Minas Tirith]

Unique.

BIFUR - Warrior Dwarf (C)

[Mind: 2; DI: 0; P/B: 4/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

BILBO - Scout/Sage Hobbit (R)

[MP: 2; Mind: 5; DI: 1; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. -2 marshalling points if eliminated.

BOFUR - Warrior Dwarf (C)

[Mind: 2; DI: 0; P/B: 4/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

BOMBUR - Warrior Dwarf (U)

[Mind: 1; DI: 0; P/B: 3/6; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

BOROMIR II - Warrior Dúnadan (F)

[MP: 1; Mind: 4; DI: 1; P/B: 6/7; Home Site: Minas Tirith]

Unique. +2 direct influence against the Men of Anórien faction. -1 to all of his corruption checks.

CELEBORN - Warrior/Sage Elf (F)

[MP: 2; Mind: 6; DI: 1; P/B: 6/9; Home Site: Lórien]

Unique. +5 direct influence that is only usable against Galadriel.

CÍRDAN - Warrior/Sage/Diplomat Elf (R)

[MP: 3; Mind: 8; DI: 4; P/B: 6/8; Home Site: Grey Havens]

Unique. When Círdan is at Grey Havens, his controlling player may keep one more card than normal in his hand. May tap to cancel one attack keyed to a Coastal Sea region [ 2]. +2 direct influence against the Elves of Lindon faction. -3 marshalling points if eliminated.

DAIN II - Warrior/Diplomat Dwarf (R)

[MP: 2; Mind: 7; DI: 3; P/B: 5/8; Home Site: Iron Hill Dwarf-Hold]

Unique. +2 direct influence against Iron Hill Dwarves, +2 prowess against Orcs. +1 direct influence against Men and Man factions.

DAMROD - Scout/Ranger Dúnadan (U)

[Mind: 2; DI: 0; P/B: 2/7; Home Site: Vale of Erech]

Unique. +2 direct influence against the Men of Lamedon faction.

DENETHOR II - Warrior/Sage Dúnadan (R)

[MP: 1; Mind: 4; DI: 2; P/B: 3/6; Home Site: Minas Tirith]

Unique. +2 direct influence against the Tower Guard of Minas Tirith faction.

DORI - Warrior Dwarf (U)

[Mind: 1; DI: 0; P/B: 3/6; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

DWALIN - Warrior Dwarf (C)

[Mind: 1; DI: 0; P/B: 2/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

ELLADAN - Warrior/Ranger Elf (F)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Rivendell]

Unique. +1 prowess against Orcs.

ELROHIR - Warrior/Ranger Elf (F)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Rivendell]

Unique. +1 prowess against Orcs.

ELROND - Warrior/Sage/Diplomat Elf (R)

[MP: 3; Mind: 10; DI: 4; P/B: 7/9; Home Site: Rivendell]

Unique. When Elrond is at Rivendell, his controlling player may keep one more card than normal in his hand. -3 marshalling points if eliminated.

ÉOMER - Warrior/Ranger Man (U)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Edoras]

Unique. +2 direct influence against the Riders of Rohan faction.

ÉOWYN - Warrior/Scout Man (U)

[Mind: 2; DI: 0; P/B: 2/7; Home Site: Edoras]

Unique. Against Nazgûl, +6 to her prowess, and his body is halved (round up).

ERKENBRAND - Warrior Man (F)

[MP: 1; Mind: 4; DI: 2; P/B: 5/6; Home Site: Edoras]

Unique. +2 direct influence against the Riders of Rohan faction.

FARAMIR - Warrior/Ranger Dúnadan (F)

[MP: 1; Mind: 5; DI: 1; P/B: 5/8; Home Site: Henneth Annûn] Unique. +2

direct influence against the Rangers of Ithilien faction.

FATTY BOLGER - Scout Hobbit (P)

[MP: 1; Mind: 3; DI: 0; P/B: 1/8; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +1. He can tap to cancel a strike against another Hobbit in his company.

FÍLI - Warrior/Scout Dwarf (U)

[Mind: 2; DI: 0; P/B: 2/8; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

FORLONG - Warrior Dúnadan (C)

[Mind: 1; DI: 0; P/B: 3/7; Home Site: Minas Tirith]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

# FRODO - Scout/Diplomat Hobbit (R)

[MP: 2; Mind: 5; DI: 1; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. -2 marshalling points if eliminated.

# GALADRIEL - Scout/Sage/Diplomat Elf (R)

[MP: 3; Mind: 9; DI: 4; P/B: 3/10; Home Site: Lórien]

Unique. When Galadriel is at Lórien, her controlling player may keep one more card than normal in his hand. -3 marshalling points if eliminated.

# GALVA - Scout/Sage/Diplomat Man (R)

[MP: 1; Mind: 4; DI: 1; P/B: 0/9; Home Site: Shrel-kain]

Unique. +2 direct influence against the Men of Dorwinion faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).

# GAMLING THE OLD - Warrior Man (U)

[Mind: 2; DI: 1; P/B: 3/7; Home Site: Edoras]

Unique.

# GHÂN-BURI-GHÂN - Scout/Ranger Man (U)

[MP: 2; Mind: 5; DI: 2; P/B: 2/9; Home Site: Drúadan Forest]

Unique. +2 direct influence against Wose factions.

# GILDOR INGLORION - Warrior/Ranger Elf (F)

[MP: 1; Mind: 4; DI: 0; P/B: 5/7; Home Site: Rivendell]

Unique. +2 prowess against Orcs.

# GIMLI - Warrior/Diplomat Dwarf (F)

[MP: 2; Mind: 6; DI: 2; P/B: 5/8; Home Site: Iron Hill Dwarf-Hold]

Unique. +2 direct influence against Iron Hill Dwarves. +2 prowess against Orcs. +1 direct influence against Elves and Elf factions.

#### GLÓIN - Warrior/Diplomat Dwarf (U)

[MP: 2; Mind: 5; DI: 2; P/B: 5/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +2 direct influence against Blue Mountain Dwarves. +1 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.

#### GLORFINDEL II - Warrior/Sage Elf (F)

[MP: 3; Mind: 8; DI: 2; P/B: 8/9; Home Site: Rivendell]

Unique. +1 direct influence against Elves.

# HALBARAD - Sage/Diplomat Dúnadan (U)

[Mind: 1; DI: 1; P/B: 0/5; Home Site: Cameth Brin]

Uniq@

# HALDALAM - Warrior/Diplomat Dúnadan (R)

[MP: 2; Mind: 5; DI: 1; P/B: 4/9; Home Site: Shrel-kain]

Unique. +4 direct influence against the Easterlings faction.

# HALDIR - Warrior Elf (U)

[MP: 1; Mind: 3; DI: 0; P/B: 4/8; Home Site: Lórien]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

# HAMA - Warrior Man (C)

[Mind: 2; DI: 0; P/B: 4/8; Home Site: Edoras]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

# IMRAHIL - Warrior/Diplomat Dúnadan (U)

[MP: 2; Mind: 6; DI: 2; P/B: 5/8; Home Site: Dol Amroth]

Unique. +2 direct influence against the Knights of Dol Amroth faction.

#### KÍLI - Warrior/Scout Dwarf (F)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

## LEGOLAS - Warrior/Diplomat Elf (U)

[MP: 2; Mind: 6; DI: 2; P/B: 5/8; Home Site: Thranduil's Halls]

Unique. +2 direct influence against the Wood-elves faction.

## MABLUNG - Warrior/Scout Dúnadan (U)

[Mind: 1; DI: 0; P/B: 1/6; Home Site: Lond Galen]

Unique. +2 direct influence against the Men of Anfalas faction.

# MERRY - Scout Hobbit (U)

[MP: 1; Mind: 4; DI: 1; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.

# NORI - Warrior Dwarf (C)

[Mind: 2; DI: 0; P/B: 4/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

# ÓIN - Warrior/Ranger Dwarf (U)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Blue Mountain Dwarf-hold] Unique.

+1 prowess against Orcs. -1 to all of his corruption checks.

#### ORI - Warrior Dwarf (C)

[Mind: 1; DI: 0; P/B: 2/7; Home Site: Blue Mountain Dwarf-hold]

Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.

#### OROPHIN - Warrior/Ranger Elf (C)

[Mind: 2; DI: 0; P/B: 2/7; Home Site: Lórien]

Unique. -1 to all of his corruption checks. -1 to influence checks against factions.

# PEATH - Ranger/Diplomat Man (F)

[MP: 1; Mind: 4; DI: 1; P/B: 4/7; Home Site: Dunnish Clan-hold]

Unique. +4 direct influence against the Dunlendings faction. Against Nazgûl, +5 to her prowess, his body is halved (round up).

#### PIPPIN - Scout Hobbit (U)

[MP: 1; Mind: 4; DI: 1; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.

ROBIN SMALLBURROW - Scout Hobbit (F)

[MP: 1; Mind: 3; DI: 0; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.

SAM GAMGEE - Scout/Ranger Hobbit (U)

[MP: 1; Mind: 4; DI: 0; P/B: 1/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +3.

THÉODEN - Warrior/Diplomat Man (F)

[MP: 2; Mind: 6; DI: 3; P/B: 5/6; Home Site: Edoras]

Unique. +2 direct influence against the Riders of Rohan faction.

THORIN II - Warrior/Scout/Diplomat Dwarf (R)

[MP: 3; Mind: 8; DI: 2; P/B: 5/8; Home Site: Blue Mountain Dwarf-hold]

Unique. +2 direct influence against Blue Mountain Dwarves. +3 prowess against Orcs. +2 direct influence against Dwarves and Dwarf factions.

THRANDUIL - Warrior/Ranger/Sage Elf (F)

[MP: 3; Mind: 9; DI: 3; P/B: 7/8; Home Site: Thranduil's Halls]

Unique. +2 direct influence against the Wood-elves faction.

VÔTELI - Ranger/Sage Man (C)

[MP: 1; Mind: 3; DI: 1; P/B: 3/6; Home Site: Lossadan Camp]

Unique. +2 direct influence against the Lossoth faction. Against Nazgûl, +5 to her prowess, and his body is halved (round up).

VYGAVRIL - Diplomat/Sage Man (R)

[MP: 1; Mind: 3; DI: 1; P/B: 2/7; Home Site: Southron Oasis]

Unique. +2 direct influence against the Southron faction. Against Nazgûl, +6 to prowess, and his body is halved (round up).

WACHO - Scout/Sage Man (U)

[Mind: 2; DI: 0; P/B: 1/8; Home Site: Woodmen-town]

Unique. +2 direct influence against the Woodmen faction.

# WIZARD CHARACTERS

ALATAR - Warrior/Scout/Ranger/Sage Wizard (F)

[DI: 10; P/B: 6/9; Home Site: Edhellond]

Unique. During the movement/hazard phase, the number of cards that opponent draws based on Alatar's company's movement is reduced by one. If in a Haven [ in a hazard creature is played on another company, he may join than company and face one of the hazard creature's strikes; he must make a corruption check immediately following the attack, and, if untapped, he must tap. (E)

GANDALF - Warrior/Scout/Sage/Diplomat Wizard (F)

[DI: 10; P/B: 6/9; Home Site: Any Haven]

Unique. All of his corruption checks are modified by +1. Can tap to "test" a gold ring.

PALLANDO - Warrior/Ranger/Sage/Diplomat Wizard (F)

[DI: 10; P/B: 6/9; Home Site: Grey Havens]

Unique. His controlling player may keep one more card than normal in his hand. Opponent must discard his cards face-up.

RADAGAST - Warrior/Scout/Ranger/Diplomat Wizard (F)

[DI: 10; P/B: 6/9; Home Site: Rhosgobel]

Unique. If his company moves to a new site during the movement/hazard phase, he may draw 1 additional card for each Wilderness region [ in his company's site path. +1 to all corruption checks.

SARUMAN - Scout/Ranger/Sage/Diplomat Wizard (F)

[DI: 10; P/B: 6/9; Home Site: Isengard]

Unique. May tap to use a Palantír. At the beginning of each of his end-of-turn phases, he may tap to take one "spell" card from his discard pile and return it to his hand.

# HAZARD CREATURES

ABDUCTOR - Creature (C)

[MP: 1; P/B: 10/-; Playable: Border-lands [11] and Border-holds [11]]

Men. One Strike. Each non-Wizard defending character wounded by the Abductor is discarded.

ADÛNAPHEL - Creature/Permanent-event (R)

[MP: 5; P/B: 15/10; Playable: Dark-domains [ and Dark-holds [ ]]

Unique. Nazgûl (7th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Brown Lands, Dagorlad, Gorgoroth, and Western Mirkwood; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's

movement/hazard phase (tapping counts against the hazard limit). When tapped, Adûnaphel becomes a short-event and causes any one character to tap.

AGBURANAR - Creature (R)

[MP: 4; P/B: 15/9]

Unique. May be played at Caves of Ûlund. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.

AKHÔRAHIL - Creature/Permanent-event (R)

[MP: 5; P/B: 16/9; Playable: Dark-domains [1] and Dark-holds [1]

Unique. Nazgûl (5th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Horse Plains, Gorgoroth, and Khand; and may also be played at sites in those regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Akhôrahil becomes a short-event and *modifies any one character's body by -1 for the rest of this turn.* (E)

AMBUSHER - Creature (C)

[MP: 1; P/B: 10/-; Playable: Free-domains [11] and Border-lands [11]]

Men. Two strikes. Attacker chooses defending characters.

ASSASSIN - Creature (R)

[MP: 2; P/B: 11/-; Playable: Free-holds [11] and Border-holds [11]

Men. Three attacks (of one strike each) all against the same character. Attacker chooses defending character. One or two of these attacks may be canceled by tapping one character (not the defending character) in the defender's company for each attack canceled. (E)

# BARROW-WIGHT - Creature (U)

[MP: 1; P/B: 12/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. One strike. After the attack, each character wounded by Barrow-wight makes a corruption check modified by -2.

# "BERT" (BÛRAT) - Creature (U)

[MP: 1; P/B: 12/-; Playable: Wilderness [1], Shadow-lands [1] and Shadow-holds [1]]

Unique. Troll. One strike. If played after "William" or "Tom" and if keyed to the same site path against the same company, each character wounded by "Bert" must discard all non-special items he bears.

# BRIGANDS - Creature (C)

[MP: 1; P/B: 8/-; Playable: Border-lands [11] and Wilderness [11]

Men. Two strikes. If any strike of Brigands wounds a character, the company must immediately discard one item (of defender's choice).

# CAVE-DRAKE - Creature (C)

Dragon. Two strikes. Attacker chooses defending characters. Two Wildernesses [1] in site path are required.

# CORPSE-CANDLE - Creature (C)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. One strike. Before a defending character is selected, every character in the company makes a corruption check.

# CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas [ ]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs [h] and Shadow-holds [iii] in these regions. May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin. (E)

# CREBAIN - Creature (C)

[MP: 1; P/B: 5/-; Playable: Border-lands [ ], Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ] and Dark-holds [ ]

Animals. Each character in the company faces one strike. After the attack, the defender must reveal one random card from his hand for each character in the defending company.

## DAELOMIN - Creature (R)

[MP: 4; P/B: 13/8]

Unique. May be played at Dancing Spire. Dragon. Three strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at site in these regions.

# DWAR OF WAW - Creature/Permanent-event (R)

[MP: 5; P/B: 15/10; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Nazgûl (3rd). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Imlad Morgul, Gorgoroth, and Ithilien; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Dwar of Waw becomes a short-event and gives +1 prowess to all Wolf, Spider and Animal attacks until the end of the turn.

# FELL TURTLE - Creature (R)

[MP: 1; P/B: 15/-; Playable: Coastal Seas [

Animals. One strike. If any strike is successful, the defending company must return to its site of origin (defending characters are wounded normally).

GHOSTS - Creature (C)

[MP: 1; P/B: 9/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. Three strikes. After attack, each character wounded by the Ghosts makes a corruption check modified by -1.

GHOULS - Creature (C)

[MP: 1; P/B: 7/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. Five strikes.

GIANT - Creature (C)

Giant. One strike. Two Wildernesses [1] in the site path are required. (E)

GIANT SPIDERS - Creature (C)

Spiders. Two strikes. If the body check for a non-Wizard character wounded by Giant Spiders equals the character's body, the character is discarded. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs [1], Shadow-holds [1], and Dark-holds [1] in these regions. Two Wildernesses [1] in site path are otherwise required.

THE GREAT GOBLIN - Creature (R)

[MP: 2; P/B: 12/7; Playable: Dark-holds [■]]

Unique. Orc. *One strike*. May also be played on a company moving from Rivendell to Lórien or from Lórien to Rivendell. May also be played keyed to High Pass and at sites in High Pass. **(E)** 

HALF-TROLLS OF FAR HARAD - Creature (C)

[MP: 1; P/B: 10/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Trolls. Two strikes.

HOARMÛRATH OF DÍR - Creature/Permanent-event (R)

[MP: 5; P/B: 15/9; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Nazgûl (6th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Hoarmûrath of Dír becomes a short-event and gives +1 strike to any one attack.

HUORN - Creature (C)

[MP: 1; P/B: 10/-; Playable: Wilderness [ ]

Awakened Plant. One strike. May also be played at Drúadan Forest, Old Forest, and Wellinghall. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs [1] and Shadow-holds [1] in these regions. (E)

INDÛR DAWNDEATH - Creature/Permanent-event (R)

[MP: 5; P/B: 15/10; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Nazgûl (4th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Imlad Morgul, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Indûr Dawndeath becomes a short-event and makes any wounded character discard an item (but not a ring).

# KHAMÛL THE EASTERLING - Creature/Permanent-event (R)

[MP: 6; P/B: 18/8; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Nazgûl (2nd). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Brown Lands, Heart of Mirkwood, Gorgoroth, and Southern Mirkwood; may also be played at sites in those regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Khamûl the Easterling becomes a short-event and forces opponent to discard one card of his choice for every Nazgûl permanent-event in play (including this one).

#### LEUCARUTH - Creature (R)

[MP: 4; P/B: 16/8]

Unique. May be played at Irerock. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.

## MOUTH OF SAURON - Creature/Short-event (R)

[MP: 3; P/B: 13/8; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Man. May be played as a hazard creature (with one strike) or as a short-event. If played as a short-event, bring any hazard card from your discard pile back into your hand. (E)

# MÛMAK (OLIPHANT) - Creature (R)

[MP: 1; P/B: 12/-]

Animals. May be played keyed to Dagorlad, Gorgoroth, Horse Plains, Ithilien, Khand, Nurn, Ûdun; and may also be played at sites in these regions. May also be played (on the same turn and on the same company as Corsairs of Umbar) keyed to Andrast, Anfalas, Belfalas, Lebennin; and at Ruins & Lairs [1] and Shadow-holds [1] in these regions.

# NEEKER-BREEKERS - Creature (P)

[MP: 1; P/B: 7/-; Playable: Border-lands [ ], Wilderness [ ], Shadow-lands [ ], Dark-domains [ ] and Ruins & Lairs [ ] Animals. Each character in the company faces one strike. His prowess against such a strike is equal to his mind attribute. Any character that would normally be wounded is only tapped instead - no body checks are made.

# OLD MAN WILLOW - Creature (U)

Awakened Plant. One strike. 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may also be played at Ruins & Lairs [1], Shadow-holds [1], and Dark-holds [1] in these regions. Also playable at Old Forest and Drúadan Forest. Two Wildernesses [1] in site path are required. (E)

# OLOG-HAI (TROLLS) - Creature (U)

[MP: 2; P/B: 10/5; Playable: Shadow-lands [ Dark-domains [ and Dark-holds [ ] ] Trolls. Three strikes.

# ORC-GUARD - Creature (C)

[MP: 1; P/B: 8/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Orcs. Five strikes.

# ORC-LIEUTENANT - Creature (U)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ] and Dark-holds [ ]

Orcs. One strike. If played on a company that has already faced an Orc attack this turn, Orc-lieutenant receives +4 prowess.

## ORC-PATROL - Creature (C)

[MP: 1; P/B: 6/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ] and Dark-holds [ ]

Orcs. Three strikes.

ORC-RAIDERS - Creature (C)

[MP: 1; P/B: 6/-; Playable: Border-lands [1], Wilderness [1] and Ruins & Lairs [1]

Orcs. Four strikes.

ORC-WARBAND - Creature (C)

[MP: 1; P/B: 4/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ] and Dark-holds [ ]

Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.

ORC-WARRIORS - Creature (C)

[MP: 1; P/B: 7/-; Playable: Border-lands [1], Wilderness [1] and Ruins & Lairs [1]

Orcs. Three strikes.

ORC-WATCH - Creature (C)

[MP: 1; P/B: 9/-; Playable: Shadow-lands [ Dark-domains [ Nadow-holds [ and Dark-holds [ ] ]

Orcs. Three strikes.

PICK-POCKET - Creature (U)

[MP: 1; P/B: 11/-; Playable: Free-holds [1] and Border-holds [1]

Men. One strike. Attacker chooses the defending characters. For each successful strike, an item the defending character bears must be discarded (defender's choice); he is not harmed.

PÛKEL-MEN - Creature (R)

[MP: 1; P/B: 11/-; Playable: Shadow-holds [ ] and Dark-holds [ ]

Pûkel-creature. Two strikes. May also be played at Ruins & Lairs [h] sites in the following regions: Andrast, Anfalas, Anórien, Dunland, Enedhwaith, Gap of Isen, Lamedon, Old Pûkel Gap, Old Pûkel-land, and Rohan. (E)

REN THE UNCLEAN - Creature/Permanent-event (R)

[MP: 5; P/B: 15/10; Playable: Dark-domains [ ] and Dark-holds [ ]

Unique. Nazgûl (8th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Horse Plains; and may also be played at sites in these

regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Ren the Unclean becomes a short-event: each character in play must make a corruption check.

ROGROG - Creature (R)

[MP: 2; P/B: 13/8; Playable: Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Unique. Troll. One strike.

SHELOB - Creature/Permanent-event (R)

[MP: 6; P/B: 18/9]

Unique. Spider. May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may be played at any site in Imlad Morgul or Gorgoroth. If Doors of Night is in play, Shelob may be played as a permanent-event that gives +1 prowess and +1 strikes to all Spider and Animal attacks. She may opt to attack from a permanent-event state and receive these bonuses, but her attack counts as one against the hazard limit. Discard when Shelob attacks or when Doors of Night leaves play.

SILENT WATCHER - Creature (R)

[MP: 1; P/B: 8/-; Playable: Shadow-holds [ ] and Dark-holds [ ]

Pûkel-creature. Each character in the company faces one strike. (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands [11] and Border-holds [11]]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

SMAUG - Creature (R)

[MP: 5; P/B: 17/8]

Unique. May be played at The Lonely Mountain. Dragon. Two strikes. Attacker chooses defending character. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.

THIEF - Creature (R)

[MP: 1; P/B: 15/-; Playable: Border-lands [11]] and Border-holds [11]]

Men. One strike. For each successful strike, an item held by the defending company must be discarded (defender's choice); the defending character is not harmed.

"TOM" (TÛMA) - Creature (U)

Unique. Troll. One strike. If played after "Bert" or "William" and if keyed to the same site path against the same company, each character wounded by "Tom" must discard all non-special items he bears. Two Wildernesses [1] in site path are required.

ÛVATHA THE HORSEMAN - Creature/Permanent-event (R)

[MP: 5; P/B: 15/9; Playable: Dark-domains [ ] and Dark-holds [ ]

Unique. Nazgûl (9th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Horse Plains, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Ûvatha the Horseman becomes a short-event and you may bring one hazard creature from your discard pile to your hand.

WARGS - Creature (C)

[MP: 1; P/B: 9/-; Playable: Border-lands [ ], Wilderness [ ] and Shadow-lands [ ]] Wolves. Two strikes.

WATCHER IN THE WATER - Creature (U)

Animal. Each character in the company faces one strike. May also be played at Moria. Two Wildernesses [ ] in the site path are required.

"WILLIAM" (WÛLUAG) - Creature (U)

[MP: 1; P/B: 11/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Unique. Troll. One strike. If played after "Bert" or "Tom" and if keyed to the same site path against the same company, each character wounded by "William" must discard all non-special items he bears.

WITCH-KING OF ANGMAR - Creature/Permanent-event (R)

[MP: 6; P/B: 17/12; Playable: Dark-domains [ and Dark-holds [ ]]

Unique. Nazgûl (1st). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Angmar, Gundabad, Gorgoroth, and Imlad Morgul; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Witch-king of Angmar becomes a long-event and causes all Shadow-holds [1] to become Dark-holds [1].

# WOLVES - Creature (C)

[MP: 1; P/B: 8/-; Playable: Border-lands [ and Wilderness [ ] ]

Wolves. Three strikes. (E)

# HAZARD EVENTS

## AROUSE DENIZENS - Short-event (C)

The prowess of one automatic-attack at a Ruins & Lairs [h] site is increased by 3 until the end of the turn. Cannot be duplicated at a given site.

# AROUSE MINIONS - Short-event (C)

The prowess of one automatic-attack at a Shadow-hold [ ] or Dark-hold [ ] site is increased by 3 until the end of the turn. Cannot be duplicated at a given site.

# AWAKEN DENIZENS - Long-event (C)

The number of strikes for each automatic-attack at a Ruins & Lairs [1] site is doubled. Cannot be duplicated.

# AWAKEN MINIONS - Long-event (C)

The number of strikes for each automatic-attack at a Shadow-hold [ ] site or at a Dark-hold [ ] site is doubled. Cannot be duplicated.

# AWAKEN THE EARTH'S FIRE - Short-event (U)

Environment. Modify the prowess of one auto-attack at a Shadow-hold [ ] or Dark-hold [ ] site by +2.

Alternatively, if Doors of Night is in play, treat one Shadow-land [ as a Dark-domain [ until end of the turn. Cannot be duplicated.

# THE BALANCE OF THINGS - Long-event (R)

Unique. Each character has the corruption points doubled for one of his sources of corruption (the player controlling the character chooses).

#### BALROG OF MORIA - Permanent-event (r)

[MP: 5

Unique. The Balrog appears in Moria. The Moria site gains a second automatic-attack of 1 strike with 18 prowess and no body. If this 2nd automatic attack is defeated, this permanent-event is removed from play (i.e., the Balrog is defeated). If your opponent defeats this 2nd automatic-attack, he receives the marshalling points. In addition, unless Galadriel is at Lórien or she is not in play, Lórien is considered a Free-hold [1] (for purposes of healing and playing hazards). +2 prowess to all automatic-attacks at sites in Hollin, Redhorn Gate, and Wold & Foothills.

# BANE OF THE ITHIL-STONE - Permanent-event (R)

Corruption points for Palantíri are doubled. Automatically cancels any effect that causes a player to search through or look at any portion of a play deck or a discard pile outside of the normal sequence of play. Discard Bane of the Ithil-stone whenever a play deck is exhausted. Cannot be duplicated.

# THE BURDEN OF TIME - Permanent-event (U)

[CP: 2]

Corruption. Playable on an Elf not in a Haven [ ]. Target Elf receives 2 corruption points and must make a corruption check during each of his untap phases if he is not in a Haven [ ]. Cannot be duplicated on a given Elf. During his organization phase, an Elf with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 7, discard this card.

# CALL OF HOME - Short-event (C)

Playable on a non-Wizard character that is not the bearer of The One Ring. The character's player must make a roll (or draw a #); return the character to the player's hand if the result plus his unused general influence is less than 10. Any one item held by a character removed in this fashion may automatically be transferred to another character in his company.

## CALL OF THE SEA - (U)

Short-event Playable on a Elf character. The character's player must make a roll (or draw a #). Return the character to the player's hand if this result plus his unused general influence is less than 10. This result is modified by -3 if the character's company moved this turn using a site path containing a Coastal Sea [ Any one item held by a character removed in this fashion may automatically be transferred to another character in his company.

# CHOKING SHADOWS - Short-event (C)

Environment. Modify the prowess of one automatic-attack at a Ruins & Lairs [1] site by +2...

Alternatively, if Doors of Night is in play, treat one Wilderness ( ) as a Shadow-land ( ) or one Ruins & Lairs ( ) as a Shadow-hold ( ) until the end of the turn. Cannot be duplicated.

## CLOUDS - Long-event (R)

Environment. If Doors of Night is in play, the prowess of each hazard creature is modified by +2. Cannot be duplicated.

# DESPAIR OF THE HEART - Permanent-event (C)

ICP: 2

Corruption. A non-Wizard, non-Hobbit character receives 2 corruption points. Target character makes a corruption check each time a character in his company becomes wounded. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.

## DOORS OF NIGHT - Permanent-event (F)

Environment. All resource environment cards in play are immediately discarded, and all resource environment effects are canceled. Cannot be duplicated.

# DRAGON'S DESOLATION - Short-event (U)

The prowess of one Dragon attack is modified by +2.

Alternatively, it may be played on a Ruins & Lairs [h] that has two Wildernesses [l] in its site path (only one Wilderness [l] is required if Doors of Night is in play) - one Dragon hazard creature may be played on a company at that site this turn.

# DROWNING SEAS - Short-event (U)

Environment. Playable on a company that moved this turn to a site with a Coastal Sea [ in its site path. Target company loses one item of its choice and its player must randomly discard two cards from his hand.

Alternatively, if Doors of Night is in play, target company must immediately return to its site of origin. Cannot be duplicated. (E)

## EYE OF SAURON - Long-event (R)

The prowess of each automatic-attack is increased by one. If Doors of Night is in play, the prowess of each automatic-attack is increased by three.

#### FELL BEAST - Short-event (R)

The number of strikes of one Nazgûl hazard creature is increased by one and its prowess is decreased by 2. Attacker chooses defending characters.

Additionally, target Nazgûl may be played keyed to a Shadow-land [ or Shadow-hold [ cannot be duplicated on a given Nazgûl.

# FELL WINTER - Long-event (C)

Environment. Each Border-hold [11] receives an automatic-attack: Wolves - strikes with 7 prowess.

Additionally, if Doors of Night is in play, treat all Free-domains [10] as Border-lands [10] and all Border-lands [10] as

Wildernesses [4]. Cannot be duplicated.

# FOUL FUMES - Long-event (C)

Environment. Each moving company that has a Shadow-land [ or a Dark-domain [ in its site path must return to its site of origin unless it contains a ranger.

Additionally, if Doors of Night is in play, each non-Haven site in play with a Shadow-land or a Dark-domain [ in its site path is tapped. Cannot be duplicated.

## FURY OF THE IRON CROWN - Short-event (P)

Unique. May not be played if The Iron Crown is in play. The prowess of one strike of an attack by an Orc, Troll, Man, or Nazgûl creature is increased by +4. After the attack is resolved, if the creature is not a Nazgûl: the creature is removed from play (defender receives the marshalling points); and, in addition, if the defender has The Iron Crown in his hand, he may immediately play it with a character in the defending company.

# GLOOM - Short-event (C)

Environment. Playable only on a company that is moving this turn. One character (attacker's choice) in that company suffers -1 to his prowess until the end of the turn.

Alternatively, if Doors of Night is in play, treat one Border-land [ as a Wilderness or one Border-hold as a Ruins & Lairs had until the end of the turn. Cannot be duplicated.

# GREED - Short-event (C)

Playable on a site. Until the end of the turn, each non-Hobbit, non-Wizard character at the site must make a corruption check each time an item is played at the site. The character playing an item need not make a corruption check. When a character makes one of these corruption checks, it is modified by subtracting the corruption points that the item would normally give the character if he controlled the item. Cannot be duplicated on a given site.

# LONG WINTER - Long-event (C)

Environment. Each moving company that has at least two Wildernesses [1] in its site path must return to its site of origin unless it contains a ranger.

Additionally, if Doors of Night is in play, each non-Haven site in play with at least two Wildernesses [1] in its site path is tapped. Cannot be duplicated.

## LOST AT SEA - Short-event (R)

Playable on a company that is moving this turn. If the company has a Coastal Sea [ in its site path, it may do nothing at the site during its site phase.

# LOST IN BORDER-LANDS - Short-event (C)

Playable on a company that is moving this turn. You may play one additional hazard on target company for each Border-land [11] in its site path.

# LOST IN DARK-DOMAINS - Short-event (R)

Playable on a company that is moving this turn. If the company has a Dark-domain [ in its site path, its hazard limit is doubled until the end of the turn.

# LOST IN FREE-DOMAINS - Short-event (C)

Playable on a company that is moving this turn. If the company has a Free-domain [10] in its site path, it may do nothing at the site during its site phase.

# LOST IN SHADOW-LANDS - Short-event (C)

Playable on a company that is moving this turn. You may play one additional hazard on target company for each Shadow-land  $[ \text{$\widetilde{\square}$} ]$  in its site path.

# LOST IN THE WILDERNESS - Short-event (C)

Playable on a company that is moving this turn. You may play one additional hazard on target company for each Wilderness [ • ] in its site path.

## LURE OF CREATION - Permanent-event (U)

[CP: 2]

Corruption. A revealed Wizard receives 2 corruption points and makes a corruption check at the end of any movement/hazard phase in a turn during which his company moved to a Haven [ ]. Cannot be duplicated on a given Wizard. During his organization phase, a Wizard with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 6, discard this card.

# LURE OF EXPEDIENCE - Permanent-event (C)

[CP: 2]

Corruption. Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.

# LURE OF NATURE - Permanent-event (C)

[CP: 2]

Corruption. Does not affect Hobbits and Dwarves. A character receives 2 corruption points. Target character makes one corruption check after all other hazards have been played for each Wilderness [ ] in the site path that his company moved through that turn. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.

## LURE OF POWER - Permanent-event (R)

The next non-Hobbit character to make a successful influence attempt (e.g., against a faction, an opponent's character, etc.) must immediately make a corruption check modified by -4. Discard this card after this corruption check.

# LURE OF THE SENSES - Permanent-event (C)

[CP: 2]

Corruption. A character receives 2 corruption points. Target character makes a corruption check at the end of his untap phase if he is at a Haven [%]. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this results is greater than 6, discard this card.

## MINIONS STIR - Long-event (U)

The number of strikes and prowess of each Orc and Troll attack is increased by one (by two for Orcs if Doors of Night is in play). Cannot be duplicated.

# MORGUL NIGHT - Long-event (R)

Environment. Playable only if Doors of Night is in play, treat all Wildernesses [ ) as Shadow-lands [ ) and all Shadow-lands [ ) as Dark-domains [ ). Cannot be duplicated.

#### MORGUL-HORSE - Short-event (R)

This card allows you to place a tapped Nazgûl permanent-event back into your hand instead of discarding it. Alternatively, allows a Nazgûl to be played keyed to a Shadow-land [16].

## MORGUL-KNIFE - Permanent-event (R)

[CP: 4]

A Nazgûl's prowess is modified by +2. Discard if attack doesn't wound a character. Corruption. One character (attacker's choice) wounded by an attack modified by this card receives 4 corruption points (place this card under the character). If at a Haven [ | during his untap phase, a character with this card may attempt to remove it (but he may not untap or heal). Make a roll (or draw a #): if this result is greater than 4, discard this card. Cannot be duplicated on a given Nazgûl.

# MUSTER DISPERSES - Short-event (C)

Affects a faction already in play. The faction's player makes a roll (or draws a #), the faction is discarded if the result plus his unused general influence is less than 11.

# THE NAZGÛL ARE ABROAD - Permanent-event (R)

Nazgûl may attack the company containing the bearer of The One Ring at any site that is not a Free-hold [1] or Haven [1]. Nazgûl may attack any company possessing any ring in a Shadow-land [1] or Shadow-hold [1]. If Doors of Night is in play, at the end of each turn, each player may return one Nazgûl permanent-event from his discard pile to his hand. Cannot be duplicated.

# NEW MOON - Short-event (U)

Environment. Tap one Elf character.

Alternatively, if Doors of Night is in play, treat one Free-domain [10] as a Border-land [10] or one Free-hold [11] as a Border-hold [11] until the end of the turn. Cannot be duplicated.

#### NIGHT - Long-event (C)

Environment. The prowess of each non-ranger Dúnadan is modified by -1.

Additionally, if Doors of Night is in play, the prowess of all attacks are modified by +1 and the prowess of each Man and Dúnadan is modified by -1. Cannot be duplicated.

# THE PALE SWORD - Permanent-event (R)

[CP: 6]

#### PLAGUE OF WIGHTS - Long-event (U)

The prowess of all Undead attacks is increased by one.

Additionally, if Doors of Night is in play, the number of strikes for each Undead attack is doubled. Cannot be duplicated.

# THE PRECIOUS - Short-event (R)

A character in the same company as The One Ring (not the bearer himself) must make a corruption check modified by -2.. If he fails, discard The One Ring along with the target character.

# THE RING'S BETRAYAL - Short-event (U)

The bearer of a Ring must make a corruption check modified by -2. If the bearer fails this corruption check, his Ring is discarded, but he remains in play.

#### RIVER - Short-event (C)

Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase. (E)

## SIEGE - Permanent-event (R)

Playable on a Border-hold [1] or Free-hold [1] site. A company at this site must face an Orc attack of three strikes at 7 prowess at the beginning of its site phase. At the end of the organization phase, a company at a site with Siege on it must make a roll (or draw a #) and subtract one from the result for every non-scout character it contains. If this result is less than 5, the company may not move this turn. Discard when the site card is discarded or when the site card is returned to the location deck. Cannot be duplicated on a given site.

# SNOWSTORM - Long-event (R)

Environment. Playable only if Doors of Night is in play. Each moving company with a Wilderness [1] in its site path must return to its site of origin. Cannot be duplicated.

# STORMS OF OSSË - Long-event (R)

Environment. Playable only if Doors of Night is in play. Each non-Haven site in play with a Coastal Sea [ in its site path is tapped. Cannot be duplicated.

# TOOKISH BLOOD - Short-event (C)

Playable on a Hobbit character. The Hobbit's player must make a roll (or draw a #); return the Hobbit to the player's hand if the result plus his unused general influence is less then 11. If the Hobbit is removed from play, one of his items may be transferred to another character in his company; any other cards under his control are discarded.

Alternatively, this card can be played as a resource card. For the rest of the turn, the target Hobbit cannot be discarded or returned to its owner's hand for any reason.

# TRAITOR - Permanent-event (R)

When the next character fails a corruption check, he becomes a "traitor" and an attack is immediately made against a character in the traitor's company. The character to be attacked is chosen by the player who does not control the traitor's company. The prowess of the attack is equal to the prowess of the traitor plus 10. Any resulting body check is modified by +1. *This card is discarded when a character fails his corruption check.* (E)

#### TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. This card may be played at any time during any player's turn. (E)

# WAKE OF WAR - Long-event (U)

The number of strikes and prowess of each Wolf, Spider, and Animal attack are increased by one (by two for Wolves if Doors of Night is in play). Cannot be duplicated.

## WEARINESS OF THE HEART - Short-event (C)

The prowess of a character is modified by -1 until the end of the turn.

Alternatively, the target character is forced to make a corruption check. Cannot be duplicated.

# THE WILL OF SAURON - Permanent-event (R)

Playable only if Doors of Night is in play. All hazard long-events remain in play until this card is discarded. Discard this card when Doors of Night leaves play, or when any play deck is exhausted. When this card is discarded, all hazard long-events are discarded. Cannot be duplicated.

# THE WILL OF THE RING - Short-event (R)

The bearer of The One Ring makes a corruption check modified by -4.

#### WORDS OF POWER AND TERROR - Short-event (R)

Modify the prowess of all characters in a company attacked by a Nazgûl by -1 until the end of the turn. Cannot be duplicated on a given company.

#### REGIONS

# ANDRAST - Wilderness (C)

Adjacent Regions: Andrast Coast, Anfalas, Bay of Belfalas, Eriadoran Coast, Old Pûkel-land

# ANDRAST COAST - Coastal Seas (C)

Adjacent Regions: Andrast, Bay of Belfalas, Eriadoran Coast

#### ANDUIN VALES - Border-lands (C)

Adjacent Regions: Brown Lands, Grey Mountain Narrows, Gundabad, High Pass, Southern Mirkwood, Western Mirkwood, Wold and Foothills, Woodland Realms

ANFALAS - Wilderness (C)

Adjacent Regions: Andrast, Bay of Belfalas, Belfalas, Lamedon, Old Pûkel Gap

ANGMAR - Shadow-land (C)

Adjacent Regions: Arthedain, Forochel, Gundabad, Rhudaur

ANÓRIEN - Free-domains (C)

Adjacent Regions: Ithilien, Lebennin, Rohan

ARTHEDAIN - Wilderness (C)

Adjacent Regions: Angmar, Cardolan, Forochel, Lindon, Númeriador, Rhudaur, The Shire

BAY OF BELFALAS - Coastal Seas (C)

Adjacent Regions: Andrast Coast, Andrast, Mouths of the Anduin, Anfalas, Belfalas

BELFALAS - Free-domains (C)

Adjacent Regions: Mouths of the Anduin, Anfalas, Bay of Belfalas, Lamedon, Lebennin

BROWN LANDS - Shadow-lands (C)

Adjacent Regions: Anduin Vales, Dagorlad, Southern Mirkwood, Wold and Foothills

CARDOLAN - Wilderness (C)

Adjacent Regions: Arthedain, Dunland, Enedhwaith, Eriadoran Coast, Hollin, Rhudaur, The Shire

DAGORLAD - Shadow-lands (C)

Adjacent Regions: Brown Lands, Horse Plains, Ithilien, Southern Mirkwood, Southern Rhovanion

DORWINION - Border-lands (C)

Adjacent Regions: Northern Rhovanion, Southern Rhovanion

DUNLAND - Wilderness (C)

Adjacent Regions: Cardolan, Enedhwaith, Hollin

ELVEN SHORES - Coastal Seas (C)

Adjacent Regions: Eriadoran Coast, Lindon

ENEDHWAITH - Wilderness (C)

Adjacent Regions: Cardolan, Dunland, Eriadoran Coast, Gap of Isen, Old Pûkel-land

ERIADORAN COAST - Coastal Seas (C)

Adjacent Regions: Andrast, Andrast Coast, Cardolan, Elven Shores, Enedhwaith, Old Pûkel-land

FANGORN - Wilderness (C)

Adjacent Regions: Gap of Isen, Rohan, Wold and Foothills

FOROCHEL - Wilderness (C)

Adjacent Regions: Angmar, Arthedain, Númeriador

GAP OF ISEN - Border-lands (C)

Adjacent Regions: Enedhwaith, Fangorn, Old Pûkel-land, Rohan

GORGOROTH - Dark-domains (C)

Adjacent Regions: Imlad Morgul, Nurn, Ûdun

GREY MOUNTAIN NARROWS - Shadow-lands (C)

Adjacent Regions: Anduin Vales, Northern Rhovanion, Withered Heath, Woodland Realm

GUNDABAD - Dark-domains (C)

Adjacent Regions: Anduin Vales, Angmar

HARONDOR - Wilderness (C)

Adjacent Regions: Mouths of the Anduin, Ithilien, Khand

HEART OF MIRKWOOD - Wilderness (C)

Adjacent Regions: Northern Rhovanion, Southern Mirkwood, Southern Rhovanion, Western Mirkwood, Woodland

Realm

HIGH PASS - Wilderness (C)

Adjacent Regions: Anduin Vales, Rhudaur

HOLLIN - Wilderness (C)

Adjacent Regions: Cardolan, Dunland, Redhorn Gate, Rhudaur

HORSE PLAINS - Shadow-lands (C)

Adjacent Regions: Dagorlad, Nurn, Southern Rhovanion

IMLAD MORGUL - Shadow-lands (C)

Adjacent Regions: Gorgoroth, Ithilien

IRON HILLS - Wilderness (C)

Adjacent Regions: Northern Rhovanion, Withered Heath

ITHILIEN - Wilderness (C)

Adjacent Regions: Anórien, Dagorlad, Harondor, Imlad Morgul

KHAND - Shadow-lands (C)

Adjacent Regions: Harondor, Nurn

LAMEDON - Border-lands (C)

Adjacent Regions: Anfalas, Belfalas, Lebennin

LEBENNIN - Free-domains (C)

Adjacent Regions: Mouths of the Anduin, Anórien, Belfalas, Lamedon

LINDON - Free-domains (C)

Adjacent Regions: Arthedain, Elven Shores, Númeriador

MOUTHS OF THE ANDUIN - Coastal Seas (C)

Adjacent Regions: Bay of Belfalas, Belfalas, Harondor, Lebennin

NORTHERN RHOVANION - Wilderness (C)

Adjacent Regions: Dorwinion, Heart of Mirkwood, Iron Hills, Southern Rhovanion, Withered Heath, Woodland Realms, Grey

Mountain Narrows

NÚMERIADOR - Wilderness (C)

Adjacent Regions: Arthedain, Forochel, Lindon

NURN - Dark-domains (C)

Adjacent Regions: Gorgoroth, Horse Plains, Khand

OLD PÛKEL GAP - Wilderness (C)

Adjacent Regions: Anfalas, Old Pûkel-land

OLD PÛKEL-LAND - Wilderness (C)

Adjacent Regions: Andrast, Enedhwaith, Eriadoran Coast, Gap of Isen, Old Pûkel Gap

REDHORN GATE - Wilderness (C)

Adjacent Regions: Hollin, Wold and Foothills

RHUDAUR - Wilderness (C)

Adjacent Regions: Angmar, Arthedain, Cardolan, High Pass, Hollin

ROHAN - Border-lands (C)

Adjacent Regions: Anórien, Fangorn, Gap of Isen, Wold and Foothills

SOUTHERN MIRKWOOD - Dark-domains (C)

Adjacent Regions: Anduin Vales, Brown Lands, Dagorlad, Heart of Mirkwood, Southern Rhovanion, Western Mirkwood

SOUTHERN RHOVANION - Wilderness (C)

Adjacent Regions: Dagorlad, Dorwinion, Heart of Mirkwood, Horse Plains, Northern Rhovanion, Southern Mirkwood

THE SHIRE - Free-domains (C)

Adjacent Regions: Arthedain, Cardolan

ÛDUN - Dark-domains (C) Adjacent Regions: Gorgoroth

WESTERN MIRKWOOD - Wilderness (C)

Adjacent Regions: Anduin Vales, Heart of Mirkwood, Southern Mirkwood, Woodland Realm

WITHERED HEATH - Wilderness (C)

Adjacent Regions: Iron Hills, Northern Rhovanion, Grey Mountain Narrows

WOLD & FOOTHILLS - Wilderness (C)

Adjacent Regions: Anduin Vales, Brown Lands, Fangorn, Redhorn Gate, Rohan

WOODLAND REALM - Border-lands (C)

Adjacent Regions: Anduin Vales, Heart of Mirkwood, Northern Rhovanion, Western Mirkwood, Grey Mountain Narrows

# **ALLIES**

BILL THE PONY - Ally (U) [MP: 1; Mind: 1; P/B: -2/10]

Unique. Playable at Bree of Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three of less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven [\*\*]. (E)

GOLDBERRY - Ally (U)

[MP: 1; Mind: 2]

Unique. Playable at Old Forest. May not be attacked. Tap Goldberry to cancel any effect that would cause her company to return to its site of origin after declaring its movement to a new site.

Alternatively, tap Goldberry to cancel one attack against her company keyed to Wilderness [ .]

GOLLUM - Scout Ally (U)

[MP: 2; Mind: 4; P/B: 2/9]

Unique. Playable at Goblin-gate or Moria. If his company's size is less than three, tap Gollum to cancel one attack against his company keyed to Wilderness [ ] or Shadow-land [ ]. Tap Gollum if he is at the same non-Haven site as The One Ring; then both Gollum and The One Ring are discarded.

GWAIHIR - Ally (R)

[MP: 2; Mind: 4; P/B: 4/8]

Unique. Playable at Eagles' Eyrie. If his company's size is two or less, you may discard Gwaihir *during the organization phase* to allow his company to move to any site that is not in a Shadow-land [ or Dark-domain [ ); only hazard creatures keyed to the site may be played on a company that moves in this fashion. (E)

LEAFLOCK - Ally (U)

[MP: 2; Mind: 3; P/B: 5/8]

Unique. Playable at Wellinghall. Tap to cancel the effects of one hazard that targets his company. May not be attacked by automatic-attacks or hazards keyed to his site. Discard Leaflock if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold and Foothills, Enedhwaith, Old Pûkel-land, Brown Lands, Anduin Vales, or Redhorn Gap.

QUICKBEAM - Ally (U)

[MP: 2; Mind: 3; P/B: 6/9]

Unique. Playable at Wellinghall. May not be attacked by automatic-attacks or hazards keyed to his site.

RÖAC THE RAVEN - Diplomat Ally (R)

[MP: 1; Mind: 1; P/B: -3/8]

Unique. Playable at any site in Northern Rhovanion. Tap and discard to attempt to bring any faction into play - treat this influence check as though it were made by a diplomat. (E)

SHADOWFAX - Ally (R)

[MP: 1; Mind: 2; P/B: 2/8]

Unique. Playable at Edoras or Dunharrow. If his company has only one character or one character and a Hobbit at the end of the movement/hazard phase, tap Shadowfax to allow his company to immediately move again; an additional site card may be played and an additional movement/hazard phase follows for that company. (E)

SKINBARK - Ally (R)

[MP: 2; Mind: 3; P/B: 10/9]

Unique. Playable at Wellinghall. May not be attacked by automatic-attacks or hazards keyed to his site. discard Skinbark if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold and Foothills, Anduin Vales, or Redhorn Gap.

TOM BOMBADIL - Sage Ally (U)

[MP: 3; Mind: 4; P/B: 12/11]

Unique. Playable at Old Forest. Tap to cancel the effects of one hazard that targets *a company, or an entity associated with a company,* moving to a site in: Arthedain, Cardolan, Rhudaur, of The Shire. Discard Tom Bombadil if his company moves to a site that is not in: Arthedain, Cardolan, Rhudaur, or The Shire. **(E)** 

TREEBEARD - Sage Ally (U)

[MP: 2; Mind: 3; P/B: 8/9]

Unique. Playable at Wellinghall. May not be attacked by automatic-attacks or hazards keyed to his site. Discard Treebeard if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold and Foothills, Enedhwaith, Old Pûkel-land, Brown Lands, Anduin Vales, or Redhorn *Gate*. **(E)** 

# RESOURCE EVENTS

A CHANCE MEETING - Short-event (C)

A character (even a Hobbit) may be brought into play with direct influence at any Free-hold [1], Border-hold [1], or Ruins & Lairs [1].

A FRIEND OR THREE - Short-event (C)

For every character in the influencing character's company, A Friend or Three gives a +1 modification to an influence check or to a corruption check made by a character in the same company.

ALIGN PALANTÍR - Permanent-event (U)

[MP: 2; CP: 2]

Sage only if a Palantír is in his company. Keep with the Palantír; bearer now has the ability to use the Palantír. Discard Align Palantír if the company carrying the Palantír moves. *May not be duplicated on a given Palantír.* (E)

ANDUIN RIVER - Short-event (C)

Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rohan and Dagorlad, Anórien and Dagorlad, Anórien and Ithilien, Lebennin and Ithilien, Lebennin and Harondor.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company. (E)

ANDÚRIL, THE FLAME OF THE WEST - Permanent-event (R)

[MP: 1(4); CP: 1]

Unique. Sage only during the site phase at an untapped site where "information" is playable. Tape the sage and the site. Sage makes a corruption check modified by -3. Keep sage tapped until Andúril is stored at a Haven [ ]. Once stored, you may discard a stored Reforging and place Andúril with Narsil. In addition to Narsil's effects, Andúril gives its bearer 4 marshalling points, +4 prowess (to a maximum of 11), +1 direct influence, and one more corruption point. Andúril may be tapped to untap a Dúnadan character in the same company, but its bearer must make a corruption check modified by -1.

ASH MOUNTAINS - Short-event (C)

Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Dagorlad and Gorgoroth, Horse Plains and Gorgoroth. The company faces an attack at the beginning of its movement/hazard phase: Orcs - 4 strikes with 8 prowess.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by 2 (to a minimum of 2). Cannot be duplicated on a given company. (E)

## BLOCK - Short-event (C)

Warrior only. Warrior does not tap against one strike (unless he is wounded by the strike).

#### BRIDGE - Short-event (U)

Playable at the end of the movement/hazard phase on a company that moved to a Haven [\*\*]. That company may move to an additional site on the same turn. Another site card may be played and a movement/hazard phase immediately follows for that company.

## CLEAR SKIES - Long-event (R)

Environment. Playable only if Gates of Morning is in play. The prowess of each character is modified by +2.

#### THE COCK CROWS - Short-event (U)

Cancels a Troll attack.

Alternatively, if Gates of Morning is in play, it forces the discard of one hazard permanent-event.

## CONCEALMENT - Short-event (C)

Scout only. Tap scout to cancel one attack against his company.

#### CRACKS OF DOOM - Short-event (U)

Only playable if The One Ring is at Mount Doom *during the site phase*. Its bearer must make a corruption check modified by -4. If successful, The One Ring is destroyed and its bearer's player wins. Otherwise, discard The One Ring and its bearer. (E)

#### DARK QUARRELS - Short-event (C)

Cancel one attack by Orcs, Trolls, or Men.

Alternatively, if Gates of Morning is in play, the number of strikes from any attack is reduced to half of its original number, rounded up.

## DODGE - Short-event (C)

Target character does not tap against one strike (unless he is wounded by the strike). If wounded by the strike, his body is modified by -1 for the resulting body check. (E)

## DREAMS OF LORE - Permanent-event (C)

[MP: 2

Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Dreams of Lore is stored at a Haven [ ] during his organization phase. May not be transferred.

## EAGLE-MOUNTS - Short-event (R)

Playable only at the end of the organization phase on a company with a diplomat that begins the turn at Eagles' Eyrie. Company may move to any site that is not a Shadow-hold [1] or a Dark-hold [1]. Opponent may only play hazard creatures that are keyed to the company's site.

# ELF-SONG - Long-event (R)

When Elf-song comes into play, each character at a Haven [ ] may immediately remove one corruption card. While Elf-song is in play, no character at a Haven [ ] may be discarded or returned to its owner's hand for any reason.

#### ESCAPE - Short-event (C)

Cancels an attack against a company. One character of your choice in the company is wounded (no body check is required).

## THE EVENSTAR - Short-event (U)

Environment. The prowess of one Elf is modified by +1 until the end of the turn.

Additionally, if Gates of Morning is in play, until the end of the turn, the prowess of each Elf is modified by +1 and treat one Wilderness [ ] as a Border-land [ ] as a Free-domain [ ]. Cannot be duplicated.

# FAIR SAILING - Short-event (R)

Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Coastal Sea [ in its site path (to a minimum of two). Cannot be duplicated on the same company.

# FAIR TRAVELS IN BORDER-LANDS - Short-event (C)

Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Border-land [11] in its site path (to a minimum of two). Cannot be duplicated on the same company.

# FAIR TRAVELS IN DARK-DOMAINS - Short-event (R)

Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Dark-domain [ ], the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated on the same company.

## FAIR TRAVELS IN FREE-DOMAINS - Short-event (R)

Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Free-domain [ in its site path (to a minimum of two). Cannot be duplicated on the same company.

# FAIR TRAVELS IN SHADOW-LANDS - Short-event (C)

Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Shadow-land [1], the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated on the same company.

#### FAIR TRAVELS IN WILDERNESS - Short-event (C)

Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Wilderness [1] in its site path (to a minimum of two). Cannot be duplicated on the same company.

# FAR-SIGHT - Short-event (C)

Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site to search through your play deck and choose an item that you must reveal to your opponent. This item is placed in your hand and the play deck is reshuffled. The sage makes a corruption check.

# FAVOR OF THE VALAR - Short-event (R)

Unique. Playable during your organization phase. Shuffle your hand and your discard pile into you play deck (site cards remain in the discard pile). Draw a new hand of 8 cards. Remove Favor of the Valar from the game.

# FELLOWSHIP - Permanent-event (C)

Only playable at a Haven [47] during the organization phase on a company that has four or more characters and allies. +1 to prowess and +1 to corruption checks for all characters and allies in the company. Discard this card if a character of ally joins or leaves the company for any reason.

#### FOG - Long-event (U)

Environment. Playable only if Gates of Morning is in play. Treat all Free-domains [10] as Border-lands [10] and all Border-lands [10] as Wildernesses [10] and all Shadow-lands [10]. Cannot be duplicated.

# FORD - Short-event (C)

Playable only at the end of the organization phase. Tap a ranger to prevent opponent from playing hazard creatures keyed to Wilderness [1] against the ranger's company.

#### GATES OF MORNING - Permanent-event (F)

Environment. All environment hazard cards in play are immediately discarded, and all hazard environment effects are canceled. Cannot be duplicated.

## GOLLUM'S FATE - Short-event (R)

Unique. Only playable if The One Ring and Gollum are both at Mount Doom during the site phase. The One Ring is destroyed and its bearer's player wins.

#### GREAT SHIP - Short-event (R)

Tap a character in target company during the organization phase to play Great Ship on that company. If company's current site path contains a coastal sea region [ and no consecutive non-coastal sea regions, until the end of the turn any character in the company may tap to cancel the effects of one hazard that targets the company. (E)

# GREAT-ROAD - Short-event (C)

Playable only at the end of the organization phase on a company that starts at a Haven [ ]. Opponent may draw *up to twice* the normal number of cards for this company during the movement/hazard phase. At the end of the turn, the company may replace its site card with the Haven card at which it began the turn. (E)

## HALFLING STEALTH - Short-event (C)

Hobbit only. Cancel one strike against the Hobbit.

#### HALFLING STRENGTH - Short-event (C)

Hobbit only. The Hobbit may untap or he may move from wounded status to well and untapped during his organization phase or he may receive a +4 modification to one corruption check.

# HIDING - Short-event (R)

Scout only at the end of the organization phase. Scout's company may not move to another site this turn. Cancels all hazard creature attacks against the scout's company this turn.

#### HORSES - Short-event (C)

Playable only at the end of the organization phase. Hazard limit for a company is decreased by two (to a minimum of 2). The prowess of any hazard creatures played against this company is modified by +2. (E)

# KINDLING OF THE SPIRIT - Short-event (C)

Spell. Wizard only. +2 prowess against one attack for all characters in the same company as the Wizard. Wizard makes a corruption check modified by -2.

## LAPSE OF WILL - Long-event (U)

The prowess of each attack is modified by -1. The prowess of each Nazgûl attack is modified by -3.

# LORDLY PRESENCE - Short-event (C)

Diplomat only. +5 to an influence check against a faction. If the influence check is successful, draw a card.

# LUCKY SEARCH - Short-event (R)

Scout only. During the site phase, tap a scout at a Shadow-hold [1] or Dark-hold [1]. Turn over cards from your play deck one at a time until you reveal a non-special item or reach the end. If you reveal a non-special item, the scout takes control of it. In any case, the scout must face a single strike attack with a prowess equal to 3 plus the number of cards revealed; this attack/strike cannot be cancelled. Discard item if the scout is wounded by this attack. Reshuffle all revealed cards except the item back into play deck (this does not exhaust the play deck). (E)

# LUCKY STRIKE - Short-event (C)

Warrior only. Make two rolls (or draw two #'s) against a strike and choose one of the two results to use.

# MIRROR OF GALADRIEL - Short-event (U)

Only playable at Lórien. You may look at your opponent's hand and choose to look at either the top five cards of his play deck or your play deck. Shuffle those 5 cards and return them to the top of their play deck.

# MISTY MOUNTAINS - Short-event (C)

Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rhudaur and Anduin Vales, Rhudaur and Wold and Foothills, Hollin and Foothills, Hollin and Fangorn, Dunland and Fangorn.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company. (E)

## MOON - Long-event (U)

Environment. If Gates of Morning is in play, treat all Wildernesses [ ] as Border-lands [ ] and all Border-lands [ ] as Free-domains [ ] for the purposes of playing hazards. If Doors of Night is in play, treat all Dark-domains [ ] as Shadow-lands [ ] as Wildernesses [ ] for the purposes of playing hazards. Cannot be duplicated.

# MORANNON - Short-event (R)

Playable at the end of the organization phase on a company that has a size of less than three, contains a scout, and begins the turn at a site in Dagorlad. This card is used as a Dark-hold [ site card in the region of Ûdun that is moved to using the following site-path: (the moving player draws 2 cards and his opponent draws 5 cards). The company can later leave this site using region cards or by using the following site path to Lórien: (i) (ii) (iii) (iii)

# MOUNTAINS OF SHADOW - Short-event (C)

Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Ithilien and Gorgoroth, Ithilien and Nurn, Harondor and Nurn. The company faces an attack at the beginning of its movement/hazard phase: Orcs - 4 strikes with 9 prowess.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by 2 (to a minimum of 2). Cannot be duplicated on a given company. (E)

## MUSTER - Short-event (C)

Warrior only. An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5. (E)

## NARYA - Short-event (R)

Gandalf only. +4 prowess, +1 body, +2 direct influence for the rest of the turn. Immediately untap all unwounded characters in Gandalf's company. Gandalf makes a corruption check modified by -5.

## NENYA - Short-event (R)

Galadriel only. +2 prowess, +2 body, +2 direct influence for the rest of the turn. Galadriel makes a corruption check modified by -3, by -1 if in a Haven [4]. Any one corruption check made by a character not in a Shadow-hold [4] or Dark-hold [4] is automatically successful.

#### NEW FRIENDSHIP - Short-event (C)

Diplomat only. +3 to any one influence check or +2 to a corruption check made by a character in the same company.

# OLD FRIENDSHIP - Short-event (C)

Diplomat only. +5 to an influence check against a character or +4 to a corruption check made by a character in the same company.

# OLD ROAD - Short-event (C)

Allows a character at a Haven [ it is to attempt to bring a faction into play. The length of the site path from this Haven to the site at which the faction can be played must be two or less (this must be verified by an available site card). The influence check for this attempt is modified by -1 and is not modified by the influencing character's direct influence.

## THE OLD THRUSH - Short-event (U)

-3 to the prowess and body of a non-Nazgûl attack with a prowess of 13 or more. Cannot be duplicated on a given attack. (E)

# PATHS OF THE DEAD - Short-event (R)

Playable only at the end of the organization phase. For its movement, a company that starts at the Dunharrow site and contains Aragorn II may move to the Vale of Erech site. The only hazard creatures that may be played on this company are Undead, but any Undead may be played on the company.

# PERSUASIVE WORDS - Short-event (C)

Diplomat only. Make two rolls (or draw two #'s) when making an influence check and choose one result to use.

## PRAISE TO ELBERETH - Short-event (U)

For each of your characters in play that you choose to tap, cancel one Nazgûl event or one Nazgûl attack. Additionally, if Doors of Night is in play, characters gain +1 prowess until the end of the turn.

# QUIET LANDS - Short-event (U)

Environment. Until the end of the turn, the number of strikes for one automatic-attack at a Shadow-hold [a] or Ruins & Lairs [a] is reduced by half (round up).

Alternatively, if Gates of Morning is in play, treat one Shadow-land [ as a Wilderness ], or one Shadow-hold [ as a Ruins & Lairs [ all ] until the end of the turn. Cannot be duplicated. (E)

# REFORGING - Permanent-event (C)

[MP: 1]

Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Reforging is stored at a Haven [ ]. During your organization phase, you may tap a sage at a Haven and discard a stored Reforging to retrieve any minor or major weapon, armor, or shield from your discard pile. The item must be placed under the control of a character in the sage's company.

# RESCUE PRISONERS - Permanent-event (C)

[MP: 2]

Playable at an already tapped Dark-hold [ ] or Shadow-hold [ ] during the site phase. The company faces a spider attack (2 strikes with 7 prowess). If no characters are untapped after the attack, discard Rescue Prisoners. Otherwise, you may tap 1 character in the company and put Rescue Prisoners under his control. That character may not untap until Rescue Prisoners is stored at a Haven [ ], Border-hold [ ], or Free-hold [ ] during his organization phase. *You receive the marshalling points for this card only when it is stored*. Cannot be duplicated at a given site. **(E)** 

#### RETURN OF THE KING - Permanent-event (R)

[MP: 3]

Unique. Aragorn II only. Only playable in Minas Tirith and only if Denethor II is not in play. Aragorn II's direct influence is modified by +3. Keep this card with Aragorn II; discard if he leaves play.

#### RINGLORE - Short-event (U)

Sage only, only playable at a site where "Information" is playable, and only if a character in his company has a Gold Ring. *Playable only during the site phase. Tap the sage and the site.* Play to test a Gold Ring. No roll (or draw) is used. The player may replace the Gold Ring with any ring from his hand (except for The One Ring). Playable only during site phase. Tap the sage and the site. **(E)** 

# RISKY BLOW - Short-event (C)

Warrior only against one strike. +3 to prowess and -1 to body.

# SACRIFICE OF FORM - Permanent-event (R)

Spell. Wizard only. All of the strikes from one attack against your Wizard's company fail; +3 to any body checks made to determine if the attack is defeated. Discard the Wizard (i.e., he becomes unrevealed) and any non-item cards he controls. Place any items he controls under his card and keep these off to the side (these items are considered to still be in play). If the Wizard is put back into play, return his items to him and place Sacrifice of Form with him. Wizard receives +1 to his prowess, body and direct influence. May not be duplicated on a given Wizard. (E)

#### SECRET ENTRANCE - Short-event (R)

Only playable at the end of the organization phase; may not be played on a company that is moving to a site in a Dark-domain. Tap a sage in the company, and no hazard creatures keyed to the site may be played on the company.

## SECRET PASSAGE - Short-event (C)

Playable only at the end of the organization phase. If the company that it is played on moves to a Ruins & Lairs [1] site, opponent may only play hazard creatures that are keyed to the company's site.

#### STARS - Short-event (U)

Environment. Modify the prowess of one Undead attack by -1.

Alternatively, if Gates of Morning is in play, until the end of the turn, treat one Dark-domain [ as a Shadow-land [ as a Wilderness [ as

## STEALTH - Short-event (C)

Scout only. Tap a scout to play at the end of the organization phase only if the scout's company size is less than three. No creature hazards may be played on his company this turn.

#### STONE OF ERECH - Permanent-event (R)

[MP: 2]

Unique. Playable at the Vale of Erech and if the Men of Lamedon are already in play. Discard if the Men of Lamedon leave play.

# SUN - Long-event (U)

Environment. The prowess of each Dúnadan is modified by +1.

Additionally, if Gates of Morning is in play, the prowess of each automatic-attack and hazard creature is modified by -1 and the prowess of each Man and Dúnadan is modified by +1. Cannot be duplicated.

#### TEMPERING FRIENDSHIP - Short-event (C)

+4 to an influence attempt against a faction.

#### TEST OF FORM - Short-event (C)

Sage only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring.

## TEST OF LORE - Short-event (C)

Sage only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring; subtract one from the result of the roll (or draw).

# THOROUGH SEARCH - Short-event (C)

Scout only. Tap a scout during the site phase to allow another character in his company to play *a minor, major, or gold ring item* normally found at its current site. The company must face any automatic-attack for its current site at least once during this site phase. This does not tap the site, and Thorough Search can be played at a site that is already tapped. **(E)** 

#### TRUE FÁNA - Short-event (R)

Spell. Wizard only. Before resolving an attack against the Wizard's company, make a roll (or draw a #) and add the Wizard's prowess to the result. If the total is greater than the attack's prowess, all of the attack's strikes fail (if the attack has a body, make body checks to determine if the attack is defeated). Otherwise, the attack proceeds normally. Wizard makes a corruption check modified by -3.

## USE PALANTÍR - Short-event (U)

Sage only. Tap sage to enable him to use one Palantír he bears for the rest of the turn. (E)

#### VANISHMENT - Short-event (C)

Spell. Wizard only. Cancels an attack against the Wizard's company. Wizard makes a corruption check modified by -2.

#### VILYA - Short-event (R)

Playable on Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn. (E)

#### WHITE MOUNTAINS - Short-event (C)

Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Old Pûkel-land and Anfalas, Rohan and Lamedon, Rohan and Anfalas, Anórien and Lamedon.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company. (E)

## THE WHITE TREE - Permanent-event (R)

[MP: 5]

Unique. Sage only at Minas Tirith. Playable only if a Sapling of the White Tree is at Minas Tirith. Minas Tirith becomes a Haven [ ] for the purposes of healing and playing hazards. *Discard the* Sapling of the White Tree. (E)

## WIZARD'S FIRE - Short-event (R)

Spell. Wizard only. +5 prowess for the Wizard against one attack. Wizard makes a corruption check modified by -4.

# WIZARD'S FLAME - Short-event (U)

Spell. Wizard only. All attacks against Wizard's company suffer a -2 modification to prowess for the rest of the turn. Wizard makes a corruption check modified by -3.

#### WIZARD'S LAUGHTER - Short-event (U)

Spell. Wizard only *during opponent's site phase*. Automatically cancels an influence check against one of the Wizard's player's characters, followers, factions, allies, or items. Wizard makes a corruption check modified by -2. (E)

#### WIZARD'S RIVER-HORSES - Short-event (U)

Spell. Wizard only. All Nazgûl events are discarded or cancels an attack against a Wizard if he is the only character in the company. Wizard makes a corruption check modified by -2.

# WIZARD'S TEST - Short-event (C)

Spell. Wizard only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring; make two rolls (or draw two #'s) and choose one result to use for the test. Wizard makes a corruption check modified by -1.

## WIZARD'S VOICE - Short-event (R)

Spell. Wizard only. +6 to direct influence for the Wizard for the rest of the turn. Wizard makes a corruption check modified by -3. May not be duplicated on a given Wizard.

# **FACTIONS**

ARMY OF THE DEAD - Special Faction (R)

[MP: 6]

Unique. Playable at Vale of Erech. May only be played by Aragorn II on the same turn that he plays Paths of the Dead. May not be influenced by an opponent. (E)

BEORNINGS - Man Faction (F)

[MP: 2]

Unique. Playable at Beom's House if the influence check is greater than 7. Standard Modifications: Men (+1)

BLUE MOUNTAIN DWARVES - Dwarf Faction (U)

[MP: 3]

Unique. Playable at Blue Mountain Dwarf-hold if the influence check is greater than 9. Standard modifications: Elves (-2), Dwarves (+2).

DUNLENDINGS - Man Faction (F)

[MP: 2

Unique. Playable at Dunnish Clan-hold if the influence check is greater than 9. Standard Modifications: Men (-1), Dúnedain (-1), Dwarves (-1).

EASTERLINGS - Man Faction (R)

[MP: 4

Unique. Playable at Easterling Camp if the influence check is greater than 9. Standard modifications: Dúnedain (-2).

ELVES OF LINDON - Elf Faction (R)

[MP: 2]

Unique. Playable at Grey Havens if the influence check is greater than 9. Standard Modifications: Dúnedain (+1), Elves (+2).

ENTS OF FANGORN - Ent Faction (F)

[MP: 3]

Unique. Playable at Wellinghall if the influence check is greater than 9. Standard Modifications: Hobbits (+4).

THE GREAT EAGLES - Eagle Faction (U)

[MP: 3]

Unique. Playable at Eagles' Eyrie if the influence check is greater than 9. Standard Modifications: none.

HILLMEN - Man Faction (U)

[MP: 1]

Unique. Playable at Cameth Brin if the influence check is greater than 9. Standard Modifications: Men (+1).

HOBBITS - Hobbit Faction (R)

[MP: 1]

Unique. Playable at Bag End if the influence check is greater than 8. Standard Modifications: Hobbits (+4).

IRON HILL DWARVES - Dwarf Faction (F)

[MP: 4]

Unique. Playable at Iron Hill Dwarf-hold if the influence check is greater than 8. Standard Modifications: Elves (-2), Dwarves (+2).

KNIGHTS OF DOL AMROTH - Dúnadan Faction (U)

[MP: 3]

Unique. Playable at Dol Amroth if the influence check is greater than 8. Standard Modifications: Dúnedain (+1).

LOSSOTH - Man Faction (U)

[MP: 2]

Unique. Playable at Lossadan Camp if the influence check is greater than 8. Standard Modifications: Men (+1).

MEN OF ANFALAS - Man Faction (U)

[MP: 2]

Unique. Playable at Lond Galen if the influence check is greater than 8. Standard Modifications: Dúnedain (+1).

MEN OF ANÓRIEN - Man Faction (F)

[MP: 2]

Unique. Playable at Minas Tirith if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

MEN OF DORWINION - Man Faction (U)

[MP: 3]

Unique. Playable at Shrel-kain if the influence check is greater than 6. Standard Modifications: Men (+1).

MEN OF LAMEDON - Man Faction (U)

[MP: 2

Unique. Playable at Vale of Erech if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

MEN OF LEBENNIN - Man Faction (U)

[MP: 2]

Unique. Playable at Pelargir if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

MEN OF NORTHERN RHOVANION - Man Faction (U)

[MP: 2]

Unique. Playable at Lake-town if the influence check is greater than 6. Standard Modifications: Men (+1).

RANGERS OF ITHILIEN - Dúnadan Faction (F)

[MP: 3]

Unique. Playable at Henneth Annûn if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

RANGERS OF THE NORTH - Dúnadan Faction (F)

[MP: 3]

Unique. Playable at Bree if the influence check is greater than 9. Standard Modifications: Dúnedain (+1).

RIDERS OF ROHAN - Man Faction (F)

[MP: 3]

Unique. Playable at Edoras if the influence check is greater than 9. Standard Modifications: Hobbits (+1), Dúnedain (+1).

SOUTHRONS - Man Faction (R)

[MP: 5]

Unique. Playable at the Southron Oasis if the influence check is greater than 8. Standard Modifications: Dúnedain (-2), Elves (-2), Dwarves (-2).

TOWER GUARD OF MINAS TIRITH - Dúnadan Faction (F)

[MP: 2]

Unique. Playable at Minas Tirith if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

VARIAGS OF KHAND - Man Faction (R)

[MP: 4]

Unique. Playable at Variag Camp if the influence check is greater than 9. Standard Modifications: none.

WOOD-ELVES - Elf Faction (F)

[MP: 3]

Unique. Playable at Thranduil's Halls if the influence check is greater than 8. Standard Modifications: Men (-1), Elves (+1), Dwarves (-2).

WOODMEN - Man Faction (U)

[MP: 2]

Unique. Playable at Woodmen-town if the influence check is greater than 7. Standard Modifications: Men (+1).

WOSES OF OLD PÛKEL-LAND - Wose Faction (R)

[MP: 3]

Unique. Playable at Wose Passage-hold if the influence check is greater than 8. Standard Modifications: none.

WOSES OF THE DRÚADAN FOREST - Wose Faction (U)

[MP: 3]

Unique. Playable at Drúadan Forest if the influence check is greater than 9. Standard Modifications: none.

#### **ITEMS**

THE ARKENSTONE - Greater Item (R)

[MP: 2(5); CP: 3]

Unique. +3 to bearer's direct influence against Dwarves and Dwarf factions. If held by a Dwarf, The Arkenstone gives 5 marshalling points and 4 corruption points. The Arkenstone may be tapped to untap a Dwarf character in the same company, but target Dwarf must make a corruption check modified by -2.

ATHELAS - Minor Item (U)

[CP: 1]

A Dúnadan can tap and use this item to heal a character in his company (change from wounded to well, character remains tapped). Aragorn II can also tap and use this item to remove a corruption card from a character in his company. Discard after use.

BEAUTIFUL GOLD RING - Gold Ring Item (C)

[MP: 1; CP: 1]

Discard Beautiful Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: The One Ring (12+); a Dwarven Ring (10, 11, 12+); a Magic Ring (1, 2, 3, 4, 5, 6, 7); a Lesser Ring (any result).

BLACK ARROW - Minor Item (P)

[CP: 1]

Warrior only. Tap Black Arrow to give -1 to the prowess and body of any one attack against bearer's company. When Black Arrow is tapped, discard it if its bearer is not a Man.

BOOK OF MAZARBÛL - Special Item (U)

[MP: 1(5); CP: 2]

Unique. Only playable at Moria. May be stored at a Dwarf-hold for 5 marshalling points. If its bearer is a sage, *tap Book of Mazarbûl* during your organization phase to increase your hand size by 1 until your next untap phase. (E)

# DAGGER OF WESTERNESSE - Minor Item (C)

[CP: 1]

Weapon. +1 to prowess to a maximum of 8.

DURIN'S AXE - Major Item (U)

[MP: 2(4); CP: 2(3)]

Unique. Weapon. +2 prowess (+4 if held by a Dwarf) to a maximum of 9. If held by a Dwarf, 4 marshalling points and 3 corruption points.

# DWARVEN RING OF BARIN'S TRIBE - Special Item (R)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

## DWARVEN RING OF BÁVOR'S TRIBE - Special Item (R)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

# DWARVEN RING OF DRÚIN'S TRIBE - Special Item (R)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2. +2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

## DWARVEN RING OF DURIN'S TRIBE - Special Item (R)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to untap the site he is currently at. Bearer makes a corruption check modified by +2...

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

# DWARVEN RING OF DWÁLIN'S TRIBE - Special Item (R)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Only playable with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search through your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2..

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

# DWARVEN RING OF THÉLOR'S TRIBE - Special Item (U)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

## DWARVEN RING OF THRÁR'S TRIBE - Special Item (U)

[MP: 4(6); CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.

+2 (+7 if held by a Dwarf) to direct influence, +2 (+4 if held by a Dwarf) prowess, +1 body.

#### EARTH OF GALADRIEL'S ORCHARD - Special Item (U)

[MP: (2); CP: 1]

Unique. Only playable at Lórien. 2 marshalling points if stored at Bag End.

### ELF-STONE - Minor Item (C)

[CP: 1]

+2 to direct influence used against an Elf character or an Elf faction. May not be duplicated on a given character.

## ELVEN CLOAK - Minor Item (C)

[CP: 1]

Tap Elven Cloak to cancel one strike against bearer; the strike must be keyed to Wilderness [1]. May not be duplicated on a given character.

### ENT-DRAUGHTS - Special Item (U)

Only playable at Wellinghall in addition to an ally or faction that has been successfully played at Wellinghall this turn (even if Wellinghall is already tapped). +1 to prowess. This item may not be stolen, transferred, or stored. May not be duplicated on a given character. (E)

### FAIR GOLD RING - Gold Ring Item (C)

[MP: 1; CP: 1]

Discard Fair Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: The One Ring (11, 12+); a Dwarven Ring (9, 10, 11, 12+); a Magic Ring (1, 2, 3, 4, 5, 6); a Lesser Ring (any result).

### GLAMDRING - Major Item (U)

[MP: 2; CP: 1]

Unique. Weapon. +3 to prowess to a maximum of 8 (a maximum of 9 against Orcs).

## GREAT-SHIELD OF ROHAN - Major Item (U)

[MP: 2; CP: 2]

Unique. Shield. +2 to body to a maximum of 9. Warrior only: tap Great Shield of Rohan to remain untapped against one strike (unless bearer is wounded by the strike).

## HAUBERK OF BRIGHT MAIL - Major Item (C)

[MP: 2; CP: 1]

Armor. Warrior only: +2 to body to a maximum of 9.

#### HEALING HERBS - Minor Item (C)

[CP: 1]

The bearer can tap and discard this item to heal a character in his company, changing the character's status from wounded to well and untapped.

Alternatively, the bearer can tap and discard this item to untap a character that is not wounded.

HORN OF ANOR - Minor Item (C)

[CP: 1]

+2 to direct influence used against a faction. May not be duplicated on a given character.

THE IRON CROWN - Greater Item (P)

[MP: 4; CP: 5]

Unique. Whenever bearer makes an influence check, he must also make a corruption check. If the bearer is not a Hobbit: he receives +1 to body to a maximum of 10; he receives +4 to direct influence; and he may tap The Iron Crown to cancel an attack by Orcs, Trolls, or Men against his company.

LESSER RING - Special Item (U)

[MP: 2; CP: 1]

Lesser Ring. Playable only with a Gold Ring and after a test indicates Lesser Ring. +2 to direct influence.

MAGIC RING OF COURAGE - Special Item (U)

[MP: 3; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer warrior skill. If the bearer is already a warrior, he gets +2 to prowess. May not be duplicated on a given character.

MAGIC RING OF LORE - Special Item (U)

[MP: 3; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer sage skill. If the bearer is already a sage, he may tap to use a Palantír. May not be duplicated on a given character.

MAGIC RING OF NATURE - Special Item (U)

[MP: 3; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer ranger skill. If the bearer is already a ranger, he may tap to cancel an attack against his company. May not be duplicated on a given character.

MAGIC RING OF STEALTH - Special Item (U)

[MP: 3; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer scout skill. If the bearer is already a scout, he may tap the Magic Ring of Stealth to cancel a strike directed against him. May not be duplicated on a given character.

MAGIC RING OF WORDS - Special Item (U)

[MP: 3; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer diplomat skill. If the bearer is already a diplomat, he gets +3 to direct influence. May not be duplicated on a given character.

MIRUVOR - Minor Item (C)

[CP: 1]

Discard to give +2 body (to a maximum of 10) for all characters in bearer's company until the end of the turn.

THE MITHRIL-COAT - Greater Item (R)

[MP: 4; CP: 2]

Unique. Armor. +3 body (to a maximum of 10).

NARSIL - Greater Item (U)

[MP: 3; CP: 2]

Unique. Weapon. +1 to prowess and direct influence.

### THE ONE RING - Special Item (R)

[MP: 6; CP: 6]

Unique. The One Ring. Playable only with a Gold Ring and after a test indicates The One Ring. +5 prowess (to a maximum of double the bearer's starting prowess). +5 body (to a maximum of 10). +5 to direct influence. Bearer may make a corruption check modified by -2 to cancel a strike; this does not work against Undead and Nazgûl strikes. +1 corruption point to every character in the bearer's company.

#### ORCRIST - Greater Item (U)

[MP: 4; CP: 2]

Unique. Weapon. +3 to prowess to a maximum of 9 (+4 prowess to a maximum of 10 against Orcs).

#### PALANTÍR OF AMON SÛL - Greater Item (R)

[MP: 3(5); CP: 3]

Unique. Palantír. If the bearer's company is ever below 2 characters and the company moves, discard the Palantír. 5 marshalling points if stored in a Haven [\*\*]. With its bearer able to use a Palantír, tap Palantír of Amon Sûl to look at your opponent's hand or tap it to use the abilities of either the Palantír of Annúminas or the Palantír of Elostirion if either one is in play. Bearer makes a corruption check.

#### PALANTÍR OF ANNÚMINAS - Greater Item (R)

[MP: 3; CP: 2]

Unique. Palantír. With its bearer able to use a Palantír, tap Palantír of Annúminas to search through your play deck and discard pile for a "sage only" card. Put this card in your hand. Reshuffle your play deck. Bearer makes a corruption check.

### PALANTÍR OF ELOSTIRION - Special Item (U)

[MP: 2; CP: 2]

Unique. Palantír. Playable only at The White Towers. Discard if the bearer moves. If the bearer is a sage, he may tap Palantír of Elostirion to remove one corruption card from an Elf or a Wizard under your control. Bearer makes a corruption check.

### PALANTÍR OF MINAS TIRITH - Special Item (U)

[MP: 2; CP: 2]

Unique. Palantír. Playable only at Minas Tirith. With its bearer able to use a Palantír, tap Palantír of Minas Tirith to look at the top five cards of your play deck; shuffle these 5 cards and return them to the top of your play deck. do the same to your opponent's play deck. Bearer makes a corruption check.

#### PALANTÍR OF ORTHANC - Special Item (U)

[MP: 2; CP: 2]

Unique. Palantír. Playable only at Isengard. With its bearer able to use a Palantír and with at least 5 cards in your play deck, tap Palantír of Orthanc to choose one card from your discard pile to place in your play deck (reshuffle the play deck). Bearer makes a corruption check.

#### PALANTÍR OF OSGILIATH - Greater Item (R)

[MP: 3(5); CP: 3]

Unique. Palantír. If the bearer's company is ever below 4 character and the company moves, discard. 5 marshalling points if stored in a Haven [\*\*]. With its bearer able to use a Palantír, tap Palantír of Osgiliath to force the discard of any hazard permanent-event or to duplicate the effect of any Palantír in play. Bearer makes a corruption check.

# POTION OF PROWESS - Minor Item (C)

[CP: 1]

Discard to give +1 prowess to all characters in bearer's company until the end of the turn.

PRECIOUS GOLD RING - Gold Ring Item (C)

[MP: 1; CP: 1]

Discard Precious Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: The One Ring (10, 11, 12+); a Dwarven ring (8, 9, 10, 11, 12+); a Magic Ring (1, 2, 3, 4, 5); a Lesser Ring (any result).

RED ARROW - Major Item (U)

[MP: 2; CP: 2]

Unique. Bearer may automatically influence the Riders of Rohan. +5 to the bearer's direct influence against any character with Edoras as a home site.

RED BOOK OF WESTMARCH - Special Item (U)

[MP: (1); CP: 1]

Unique. Only playable at Bag End. +2 to direct influence against a Hobbit character or faction. 1 marshalling point if stored at a Haven.

SAPLING OF THE WHITE TREE - Major Item (U)

[MP: 1(2); CP: 1]

Not playable in a Shadow-hold [ ] or Dark-hold [ ]. May be stored at Minas Tirith. 2 marshalling points if stored at Minas Tirith.

SCROLL OF ISILDUR - Greater Item (U)

[MP: 4; CP: 3]

Unique. When a Gold Ring is tested in a company with the Scroll of Isildur, the result of the roll (or draw) is modified by +2.

SHIELD OF IRON-BOUND ASH - Minor Item (C)

[CP: 1]

Shield. +1 to body to a maximum of 8. Tap Shield of Iron-bound Ash to gain +1 prowess against one strike.

STAR-GLASS - Minor Item (U)

[CP: 1]

Tap bearer of Star-glass to cancel an attack by Undead or to modify the prowess of a spiders, animals, or wolves attack by -2. Bearer makes a corruption check.

STING - Minor Item (U)

[CP: 1]

Unique. Weapon. +1 prowess to a maximum of 8, +2 to a Hobbit's prowess to a maximum of 8.

SWORD OF GONDOLIN - Major Item (C)

[MP: 2; CP: 2]

Weapon. Warrior only: +2 to prowess to a maximum of 8.

TORQUE OF HUES - Major Item (U)

[MP: 2; CP: 2]

Unique. Tap Torque of Hues and its bearer to cancel an attack against his company. Bearer makes a corruption check.

WIZARD'S RING - Special Item (R)

[MP: 2; CP: 4]

Wizard only. Playable only at a Haven [4]. Cannot be stored, stolen or transferred. May not be duplicated on a given Wizard. Bearer makes a corruption check when this item is played. +5 to direct influence. (E)

## **SITES**

AMON HEN - Ruins & Lairs [1] (Rohan)

[opponent draws/you draw: 1/1]

Nearest Haven: Lórien Site Path: (1)

Playable: Information, Items (minor)

Automatic-attack: Undead: 1 strikes with 6 prowess; each character wounded must make a corruption check.

BANDIT LAIR - Ruins & Lairs [h] (Brown Lands) (F) [opponent draws/you draw: 2/1]

Nearest Haven: Lórien Site Path: (1)

Playable: Items (minor, gold ring)

Automatic-attack: Men 3 strikes with 6 prowess

BARAD-DÛR - Dark-hold [ (Gorgoroth) (F)

[opponent draws/you draw: 6/3]

Nearest Haven: Lórien

Site Path: (1) (1) (1) (1) (2) (1)

Playable: Items (minor, major, greater)

Automatic-attacks (2): Orcs 4 strikes with 7 prowess; Trolls 3 strikes with 9 prowess Special:

Any company moving to Barad-dûr has its hazard limit modified by +2.

BARROW-DOWNS - Ruins & Lairs [1] (Cardolan) (F)

[opponent draws/you draw: 2/1] Nearest Haven: Rivendell

on D. A. (T)(T)

Site Path: 🗓 🗓

Playable: Items (minor, major)

Automatic-attack: Undead 1 strike with 8 prowess; each character wounded must make a corruption check.

BEORN'S HOUSE - Free-hold [11] (Anduin Vales) (F)

[opponent draws/you draw: 1/1]

Nearest Haven: Lórien Site Path: (1)

BLUE MOUNTAIN DWARF-HOLD - Free-hold [1] (Númeriador) (U)

[opponent draws/you draw: 1/1] Nearest Haven: Grey Havens

Site Path: 🕮 🏵

BREE - Border-hold [14] (Arthedain) (F) [opponent draws/you draw: 1/1]

Nearest Haven: Rivendell

Site Path: 🛈 🗓

Nearest Haven: Edhellond

Site Path:

CAMETH BRIN - Border-hold [4] (Rhudaur) (U) [opponent draws/you draw: 1/1] Nearest Haven: Rivendell Site Path: CARN DÛM - Dark-hold [■] (Angmar) (R) [opponent draws/you draw: 3/2] Nearest Haven: Rivendell Site Path: Playable: Items (minor, major, greater) Automatic-attack: Orcs 4 strikes with 7 prowess CAVES OF ÛLUND - Ruins & Lairs [1] (Withered Heath) (U) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: (1) (1) (1) Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon 1 strikes with 13 prowess CIRITH UNGOL - Dark-hold [ [ (Imlad Morgul) (R) [opponent draws/you draw: 4/3] Nearest Haven: Lórien Site Path: (1) (1) (1) (1) Playable: Items (minor, major, greater) Automatic-attack: Orcs 4 strikes with 7 prowess DANCING SPIRE - Ruins & Lairs [1] (Withered Heath) (U) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: (1) (1) (1) Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon 2 strikes with 11 prowess DEAD MARSHES - Shadow-hold [ (Dagorlad) (U) [opponent draws/you draw: 3/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major, greater) Automatic-attack: Undead 2 strikes with 8 prowess; each character wounded must make a corruption check. DIMRILL DALE - Ruins & Lairs [1] (Redhorn Gate) (U) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: Playable: Information Automatic-attack: Orcs 1 strikes with 6 prowess DOL AMROTH - Free-hold [11] (Belfalas) (C) [opponent draws/you draw: 1/1]

DOL GULDUR - Dark-hold [ ] (Southern Mirkwood) (R) [opponent draws/you draw: 4/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major, greater) Automatic-attacks (2): Orcs 3 strikes with 7 prowess; Trolls 2 strikes with 8 prowess DRÚADAN FOREST - Border-hold [4] (Anórien) (C) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) DUNHARROW - Border-hold [1] (Rohan) (R) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: DUNNISH CLAN-HOLD - Border-hold [1] (Dunland) (F) [opponent draws/you draw: 2/2] Nearest Haven: Rivendell Site Path: (1) (1) EAGLES' EYRIE - Free-hold [1] (Anduin Vales) (C) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: EASTERLING CAMP - Border-hold [11] (Horse Plains) (R) [opponent draws/you draw: 4/4] Nearest Haven: Lórien Site Path: (1) EDHELLOND - Haven [ (Anfalas) (F, C) [opponent draws/you draw: 2/2] Site path from Grey Havens: Site path from Lórien: (1) (1) (10) (10) (11) EDORAS - Free-hold [1] (Rohan) (F) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: ETTENMOORS - Ruins & Lairs [1] (Rhudaur) (C) [opponent draws/you draw: 1/1]

ETTENMOORS - Ruins & Lairs [1] (Rhudaur) (C) [opponent draws/you draw: 1/1]
Nearest Haven: Rivendell
Site Path: 1
Playable: Items (minor)
Automatic-attack: Troll 1 strike with 9 prowess

Nearest Haven: Lórien Site Path: (1) (1) (1) (1)

GLADDEN FIELDS - Ruins & Lairs [1] (Anduin Vales) (C) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: Playable: Items (gold ring) Automatic-attack: Undead 1 strike with 8 prowess; each character wounded must make a corruption check. GLITTERING CAVES - Ruins & Lairs [1] (Gap of Isen) (U) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major) Automatic-attack: Pûkel-man 1 strike with 9 prowess GOBLIN-GATE - Shadow-hold [1] (High Pass) (F) [opponent draws/you draw: 2/1] Nearest Haven: Rivendell Site Path: Playable: Items (minor, gold ring) Automatic-attack: Orcs 3 strikes with 6 prowess GREY HAVENS - Haven [ ] (Lindon) (F, C) [opponent draws/you draw: 2/2] Site path from Rivendell: (1) Site path from Edhellond: (1) Garage HENNETH ANNÛN - Border-hold [1] (Ithilien) (F) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (A) (B) (A) HIMRING - Ruins & Lairs [1] (Elven Shores) (U) [opponent draws/you draw: 1/1] Nearest Haven: Grey Havens Site Path: 🔟 🐷 Playable: Items (minor, major) Automatic-attack: Undead 1 strike with 8 prowess; each character wounded must make a corruption check. IREROCK - Ruins & Lairs [1] (Withered Heath) (U) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: (1) (1) (1) Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon 1 strikes with 14 prowess IRON HILL DWARF-HOLD - Free-hold [11] (Iron Hills) (F) [opponent draws/you draw: 3/3]

ISENGARD - Ruins & Lairs [11] (Gap of Isen) (F) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major, gold ring) Automatic-attack: Wolves 3 strikes with 7 prowess ISLES OF THE DEAD THAT LIVE - Ruins & Lairs [1] (Eriadoran Coast) (R) [opponent draws/you draw: 2/1] Nearest Haven: Grey Havens Site Path: 🔟 🐷 🐷 Playable: Items (minor, major, gold ring) Automatic-attack: Undead 2 strikes with 8 prowess; each character wounded must make a corruption check. LAKE-TOWN - Border-hold [4] (Northern Rhovanion) (C) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) (1) (1) LOND GALEN - Border-hold [4] (Anfalas) (C) [opponent draws/you draw: 1/1] Nearest Haven: Edhellond Site Path: THE LONELY MOUNTAIN - Ruins & Lairs [1] (Northern Rhovanion) (F) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) (11) (11) Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon 1 strike with 14 prowess LÓRIEN - Haven [ (Wold and Foothills) (F, C) [opponent draws/you draw: 2/2] Site path from Rivendell: Site path from Edhellond: ( ) ( ) ( ) ( ) ( ) ( ) ( ) LOSSADAN CAIRN - Ruins & Lairs [1] (Forochel) (C) [opponent draws/you draw: 2/2] Nearest Haven: Rivendell Site Path: (1) Playable: Items (minor, major, greater\*) \*-Palantíri only Automatic-attack: Undead 2 strikes with 8 prowess; each character wounded must make a corruption check. LOSSADAN CAMP - Border-hold [1] (Forochel) (C) [opponent draws/you draw: 2/2] Nearest Haven: Rivendell Site Path: (1)

MINAS MORGUL - Dark-hold [ ] (Imlad Morgul) (R) [opponent draws/you draw: 4/3] Nearest Haven: Lórien Site Path: (1) (1) (1) (1) Playable: Items (minor, major, greater) Automatic-attack: Undead 3 strikes with 8 prowess; each character wounded must make a corruption check. MINAS TIRITH - Free-hold [11] (Anórien) (F) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) MORIA - Shadow-hold [ (Redhorn Gate) (F) [opponent draws/you draw: 3/2] Nearest Haven: Lórien Site Path: Playable: Items (minor, major, greater, gold ring) Automatic-attack: Orcs 4 strikes with 7 prowess MOUNT DOOM - Shadow-hold [ (Gorgoroth) (U) [opponent draws/you draw: 6/3] Nearest Haven: Lórien Site Path: (1) (1) (1) (1) Special: Any company moving to mount doom has its hazard limit modified by +2 and hazard creatures may always be played keyed to the site regardless of any other cards played. MOUNT GRAM - Shadow-hold [ (Angmar) (U) [opponent draws/you draw: 3/2] Nearest Haven: Rivendell Site Path: Playable: Items (minor, major) Automatic-attack: Orcs 3 strikes with 6 prowess MOUNT GUNDABAD - Shadow-hold [1] (Gundabad) (U) [opponent draws/you draw: 3/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major, greater) Automatic-attack: Orcs 2 strikes with 8 prowess OLD FOREST - Border-hold [11] (Cardolan) (U) [opponent draws/you draw: 1/1] Nearest Haven: Rivendell Site Path: Special: Healing effects affect all characters at the site. (E) OST-IN-EDHIL - Ruins & Lairs [1] (Hollin) (U) [opponent draws/you draw: 1/1] Nearest Haven: Rivendell

Site Path: (1)

Playable: Items (minor, gold ring)

Automatic-attack: Wolves 3 strikes with 5 prowess

Site Path: (1)

PELARGIR - Free-hold [11] (Lebennin) (C) [opponent draws/you draw: 2/2] Nearest Haven: Edhellond Site Path: (1) RHOSGOBEL - Free-hold [11] (Southern Mirkwood) (F) [opponent draws/you draw: 3/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor) Special: Healing effects affect all characters at the site. (E) RIVENDELL - Haven [ ] (Rhudaur) (F, C) [opponent draws/you draw: 2/2] Site path from Lórien: (1) (1) (1) Site path from Grey Havens: (11) RUINED SIGNAL TOWER - Ruins & Lairs [1] (Enedhwaith) (F) [opponent draws/you draw: 2/2] Nearest Haven: Rivendell Site Path: (1) Playable: Items (minor, major) Automatic-attack: Spiders 2 strikes with 8 prowess SARN GORIWING - Shadow-hold [ [ (Heart of Mirkwood) (C) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major) Automatic-attack: Orcs 3 strikes with 5 prowess SHELOB'S LAIR - Shadow-hold [ [ (Imlad Morgul) (R) [opponent draws/you draw: 4/3] Nearest Haven: Lórien Site Path: (1) (1) (1) (1) Playable: Items (minor, major) Automatic-attack: Orcs 2 strikes with 8 prowess SHREL-KAIN - Border-hold [1] (Dorwinion) (C) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: ( ) ( ) ( ) SOUTHRON OASIS - Border-hold [11] (Harondor) (R) [opponent draws/you draw: 2/2] Nearest Haven: Edhellond

THE STONES - Ruins & Lairs [1] (Andrast) (R) [opponent draws/you draw: 1/1] Nearest Haven: Edhellond Site Path: (1) Playable: Items (minor, major, greater) Automatic-attack: Pûkel-men 2 strikes with 9 prowess STONE-CIRCLE - Ruins & Lairs [1] (Old Pûkel Gap) (R) [opponent draws/you draw: 1/1] Nearest Haven: Edhellond Site Path: Playable: Information Items (minor) Automatic-attack: Pûkel-man 1 strike with 9 prowess THRANDUIL'S HALLS - Free-hold [11] (Woodland Realm) (F) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: TOLFALAS - Ruins & Lairs [1] (Mouths of the Anduin) (R) [opponent draws/you draw: 2/2] Nearest Haven: Edhellond Site Path: (1) Playable: Items (minor, major, greater\*) \* - Scroll of Isildur only. (E) Automatic-attack: Undead 3 strikes with 7 prowess; each character wounded must make a corruption check. VALE OF ERECH - Border-hold [1] (Lamedon) (R) [opponent draws/you draw: 1/1] Nearest Haven: Edhellond Site Path: VARIAG CAMP - Border-hold [1] (Khand) (R) [opponent draws/you draw: 4/3] Nearest Haven: Edhellond Site Path: (1) (1) (2) (1) WEATHERTOP - Ruins & Lairs [1] (Arthedain) (F) [opponent draws/you draw: 1/1] Nearest Haven: Rivendell Site Path: Playable: Information Automatic-attack: Wolves 2 strikes with 6 prowess WELLINGHALL - Free-hold [11] (Fangorn) (F) [opponent draws/you draw: 1/1] Nearest Haven: Lórien Site Path: THE WHITE TOWERS - Ruins & Lairs [1] (Arthedain) (U) [opponent draws/you draw: 1/1] Nearest Haven: Rivendell Site Path:

Automatic-attack: Wolves 2 strikes with 6 prowess

THE WIND THRONE - Ruins & Lairs [1] (Grey Mountain Narrows) (F)

[opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) (2)

Playable: Information, Items (minor, major) Automatic-attack: Orcs 3 strikes with 7 prowess

WOODMEN-TOWN - Border-hold [1] (Western Mirkwood) (C)

[opponent draws/you draw: 2/2]

Nearest Haven: Lórien Site Path: (1)

WOSE PASSAGE-HOLD - Border-hold  $[\begin{tabular}{c} \begin{tabular}{c} \begin{tabular}{$ 

[opponent draws/you draw: 2/2] Nearest Haven: Edhellond

Site Path: (1)

# THE DRAGONS

### **CHARACTERS**

BRAND - Warrior/Diplomat Man (U)

[MP: 2; Mind: 6; DI: 2; P/B: 4/9; Home Site: Dale]

Unique. +2 direct influence against Men of Dale faction.

FRAM FRAMSON - Warrior/Ranger Man (R)

[MP: 2; Mind: 5; DI: 0; P/B: 6/8; Home Site: Framsburg]

Unique. He may not be one of the starting characters. He may only be brought into play at his home site. +3 prowess against Dragon and Drake attacks.

GALDOR - Ranger/Diplomat Elf (U)

[MP: 2; Mind: 5; DI: 2; P/B: 2/9; Home Site: Grey Havens]

Unique. +1 direct influence against Elves and Elf factions.

IORETH - Sage Dúnadan (U)

[MP: -; Mind: 1; DI: 1; P/B: 0/7; Home Site: Minas Tirith]

Unique. Healing effects affect all characters in her company. (E)

THRÁIN II - Warrior/Ranger/Sage Dwarf (R)

[MP: 3; Mind: 9; DI: 2; P/B: 7/8; Home Site: None]

Unique. +3 direct influence against Dwarves and Dwarf factions.

## HAZARD CREATURES

BAIRANAX - Creature (R)

[MP: 3; P/B: 14/7]

Unique. May be played at Ovir Hollow. Dragon. Two strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Withered Heath, Gundabad, Anduin Vales, and Grey Mountain Narrows; may also be played at sites in these regions.

CARRION BIRDS - Creature (C)

[MP: 1; P/B: 6/-]

May be played keyed to Wilderness [ after any Orc, Troll, or Man attack keyed to Wilderness [ and against the same company.

Animals. Each character in the company faces one strike. Any character wounded by Carrion Birds makes two body checks instead of one, both checks modified by -1.

CAVE WORM - Creature (C)

[MP: 1; P/B: 16/-]

Drake. One strike. May be played keyed to Redhorn Gate, High Pass, Gap of Isen, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, Númeriador, and Iron Hills.

DIRE WOLVES - Creature (C)

[MP: 1; P/B: 8/-; Playable: double Wilderness [ and Shadow-lands [ ]]]

Wolves. Four strikes.

Two Wildernesses [1] in site path are required.

## DUNLENDING RAIDERS - Creature (C)

[MP: 1; P/B: 8/-]

Men. Five strikes. Playable keyed to Enedhwaith, Cardolan, Hollin, Rhudaur, and Dunland; and may also be played at Ruins & Lairs [1] in these regions.

# ËARCARAXË - Creature (C)

[MP: 4; P/B: 17/7]

Unique. May be played at Isle of the Ulond. Dragon. Two strikes. Attacker chooses defending characters.

If Doors of Night is in play, may also be played keyed to Andrast Coast, Bay of Belfalas, Eriadoran Coast, and Andrast; and may also be played at sites in these regions.

### GOTHMOG - Creature (R)

[MP: 3; P/B: 14/9; Playable: Dark-domains [ and Dark-holds [ ]

Unique. Troll. One strike. May also be played following an Orc or Troll attack in a Shadow-land [ ] or Shadow-hold [ ].

## HOBGOBLINS - Creature (C)

Orcs. Two strikes.

Two Wildernesses [ ] in site path are required.

# ICE-DRAKE - Creature (C)

[MP: 1; P/B: 15/-]

Drake. Two strikes. May be played keyed to Elven Shores, Forochel, Angmar, Gundabad, Grey Mountain Narrows, and Withered Heath

## ITANGAST - Creature (R)

[MP: 6; P/B: 18/8]

Unique. May be played at Gold Hill. Dragon. Three strikes.

If Doors of Night is in play, may also be played keyed to Withered Heath, Iron Hills, Northern Rhovanion, Grey Mountain Narrows; may also be played at sites in these regions.

## LAND-DRAKE - Creature (C)

[MP: 1; P/B: 8/-; Playable: Wilderness [ ] and Ruins & Lairs [ ]

Drake. One strike. Attacker chooses defending characters.

### LESSER SPIDERS - Creature (C)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Shadow-lands [ ], and Ruins & Lairs [ ] Spiders. Four strikes.

### LIGHT-DRAKE - Creature (C)

[MP: 1; P/B: 8/-; Playable: Wilderness [1] and Ruins & Lairs [1]]

Drake. Two strikes.

## MARSH-DRAKE - Creature (C)

[MP: 1; P/B: 11/-; Playable: Shadow-lands [ and Coastal Seas [ ]

Drake. Two strikes.

#### MORGUL-RATS - Creature (R)

[MP: 1; P/B: 2/5]

Animals. 15 strikes. Only playable at a Shadow-hold [a] or at a Dark-hold [a], and only if a character in the company is wounded or Doors of Night is in play.

RAIN-DRAKE - Creature (C)

Drake. One strike.

Three Wildernesses [1] in site path are required.

May also be played at a Ruins & Lairs [1] that has two Wildernesses [1] or one Coastal Sea [1] in its site path.

SAND-DRAKE - Creature (U)

[MP: 1; P/B: 12/-]

Drake. Three Strikes. Attacker chooses defending characters. May be played keyed to Khand and Harondor. If Doors of Night is in play, may also be played keyed to Ithilien, Nurn, and Horse Plains.

SCATHA - Creature (R)

[MP: 5; P/B: 15/9]

Unique. May be played at Gondmaeglom. Dragon. Three strikes.

If Doors of Night is in play, may also be played keyed to Withered Heath, Woodland Realm, Northern Rhovanion, and Grey Mountain Narrows; and may also be played at sites in these regions.

SCORBA - Creature (R)

[MP: 3; P/B: 12/8]

Unique. May be played at Zarak Dûm. Dragon. Three strikes. Attacker chooses defending characters.

If Doors of Night is in play, may also be played keyed to Forochel, Angmar, Gundabad; may also be played at sites in these regions.

SEA SERPENT - Creature (C)

[MP: 2; P/B: 14/6; Playable: Coastal Seas [

Drake. Two strikes.

THUNDER'S COMPANION - Creature (C)

Giants. Three strikes.

Two Wildernesses [ ] in site path are required.

TRUE COLD-DRAKE - Creature (C)

[MP: 1; P/B: 14/-]

Drake. Two strikes. May be played keyed to Númeriador, Forochel, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, and Iron Hills.

TRUE FIRE-DRAKE - Creature (C)

Drake. Two strikes.

Three Wildernesses [1] in site path are required (only two Wildernesses [1] are required if Doors of Night is in play).

WERE-WORM - Creature (R)

Drake. One strike. Attacker chooses defending characters. Defending company must discard one item of attacker's choice for each character wounded by Were-worm.

Three Wildernesses [ in site path are required.

### WILD FELL BEAST - Creature (R)

Drake. Three strikes. Attacker chooses defending characters. Unless this attack is cancelled, all untapped characters in defending company are tapped following attack. Two Shadow-lands [ in site path are required.

## WINGED COLD-DRAKE - Creature (U)

Drake. Two Strikes. Attacker chooses defending characters.

Three Wildernesses [ • ] in site path are required.

## WINGED FIRE-DRAKE - Creature (U)

Drake. Two strikes. Attacker chooses defending characters. Three Wildernesses [1] or two Shadow-lands [1] in site path are required.

### WOLF-RIDERS - Creature or Short-event (C)

[MP: 1; P/B: 8/-]

Orcs. May be played following any Orc attack not keyed to a site. Three strikes. If played as a short-event, modify the prowess and strikes of a Wolf attack by +1.

### HAZARD EVENTS

### AGBURANAR AHUNT - Long-event (U)

[MP: 4]

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 3 strikes at 13/8.

If Doors of Night is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.

# AGBURANAR AT HOME - Permanent-event (R)

[MP: 4

Unique. Unless Agburanar Ahunt is in play, Caves of Ûlund has an additional automatic-attack: Dragon - 2 strikes at 16/9. In addition, one unique Dragon manifestation played against each company does not count against the hazard limit.

### BAIRANAX AHUNT - Long-event (U)

[MP: 31

Unique. Any company moving in Withered Heath, Gundabad, Anduin Vales, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 3 strikes at 12/6 (attacker chooses defending characters).

If Doors of Night is in play, this attack also affects: Northern Rhovanion, Iron Hills, Southern Rhovanion, and Angmar.

### BAIRANAX AT HOME - Permanent-event (R)

[MP: 3]

Unique. Unless Bairanax Ahunt is in play, Ovir Hollow has an additional automatic-attack: Dragon - 2 strikes at 15/7. In addition, the hazard limit against any company facing one or more animal hazard creature attacks is increased by one.

### BLACK BREATH - Permanent-event (R)

[CP: 3]

Corruption. Place with any wounded character in a company that just faced a Nazgûl attack; the character receives 3 corruption points. Target character makes a body check during each of his organization phases.

Whenever target creature would normally heal, he instead makes a roll (or draws a #): if the result is greater than 10, he heals normally and this card is removed. The roll is modified by +2 if the character is at a Haven [\*\*] and by +2 for each sage in his company that taps in support.

## CRUEL CARADHRAS - Short-event (U)

Playable on a company using region movement to move through one of the following regions (and not stopping at a site therein): High Pass, Redhorn Gate, Angmar, Gundabad, Grey Mountain Narrows, or *Imlad* Morgul. Each character in target company must face one strike (not an attack) of 8 prowess which cannot be cancelled. Any resulting body check is modified by +1. **(E)** 

## DAELOMIN AHUNT - Long-event (U)

[MP: 4]

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 4 strikes at 11/7 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Brown Lands, Southern Rhovanion, Dorwinion, Dagorlad, and Horse Plains.

#### DAELOMIN AT HOME - Permanent-event (R)

[MP: 4]

Unique. Unless Daelomin Ahunt is in play, Dancing Spire has an additional auto-attack: Dragon - 3 strikes at 14/8. In addition, you may discard this card from play during opponent's movement/hazard phase (not counting against the hazard limit) to increase the hazard limit against one company by two.

#### DEFTNESS OF AGILITY - Short-event (R)

A Dragon can assign a strike (with a -3 modification to its prowess) to a character already assigned to receive one of its strikes. Alternatively, a manifestation of Bairanax can direct such a strike with no prowess modification.

### DRAGON'S BLOOD - Short-event (C)

Playable on a character facing a Dragon or Drake strike (before the dice are rolled to resolve the strike). If the strike fails, the target character must make a body check modified by -1 if he has armor, by -1 if he has a shield, and by -1 if he has a helmet. Cannot be duplicated on a given character.

#### DRAGON'S BREATH - Short-event (U)

Playable on an attack by a True Fire-drake, by a Winged Fire-drake, or by any manifestation of Itangast, Leucaruth, Scorba, or Smaug (must be played before strikes are assigned). Each character in the company being attacked must immediately face one strike equal to the attack's prowess. Instead or using prowess against the strike, each character uses his body modified by +1 if he has a shield, by +1 is he has a helmet, and by +3 if he taps. The target attack which follows receives +1 body and -2 prowess. Cannot be duplicates on a given attack.

### DRAGON'S CURSE - Permanent-event (C)

[CP: 2]

Corruption. Dark enchantment. Playable on a non-Wizard character facing a strike from a Dragon hazard creature attack. The strike's prowess is modified by -1. The character receives 2 corruption points. The target character makes a corruption check at the end of his untap phase. Cannot be duplicated on a given character.

During his organization phase, a sage in the target character's company may tap to attempt to remove this card. Make a roll (or draw a #): if this result is greater than 6, discard this card.

#### DRAGON'S TERROR - Short-event (U)

Dark enchantment. Playable on a Dragon or Drake hazard creature attack before the strikes are assigned. For each card you discard from your hand when Dragon's Terror is declared, target one non-Wizard character of your choice in the defending company and make a roll (or draw a #)—add +2 for a Dragon attack. If the result is greater than the character's mind, the character taps. Each card discarded in this fashion counts as one against the company's hazard limit.

### DRAGON-SICKNESS - Short-event (C)

Playable on a character bearing a major or greater item. Character makes a corruption check modified by -1.

## ËARCARAXË AHUNT - Long-event (U)

[MP: 4]

Unique. Any company moving in Andrast Coast, Bay of Belfalas, Eriadoran Coast, and/or Andrast immediately faces one Dragon attack (considered a hazard creature attack) - 3 strikes at 15/6 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Old Pûkel-land, Enedhwaith, Anfalas, and any Coastal Sea region [ (or region type).

## ËARCARAXË AT HOME - Permanent-event (R)

[MP: 4]

Unique. Unless Ëarcaraxë Ahunt is in play, Isle of the Ulond has an additional automatic-attack: Dragon - 2 strikes at 18/7 (attacker chooses defending characters).

In addition, the hazard limit against any moving company with a Coastal Sea region [ in its site path is increased by one.

#### EXILE OF SOLITUDE - Short-event (R)

One strike of an at home manifestation of any unique Dragon can attempt to capture a non-Wizard character. This strike's prowess is modified by -1. If this strike is successful, it forces the discard of the character (with no body check) and all cards he controls.

Alternatively, all strikes of Earcaraxe at Home attempt to capture all non-Wizard characters defending against her strikes.

## FEVER OF UNREST - Short-event (R)

A Dragon hazard creature can attack a company with four Wildernesses [1] in its site path. Alternatively, Leucaruth can attack a company with three Wildernesses [1] in her site path.

# FOOLISH WORDS - Permanent-event (C)

Any riddling roll, offering attempt, or influence attempt by the target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares a riddling, offering, or influence attempt. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 7, discard this card.

### FRENZY OF MADNESS - Short-event (R)

Playable on a Shadow-hold [ not in Gorgoroth, Nurn, Ûdun, or Imlad Morgul. If you discard (from your hand) a hazard creature playable at the site, one Dragon hazard creature may be played this turn keyed to the site.

Alternatively, Daelomin may be played at the site this turn (without discarding a creature).

#### FROM THE PITS OF ANGBAND - Long-event (U)

At the end of each turn, each player may take one unique Dragon manifestation or one Drake hazard creature from his discard pile and shuffle it into his play deck.

Alternatively, if Doors of Night is in play, at the end of each turn, each player may return one unique Dragon manifestation and/or one Drake hazard creature from his discard pile to his hand.

Cannot be duplicated.

### HALF AN EYE OPEN - Short-event (C)

Playable on a Dragon or Drake attack (before the strikes are assigned). Attacker may choose defending non-Wizard character to face the first strike assigned from the attack.

Alternatively, it may be revealed as an on-guard card when a burglary attempt is announced - this attempt is modified by -5.

### HOST OF BATS - Long-event (U)

Against each company, one Orc hazard creature may be played that does not count towards the hazard limit. Any character wounded by an Orc attack makes an additional body check modified by -1.

Additionally, if Shadow of Mordor is in play, any character wounded by an attack keyed to (or an automatic-attack at) a Shadow-hold [ ] or a Dark-hold [ ] makes an additional body check modified by -2.

Cannot be duplicated.

#### ICY TOUCH - Permanent-event (C)

[CP: 2]

The prowess of one Undead attack is modified by +1.

Corruption. The next character wounded by the attack (on whom a corruption card has not already been played this turn) receives 2 corruption points (place this card with the character). Discard Icy Touch if it is not played with a character.

During his organization phase, a character with this card may tap and attempt to remove it. Make a roll (or draw a #): if this result is greater than a 6, discard this card.

#### INCITE DENIZENS - Short-event (C)

Creates an additional automatic-attack at a Ruins & Lairs [1] until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack of your choice at the site. This automatic-attack is faced after the automatic-attack it duplicates.

Cannot be duplicated on a given site.

#### INCITE MINIONS - Short-event (C)

Creates an additional automatic-attack at a Shadow-hold [ ] or Dark-hold [ ] until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack of your choice at the site. This automatic-attack is faced after the automatic-attack it duplicates. Cannot be duplicated on a given site.

#### IREFUL FLAMES - Permanent-event (P)

Affects the following sites: The Lonely Mountain, Irerock, Zarak Dûm, and Gold Hill. For any item to be played at one of these sites, its player must remove an item in his hand from play that would itself be playable at the site. Cannot be revealed as an on-guard card. Discard Ireful Flames when any play deck is exhausted.

### ITANGAST AHUNT - Long-event (U)

[MP: 6]

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hill, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 4 strikes at 16/7.

If Doors of Night is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.

### ITANGAST AT HOME - Permanent-event (R)

[MP: 6

Unique. Unless Itangast Ahunt is in play, Gold Hill has an additional automatic-attack: Dragon - 3 strikes at 19/8. In addition, each greater item gives an additional corruption point.

### KNOWN TO AN OUNCE - Permanent-event (R)

Playable on a site that contains a hoard or on a Dragon at home manifestation. If any item is played at the site or at the site associated with the Dragon at home manifestation, the site's automatic-attacks are again faced.

Discard this card when the associated site or Dragon manifestation leaves play. Cannot be duplicated on a given site or Dragon Manifestation.

#### LEFT BEHIND - Short-event (U)

Playable on a non-Wizard character whose company is facing an attack of five strikes or more. Following the attack, character splits off into a different company with the same site path as the company in which he was.

He faces a separate movement/hazard phase this turn with a hazard limit of one. He may rejoin his original company following all movement/hazard phases.

### LEUCARUTH AHUNT - Long-event (U)

[MP: 4]

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 3 strikes at 14/7.

If Doors of Night is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.

## LEUCARUTH AT HOME - Permanent-event (R)

[MP: 4]

Unique. Unless Leucaruth Ahunt is in play, Irerock has an additional automatic-attack: Dragon - 2 strikes at 17/8. In addition, only one unique Dragon manifestation may be played per turn.

### MANY SORROWS BEFALL - Short-event (R)

Unique. Forces the discard of one resource long-event.

Alternatively, can target and cancel one resource short-event declared earlier in the same chain of effects (i.e. before the resource short-event resolves).

# MEMORIES STOLEN - Permanent-event (R)

Dark enchantment. A non-Wizard character facing a strike from a Dragon hazard creature attack loses all skills while bearing this card. The strike's prowess is modified by -3. Cannot be duplicated on a given character. If at a Haven [ during his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 8, discard this card. Modify the roll by +1 for each character in his company that taps in support.

#### NO ESCAPE FROM MY MAGIC - Permanent-event (R)

Playable on any *unique* faction in play. On the turns after it is played, this card affects the region that contains the site where this faction is playable and all adjacent regions. Each company moving with region cards using one or more of such regions must make a roll (or draw a #) modified by +2 for each ranger in the company, by +1 for each scout, and by +1 for each diplomat. If the result is 12 or less, the company must do nothing during the site phase. Cannot be duplicated on a given faction. **(E)** 

### NOOSE OF THE SEA - Long-event (U)

Affects each company with a Coastal Sea [ in its site path. The on-going effects of all resource short-events that were played during the organization phase are cancelled for the duration of the movement/hazard phase and the site phase. Such short-events have no effect on this card (i.e., it may not be cancelled by such a short-event).

#### PARSIMONY OF SECLUSION - Short-event (R)

Return any unique Dragon manifestation to your hand from your discard pile.

Alternatively, return any manifestation of Agburanar to your hand from your discard pile and increase the hazard limit by two.

### PASSION OF WRATH - Short-event (R)

A strike from a Dragon attack is modified by +2 prowess and -1 body.

Alternatively, a strike from an attack by a manifestation of Smaug is modified by +4 prowess and -2 body.

### PERIL RETURNED - Long-event (C)

If Gates of Morning is not in play, Doors of Night is considered to be in play.

If Gates of Morning is in play, it is considered to be out of play while Peril Returned is in play. Gates of Morning may still be removed normally (e.g., through the use of Twilight, Doors of Night, etc.).

#### PROWESS OF AGE - Short-event (R)

Targets and cancels any effect (declared earlier in the same chain of effects) that would cancel an attack from a unique Dragon manifestation.

Alternatively, gives a prowess bonus to a Dragon or Drake attack (must be played before its strikes are assigned) dictated by the number of Prowess of Age cards played on the attack; +1 prowess if 1 played; +4 if 2 played; +9 if 3 played.

### PROWESS OF MIGHT - Short-event (R)

A Dragon attack is modified by +1 to prowess and +1 to body.

Alternatively, an attack by a manifestation of Scatha is modified by +2 to prowess and +2 to body.

#### RUMOR OF WEALTH - Short-event (U)

Playable on a Ruins & Lairs [1] that is not a Dragon's lair. Any one Dragon hazard creature (except Earcaraxe) may be played (and does not count against the hazard limit) at the site during the site phase this turn after the successful play of a major or greater item.

### SCATHA AHUNT - Long-event (U)

[MP: 5]

Unique. Any company moving in Withered Heath, Woodland Realm, Northern Rhovanion, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 4 strikes at 13/8.

If Doors of Night is in play, this attack also affects: Anduin Vales, Western Mirkwood, Heart of Mirkwood, and Gundabad.

# SCATHA AT HOME - Permanent-event (R)

[MP: 5]

Unique. Unless Scatha Ahunt is in play, Gondmaeglom has an additional automatic-attack: Dragon - 3 strikes at 16/9. In addition, -1 to all influence attempts.

### SCORBA AHUNT - Long-event (U)

[MP: 3]

Unique. Any company moving in Forochel, Angmar, and/or Gundabad immediately faces one Dragon attack (considered a hazard creature attack) - 4 strikes at 10/7 (attacker chooses defending characters). If Doors of Night is in play, this attack also affects: Númeriador, Arthedain, and Rhudaur.

## SCORBA AT HOME - Permanent-event (R)

[MP: 3]

Unique. Unless Scorba Ahunt is in play, Zarak Dûm has an additional automatic-attack: Dragon - 3 strikes at 13/8. In addition, each major item gives an additional corruption point.

#### SEARCHING EYE - Short-event (C)

Cancel any card requiring scout skill before it is resolved or cancel any ongoing effect of a card that required scout skill to play. If this card is played as an on-guard card, it can be revealed during opponent's site phase to cancel a card requiring scout skill.

#### SHADOW OF MORDOR - Permanent-event (R)

Environment. The hazard limit for each company is increased by one for every card over one drawn by that company during its movement/hazard phase.

Additionally, if Doors of Night is in play, during each company's movement/hazard phase, the hazard player may draw one additional card for every card in excess of one drawn by his opponent.

Cannot be duplicated.

### SLEEPLESS MALICE - Long-event (U)

One Undead hazard creature against each company does not count against its hazard limit.

Additionally, if Doors of Night is in play, any Undead hazard creature may be played keyed to Ruins & Lairs [1]. Cannot be duplicated.

### SMAUG AHUNT - Long-event (U)

[MP: 5

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) - 3 strikes at 15/7 (attacker chooses defending character). If Doors of Night is in play, this attack also affects: Brown Lands, Southern Rhovanion, Dorwinion, Dagorlad, and Horse Plains.

#### SMAUG AT HOME - Permanent-event (R)

[MP: 5

Unique. Unless Smaug Ahunt is in play, The Lonely Mountain has an additional automatic-attack: Dragon - 2 strikes at 18/8. In addition, each moving company draws one less card to minimum of one at the start of its movement/hazard phase.

### SONG OF THE LADY - Long-event

At the end of the organization phase, each company at Lórien that wishes to move must make a roll (or draw a #). This roll is modified by: -1 if company contains any Men, -1 if company contains any Hobbits, +2 if company contains any Dwarves. If the result is less than 7, the company may not move this turn.

# STORMCROW - Permanent-event (C, P)

The direct influence of each Wizard is reduced by 2 (by 4 if Doors of Night is in play). Discard all resource permanent-events that have been played on each company with a Wizard (i.e., on the company as a whole, not individual characters, e.g., Fellowship). No such cards may be played on each Wizard's company. Discard this card when any play deck is exhausted. Cannot be duplicated.

#### SUBTLETY OF GUILE - Short-event (R)

The body of one non-Wizard character wounded by a Dragon attack is lowered by 1 until the end of the turn.

Alternatively, lowers the body of one non-Wizard character wounded by a manifestation of Itangast by 2 until the end of the turn, or lowers the body of each non-Wizard character in a company facing an attack by a manifestation of Itangast by one until the end of the turn. Cannot be duplicated on a given character or company.

## TIMES ARE EVIL - Long-event (U)

All offering attempts and influence attempts are modified by - 3.

#### VELOCITY OF HASTE - Short-event (R)

A Dragon attack receives one additional strike (with no body).

Alternatively, an attack from a manifestation of Scorba receives two additional strikes (each with no body).

## WINDS OF WRATH - Short-event (R)

Playable only if Doors of Night is in play. Replace the new site card of a moving company with a Coastal Sea [ in its site path with a card from your location deck that has a Coastal Sea [ in its site path.

## WITHERED LANDS - Short-event (C)

Environment. Playable only if Doors of Night is in play. Treat one target Wilderness [1] as two Wildernesses [1] or one Shadow-land [1] as two Wildernesses [1] or one Border-land [1] as two Wildernesses [1] until the end of the turn.

#### WORM'S STENCH - Short-event (U)

Playable on a company that has already faced a Dragon or Drake attack this turn. The prowess of each Spider and Animal attack against the company is increased by two for the rest of the turn.

Additionally, if Doors of Night is in play, all Wolf attacks receive +2 prowess and all Wolf, Spider, and Animal attacks receive +1 strikes for the rest of the turn against the company.

#### WORN AND FAMISHED - Long-event (C)

Each non-Wizard character that is not in a Haven [4], Free-hold [1], or Border-hold [1] does not untap normally during his untap phase. Such a character may instead make a roll (or draw a #) adding his mind stat. If the result is greater than 12, he untaps. Cannot be duplicated.

### **ALLIES**

### NENSELDË THE WINGILD - Ally (R)

[MP: 2; Mind: 3]

Unique. Playable at Dol Amroth. May not be attacked. Tap Nenseldë to return one environment resource long-event or short-event from your discard pile to your hand. Discard Nenseldë if her company moves to a site that is not in: Belfalas, Bay of Belfalas, Anfalas, or Mouths of the Anduin.

## RESOURCE EVENTS

### A SHORT REST - Long-event (C)

Each moving company may draw an extra card for each region less than four in its site path.

### ALERT THE FOLK - Short-event (U)

Playable on a company facing a Dragon or Drake attack (not Ëarcaraxë). Discard from your hand any one or two factions playable at sites in Northern Rhovanion, Iron Hills, Woodland Realm, or Anduin Vales. All characters facing the attack gain a bonus to their prowess equal to the total marshalling point values (as printed on their cards) of the factions discarded.

## AND FORTH HE HASTENED - Short-event (C)

Untap a character in your Wizard's company.

#### BELEGAER - Short-event (C)

Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Lindon, Elven *Shores*, Eriadoran Coast, Andrast Coast, Bay of Belfalas, Mouths of the Anduin, Enedhwaith, Old Pûkel-land, Andrast, Anfalas, Belfalas, Lebennin, and Harondor. The site path is and the hazard limit is decreased by two to a minimum of two. **(E)** 

#### BOUNTY OF THE HOARD - Short-event (C)

Playable during the site phase. One minor or major item may be played at a tapped site that contains a hoard.

### BURGLARY - Short-event (C)

Tap a character to make a burglary attempt at a site in lieu of facing its automatic-attacks. Tap the site and make a roll modified by +2 if the character is a scout and +3 if he is a hobbit. If the result is greater than 10, an item normally playable at the site may be played with the character. If the attempt fails, the character must face all automatic attacks alone.

#### CLOUDLESS DAY - Long-event (U)

Environment. Playable only if Gates of Morning is in play. Whenever a company faces a hazard creature attack, the defender may choose which characters in the company will be the targets of the attack's strikes (regardless of tapped status, wounded status, and the normal abilities of the attack).

#### DRAGON'S HUNGER - Short-event (R)

Playable on a Dragon or Drake attack. If one is available, opponent must discard a hazard creature from his hand; this reduces the company's hazard limit by one. Otherwise, the attack is cancelled *and the opponent must reveal his hand*. (E)

## DRAGON-FEUDS - Short-event (U)

Playable during the organization phase. For the rest of the turn, you may discard a Dragon or Drake hazard creature from your hand to cancel a Dragon or Drake attack against any of your companies.

## DRAGON-LORE - Permanent-event (U)

[MP: 1; CP: 2]

Playable on a sage during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. During a site phase at a tapped Dragon's lair, tap bearer and discard Dragon-lore. Search your play deck and/or discard pile for any item playable at the Dragon's lair. This item may be immediately played with the bearer's company.

## DWARVEN HOARD - Short-event (C)

Tap a Dwarf at a Dark-hold [ ] or Shadow-hold [ ]. The site is considered to contain a hoard until the end of the turn.

#### ECHO OF ALL JOY - Permanent-event (U)

Play on a resource long-event if Doors of Night is not in play. The long-event is not discarded as normal during a long-event phase. Discard Echo of All Joy and target long-event when any play deck is exhausted or when Doors of Night comes into play.

#### ELF-PATH - Short-event (C)

Playable only at the end of the organization phase. Tap an Elf. If his company's site path only has one or two regions with no Dark-domains [1] and no Shadow-lands [1], opponent may only play hazard creatures this turn that are keyed to the company's site.

## FAST ASLEEP - Short-event (C)

+3 to one burglary attempt.

Alternatively, -2 to the prowess of one automatic-attack.

### FLATTER A FOE - Short-event (C)

Flattery attempt. Playable on a character whose company is facing an attack of the type listed below. Character makes an influence check (modified by his unused direct influence and +2 if a diplomat). If successful, the attack is cancelled and the hazard limit for the character's company is decreased by two. This influence check is successful if the result is greater than: 10 against a Dragon; 11 against Men or Drakes; 12 against Trolls, Orcs, Elves and Giants.

#### FOROD - Short-event (C)

Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Lindon, Forochel, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, and Iron Hills. The site path is (1) (1) (1) and the hazard limit is decreased by two to a minimum of two.

## GIFT OF COMPREHENSION - Permanent-event (C)

[CP: 2]

Playable on a Dúnadan at a Haven [\*\*]; tap the Dúnadan. Gives the bearer sage skill.

#### HARAD - Short-event (C)

Playable during organization phase on a company moving without region cards. Company may move from a site of origin in one of the following regions to a new site in one of the following regions: Horse Plains, Khand, Nurn, and Harondor. The site path is (1) (1) (1) and the hazard limit is decreased by two to a minimum of two.

#### HELM OF HER SECRECY - Permanent-event (R)

If Éowyn is in your hand, this card is playable on a company facing an attack (before strikes are assigned) - the company must contain a character with Edoras as a home site. If enough influence is available to control her, Éowyn may be played with (i.e., joins) the company. She gains +2 prowess, +1 body, and +1 direct influence. If the attack is a Nazgûl, place Helm of Her Secrecy with Éowyn following the attack. Otherwise, discard this card following the attack. Regardless, Éowyn remains in play.

#### HERE, THERE, OR YONDER - Short-event (U)

Tap a character during his site phase at a tapped or untapped Ruins & Lairs [1]. Make a roll (or draw a #) modified by +3 if character is a diplomat. An ally may be played and placed under the character's control if the result is greater than 6 plus the ally's mind stat and the ally is not restricted from moving in this site's region. If an ally is played, tap the site if it is not already tapped.

### HEY! COME MERRY DOL! - Short-event (C)

Playable at the end of the organization phase on a moving company. Each Wilderness symbol [1] in the company's site path counts as half a Wilderness [1]. When calculating the number of Wildernesses [1] in such a site path, round down the final result.

## HOUSES OF HEALING - Permanent-event (C)

Playable on a Free-hold [1]. Site becomes a Haven [14] for the purposes of healing. Discard Houses of Healing when the site is returned to the location deck or discarded.

#### KING UNDER THE MOUNTAIN - Permanent-event (R)

[MP: 5]

Unique. Playable on Balin, Dáin II, Thorin II, or Thráin II if his company has defeated an at home manifestation attack other than Ëarcaraxë at Home. The target Dwarf receives +5 direct influence against Dwarves and Dwarf factions. The site where the Dragon was defeated becomes a Border-hold [1] and Dwarf-hold for all purposes and has no Dragon automatic-attacks. Only Dwarves may play items at this site.

## LEGENDARY HOARD - Permanent-event (R)

Playable on an at home Dragon manifestation. Target Dragon's automatic-attack cannot be cancelled. Rotate this card 90° each time a manifestation of target Dragon is played. If the site receiving the Dragon's automatic-attack is untapped, a number of items played there do not tap the site: not rotated: 1 item; rotated once: 2 items; rotated twice or more: 3 items. If target Dragon is required to be discarded or removed from play, invert Dragon on table until this card is discarded. Discard this card when any item is played at target Dragon's lair that tap the site. Cannot be duplicated on a given Dragon.

#### LOOK MORE CLOSELY LATER - Short-event (C)

Ritual. Tap a sage to untap a site at which "Information" is playable. Sage makes a corruption check.

### LORE OF THE AGES - Permanent-event (C)

[CP: 2]

Playable on an Elf at a Haven [\*\*]; tap the Elf. When facing an attack, bearer may tap to give +1 prowess to all characters in his company against the attack. Bearer makes a corruption check.

### MANY FOES HE FOUGHT - Short-event (C)

If defender chooses a warrior to be the target of a strike from an attack, that character may choose to face any number of the strikes from that attack. The character suffers a cumulative -1 prowess/-1 body for each additional strike faced. The character faces a separate strike sequence for each strike.

## MANY TURNS AND DOUBLINGS - Short-event (C)

Ranger only. Cancel an attack by Wolves, Spiders, Animals, or Undead.

Alternatively, if Gates of Morning is in play, decrease the hazard limit against the ranger's company by one (no minimum).

## MAP TO MITHRIL - Permanent-event (U)

[MP: 2; CP: 2]

Playable on a Dwarf during the site phase at a site at which "Information" is playable. Tap the Dwarf and site. Tap Map to Mithril if bearer is ever at Moria; this card never untaps. If Map to Mithril is at a Dwarf-hold and it is tapped, the bearer may tap himself and place this card with a non-unique weapon in his company. This gives the weapon a +3 prowess bonus.

### MARVELS TOLD - Short-event (C)

Ritual. Tap a sage to force the discard of a hazard non-environment permanent-event or long-event. Sage makes a corruption check modified by -2.

#### MASTER OF ESGAROTH - Short-event (C)

Playable at the end of the organization phase on a moving company. If the company moves to a Border-hold [1], it can take a second movement/hazard phase immediately following its first movement/hazard phase.

### MASTER OF WOOD, WATER, OR HILL - Short-event (C)

Ritual. Tap a sage to change one Wilderness [1] to a Border-land [1] or Shadow-land [1] or one Shadow-land [1] to a Wilderness [1] or one Border-land [1] to a Wilderness [1]. Sage makes a corruption check.

### MATHOM LORE - Permanent-event (R)

[CP: 2]

Playable on a Hobbit at Bag End; tap the Hobbit. During the organization phase, bearer may tap to choose a minor item from your play deck or discard pile to place into your hand. Reshuffle your play deck if it was used. Bearer makes a corruption check.

#### MORE SENSE THAN YOU - Short-event (C)

Playable before strikes are assigned on an untapped character or ally whose company is facing an attack. Tap target character or ally. He may not be assigned a strike from this attack.

#### NOT AT HOME - Short-event (C)

Cancel one Dragon, Drake, or Troll automatic-attack or attack keyed to a site.

Alternatively, if Gates of Morning is in play, reduce the number of strikes of any automatic-attack by 2 (to a minimum of one).

## PLEDGE OF CONDUCT - Short-event (C)

Diplomat only. A character facing a corruption check in the diplomat's company may automatically transfer one item he bears to another character in his company. The item must be transferable, and the new bearer must be able to bear it.

### REFUGE - Permanent-event (C)

Playable only if you discard an Elf from your hand and only at the end of the organization phase on a company using region cards with the last one being a Wilderness [1]. (Play regions face-up.) This card is used as a site card, Free-hold [1] (cards drawn: 1/1). The company may only leave this site using region movement. Characters at this site heal as though they were in a Haven [1]. Discard Refuge when the company moves to a new site.

### RHÛN - Short-event (C)

Playable during organization phase on a company moving without region cards. Company may move from a site of origin if one of the following regions to a new site in one of the following regions: Iron Hills, Dorwinion, Horse Plains, and Khand. The site path is (1) (1) (1) and the hazard limit is decreased by two to a minimum of two.

#### THE RIDDLE GAME - Short-event (R)

Riddling Attempt. Playable during site phase on a character at the same site as one of opponent's companies. Tap the character. Opponent chooses a character from his company to play the riddle game. Each player makes a riddling roll (or draws a #) modified by +2 if his character is a sage and by +1 if a Hobbit (re-roll ties). The player with the highest result wins. He then names two cards and the other player reveals his hand. If any of the named cards are revealed, they are immediately discarded.

#### RIDDLING TALK - Short-event (U)

Riddling attempt. Playable on a character whose company is facing an attack of the type listed below. Character makes a roll (or draws a #) modified by: +2 for each sage and +1 for each Hobbit in his company. If the result is greater than: 8 against Dragons and Drakes, 10 against Men and Giants, 12 against Slayers, Awakened Plants, Orcs, Spiders, and Trolls; then name a card and opponent must reveal his hand. If the named card is in opponent's hand, the creature's card is discarded (all of its attacks are cancelled) and the hazard limit against the character's company is decreased by three.

#### SATED BEAST - Short-event (U)

Target ahunt Dragon manifestation is discarded.

Alternatively, if Doors of Night is in play, decreases the number of strikes from one Dragon or Drake attack by one (to a minimum of one). This card may also be played during opponent's movement/hazard phase.

#### SECRET NEWS - Short-event (C)

Opponent reveals to you 5 random cards at once from his hand.

#### SKIN-CHANGER - Short-event (R)

Only playable on Beorn. Until the end of the turn, his prowess and body are each modified by +2. If Beorn is chosen to be the target of a strike from an attack, he may choose to face a second strike from that attack (he faces a separate strike sequence for each strike). Beorn makes a corruption check modified by -2 after any attack made against his company. If still in play at the end of the turn, place Beorn in your hand. Any items he bears may be transferred to unwounded characters in his company (no corruption checks are required).

#### STAFF ASUNDER - Short-event (R)

Playable on a Wizard bearing Wizard's Staff whose company is facing an attack. Wizard makes a corruption check. Place Wizard's staff in your marshalling point pile. Wizard gains +5 prowess against the attack. Modify the attack's body by -2.

### STAR OF HIGH HOPE - Long-event (U)

Environment. The prowess of each Elf and Dúnadan is modified by +1 (by +2 if Gates of Morning is in play).

### TALES OF THE HUNT - Permanent-event (C)

[CP: 2]

Playable on a Man at a Border-hold [11]; tap the Man. Bearer may tap to untap any character in his company. Bearer makes a corruption check.

## THREE GOLDEN HAIRS - Permanent-event (U)

Unique. Playable at any site on a non-Wizard, non-Hobbit diplomat character (other than Galadriel) at the same site as Galadriel. All corruption cards on the bearer are discarded when this card comes into play. +2 to all corruption checks by bearer.

### TRICKERY - Short-event (C)

Scout only against an Orc, Troll, Man, Elf, Slayer, Awakened Plant, or Giant attack against his company. Make a roll (or draw a #); if the result is greater than 5, the attack is cancelled.

### VANISH IN SUNLIGHT! - Short-event (U)

Modify the prowess of one Nazgûl or Undead attack by -2 (by -4 if Gates of Morning is in play).

## WARM NOW BE HEART AND LIMB - Short-event (C)

Ritual. Playable on a company during organization phase. Each sage in company that taps may heal one character (from wounded to tapped). Each sage so tapping makes a corruption check.

### WASHED AND REFRESHED - Short-event (C)

Playable at the end of the organization phase on a moving company. When the company's new site is revealed, the company may untap a number of characters equal to the number of regions less than four in its site path.

### WHEN I KNOW ANYTHING - Permanent-event (C)

[MP: 1

Light Enchantment. Playable on a sage during the site phase at a site where "Information" is playable. Tap sage and site. Tap sage to modify one corruption check by a character in his company by +3. Sage makes a corruption check.

### WIELDED TWICE - Short-event (C)

Ritual. Tap a sage to untap an item in his company. Sage makes a corruption check.

### WIT - Short-event (U)

Modify one riddling roll by +3. If applicable, this card may also be played during your opponent's site-phase if a riddling roll is called for.

### WIZARD UNCLOAKED - Short-event (U)

Spell. Wizard only. Return all hazard permanent-events on characters in your Wizard's company to opponent's hand. Wizard makes a corruption check modified by -2.

## WONDROUS MAPS - Permanent-event (C)

Playable at the end of the organization phase on a company using region cards with the last one being a Shadow-land [ [ ]. (Play regions face-up.) This card is used as a site card, Ruins & Lairs [ ] (automatic-attack: Orcs — 4 strikes at 7 prowess, items: (minor, major), cards opponent draws: 3, you draw 1). The company may only leave the site using region movement. Discard Wondrous Maps when the company moves to a new site.

### **FACTIONS**

MEN OF DALE - Man Faction (U)

[MP: 2]

Unique. Playable at Dale if the influence check is greater than 7. Standard modifications: Men (+2), Dwarves (+1).

#### MEN OF LAKE-TOWN - Man Faction (U)

[MP: 2]

Unique. Playable at Lake-town if the influence check is greater than 8. Standard Modifications: Men (+2), Dwarves (-1).

### RETURNED EXILES - Dwarf Faction (R)

[MP: 5]

Unique. Playable at a tapped or untapped site where an at home Dragon manifestation was defeated if the influence check is greater than 12. Standard Modifications: King under the Mountain Dwarf (+5), other Dwarves (+2).

### **ITEMS**

ADAMANT HELMET - Minor Item (C)

[CP: 1]

Hoard Item. Helmet. +1 to body to a maximum of 9. Cancels all dark enchantments targeting bearer.

ARROWS SHORN OF EBONY - Minor Item (U)

[CP: 1]

Hoard Item. Warrior only: discard Arrows Shorn of Ebony to modify a strike from a hazard creature attack not keyed to a site by -1 prowess, -2 body. If this strike is defeated, all other subsequent failed strikes from this attack are automatically defeated.

BOW OF DRAGON-HORN - Major Item (U)

[MP: 2; CP: 2]

Unique. Hoard item. Warrior only: tap bow to reduce the number of strikes from one hazard creature attack not keyed to a site by one (to a minimum of one).

CRAM - Minor Item (C)

[CP: 1]

Discard to untap bearer.

Alternatively, discard during organization phase to allow its bearer's company to play an additional region card.

### EMERALD OF DORIATH - Minor Item (U)

[CP: 1]

Unique. Hoard item. +1 to direct influence against Elves and Elf factions. If bearer is a Wizard, your general influence is increased by two.

EMERALD OF THE MARINER - Greater Item (R)

[MP: 3]

Unique. Hoard item. Bearer receives +1 to all of his corruption checks. Controlling player may keep one more card than normal in his hand. This item gives zero corruption points.

ENRUNED SHIELD - Greater Item (U)

[MP: 3; CP: 2]

Unique. Hoard item. Shield. +3 to body to a maximum of 10. Warrior only: tap Enruned Shield to cause one strike against bearer to be ineffectual (i.e., it doesn't fail and it is not successful).

GOLD BELT OF LÓRIEN - Special Item (U)

[MP: 1]

Unique. Only playable at Lórien. +1 direct influence to bearer.

HABERGEON OF SILVER - Major Item

[MP: 2; CP: 2]

Hoard Item. Armor. Bearer receives +2 body to a maximum of 10.

MAGICAL HARP - Major Item (U)

[MP: 2; CP: 2]

Unique. Hoard item. Tap Magical Harp to cancel all actions for the rest of the turn that discard a target character in bearer's company. Bearer makes a corruption check. This item may also be so tapped during opponent's site phase.

# NECKLACE OF SILVER AND PEARLS - Minor Item (C)

[CP: 1]

Hoard item. Discard this card to give +3 direct influence and +5 mind to bearer until the end of the turn. The bearer's additional mind does not use any controlling influence. This item may also be so discarded during opponent's site phase.

### SCABBARD OF CHALCEDONY - Minor Item (C)

[CP: 1]

Hoard Item. -1 body to all failed strikes against bearer. Cannot be duplicated on a given character.

### THRÓR'S MAP - Minor Item (U)

[CP: 1]

Unique. Discard Thror's Map to untap a site with a Dragon automatic-attack.

### TWICE-BAKED CAKES - Special Item (C)

[CP: 1]

Playable only at a Free-hold [1] or Border-hold [1]. May also be played if the site is tapped. Discard during organization phase to allow its bearer's company to play two additional region cards.

### VALIANT SWORD - Major Item (C)

[MP: 2; CP: 2]

Hoard item. Weapon. +2 to bearer's prowess to a maximum of 9. Warrior only: +1 to body to a maximum of 9.

### WAYBREAD - Special Item (U)

[CP: 1]

Only playable at Lórien. Discard to untap bearer or bearer and one other character in his company.

Alternatively, discard during organization phase to allow its bearer's company to play an additional region card.

## WIZARD'S STAFF - Greater Item (U)

[MP: 3; CP: 2]

Hoard item. Weapon. Only a Wizard may bear this item. +2 to direct influence and +2 to prowess. +2 to any corruption check required by a spell card. Tap bearer at the beginning of your end-of-turn phase to take one "spell," "ritual," or "light enchantment" from your discard pile into your hand. Bearer makes corruption check. Cannot be duplicated on a given Wizard.

### WORMSBANE - Greater Item (R)

[MP: 4; CP: 2]

Unique. Weapon. +2 to prowess to a maximum of 9 (+4 to prowess to a maximum of 12 and -2 to strike's body against a Dragon or Drake strike).

# **SITES**

BUHR WIDU - Ruins & Lairs [1] (Southern Rhovanion) (U) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: (1) (1) (1) Playable: Items (minor, major) Automatic-attack: Troll 1 strike with 10 prowess Special: This site is always returned to the location deck, never to the discard pile. DALE - Border-hold (Northern Rhovanion) (U) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) (1) (1) FRAMSBURG - Ruins & Lairs [11] (Anduin Vales) (U) [opponent draws/you draw: 2/1] Nearest Haven: Lórien Site Path: Playable: Items (minor) Automatic-attack: When a company enters this site, opponent may play one creature from his hand that is treated in all ways as the site's automatic attack (if defeated, creature is discarded). It must normally be playable keyed to a Ruins & Lairs [1], Shadow-holds [1], Wilderness [1], or Shadow-land [1]. Special: Contains a hoard. GOLD HILL - Ruins & Lairs [1] (Withered Heath) (U) [opponent draws/you draw: 3/3] Nearest Haven: Lórien Site Path: (1) (1) (1) Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon 1 strike with 15 prowess GONDMAEGLOM - Ruins & Lairs [1] (Grey Mountain Narrows) (U) [opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) Playable: Items (minor, major, gold ring) Automatic-attack: Dragon 1 strike with 14 prowess ISLE OF THE ULOND - Ruins & Lairs [1] (Andrast Coast) (U) [opponent draws/you draw: 2/2] Nearest Haven: Edhellond Site Path: (1) Playable: Information, Items (minor, major) Automatic-attack: Dragon 1 strike with 14 prowess

OVIR HOLLOW - Ruins & Lairs [1] (Grey Mountain Narrows) (U)

[opponent draws/you draw: 2/2] Nearest Haven: Lórien Site Path: (1) (2) (2)

Playable: Items (minor, major)

Automatic-attack: Dragon 1 strike with 12 prowess

THARBAD - Ruins & Lairs [1] (Cardolan) (U)

[opponent draws/you draw: 1/1] Nearest Haven: Rivendell

Site Path:

Playable: Items (minor)

Automatic-attack: Men 3 strikes with 6 prowess

Special: Items may be played here even if the site is tapped.

ZARAK DÛM - Ruins & Lairs [1] (Angmar) (U)

[opponent draws/you draw: 3/2] Nearest Haven: Rivendell

Site Path:

Playable: Items (minor, major)

Automatic-attack: Dragon 1 strike with 11 prowess

## DARK MINIONS

## **CHARACTERS**

FOLCO BOFFIN - Scout Hobbit (U)

[MP: 1; Mind: 3; DI: 0; P/B: 0/9; Home Site: Bag End]

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2. You may discard Folco at a Haven [\*\*] to play any Hobbit from your hand with his company.

### MINION AGENTS

ANARIN - Scout/Diplomat Elf (U)

[MP: 2; Mind: 7; DI: 3; P/B: 4/8; Home Site: Moria]

Unique. Agent. Agent only: may move to a Haven [\*\*] and may tap at a company's new site to attack that company during opponent's movement/hazard phase.

BADUILA - Warrior/Scout/Ranger Man (R)

[MP: 3; Mind: 8; DI: 2; P/B: 6/8; Home Sites: Goblin-gate, Mount Gundabad]

Unique. Agent. Agent only: If *you choose to discard* Baduila at target company's new site, company must return to its site of origin. (E)

BILL FERNY - Warrior/Scout Man (C, P)

[MP: 1; Mind: 3; DI: 1; P/B: 2/8; Home Sites: Bree, Cameth Brin]

Unique. Agent.

DÂSAKÛN - Warrior/Ranger Man (U)

[MP: 2; Mind: 5; DI: 1; P/B: 6/7; Homes Site: Easterling Camp, Variag Camp, Shrel-kain]

Unique. Agent.

DEALLUS - Warrior/Diplomat Man (C)>

[MP: 1; Mind: 3; DI: 1; P/B: 2/7; Home Sites: Dunnish Clan-hold, Bree, Cameth Brin]

Unique. Agent.

DRÓR - Warrior/Diplomat Dwarf (C)

[MP: 1; Mind: 4; DI: 2; P/B: 3/7; Home Site: Blue Mountain Dwarf-hold]

Unique. Agent. +2 direct influence against Dwarves and Dwarf Factions.

ELERÍNA - Scout/Sage/Diplomat Man (R)

[MP: 3; Mind: 8; DI: 3; P/B: 5/9; Home Site: Carn Dûm, Mount Gram]

Unique. Agent. Can use shadow-magic and spirit-magic. Agent only: may tap for an extra strike.

ELWEN - Warrior/Diplomat Elf (U)>

[MP: 2; Mind: 5; DI: 2; P/B: 4/8; Home Sites: Dol Amroth, Minas Tirith]

Unique. Agent. +2 direct influence against Elves and Elf Factions. Agent only: may move to a Haven [\*\*].

EUN - Warrior/Scout Man (C)

[MP:1; Mind: 3; DI: 0; P/B: 4/8; Home Sites: Vale of Erech, Lond Galen]

Unique. Agent.

## FIRIEL - Sage/Diplomat Dúnadan (R)

[MP: 2; Mind: 6; DI: 3; P/B: 3/8; Home Sites: Pelargir, Vale of Erech]

Unique. Agent. Can use shadow-magic. +2 direct influence against Dúnedain and Dúnedain factions.

### FORI THE BEARDLESS - Warrior/Scout Dwarf (U)

[MP: 1; Mind: 4; DI: 1; P/B: 4/7; Home Site: Iron Hill Dwarf-hold]

Unique. Agent. +2 direct influence against Dwarves and Dwarf factions.

#### GERGELI - Scout/Diplomat Man (C)

[MP: 2; Mind: 5; DI: 2; P/B: 3/9; Home Sites: Shrel-kain, Lake-town, Easterling Camp]

Unique. Agent.

### GISULF - Warrior/Ranger Man (C)

[MP: 1; Mind: 4; DI: 1; P/B: 5/7; Home Sites: Woodmen-town, Lake-town, Dale]

Unique. Agent.

#### GOLODHROS - Warrior/Sage/Diplomat Dúnadan (R)

[MP: 3; Mind: 9; DI: 4; P/B: 5/9; Home Sites: Minas Morgul, Cirith Ungol, Barad-dûr]

Unique. Agent. Can use spirit-magic. Agent only: may tap to make an influence check on an ally, faction, or character.

### THE GRIMBURGOTH - Warrior/Ranger/Sage Man (R)

[MP: 3; Mind: 8; DI: 2; P/B: 7/9; Home Site: Dol Guldur]

Unique. Agent. Can use sorcery. Agent only: may tap at a company's new site to attack that company during its movement/hazard phase with +2 prowess.

### HERION - Warrior/Ranger Man (C)

[MP: 1; Mind: 3; DI: 0; P/B: 5/7; Home Sites: Lond Galen, Dol Amroth]

Unique. Agent.

# IVIC - Warrior/Diplomat Man (U)>

[MP: 2; Mind: 6; DI: 2; P/B: 5/8; Home Sites: Southron Oasis, Variag Camp, Pelargir]

Unique. Agent.

#### JÛOMA - Warrior/Ranger Man (U)

[MP: 1; Mind: 3; DI: 1; P/B: 3/7; Home Sites: Lossadan Camp, Bree]

Unique. Agent.

#### LEAMON - Warrior Man (C)

[MP: 1; Mind: 3; DI: 0; P/B: 5/8; Home Sites: Cameth Brin, Dunnish Clan-hold]

Unique. Agent.

## NIMLOTH - Scout/Ranger Elf (C)

[MP: 1; Mind: 4; DI: 1; P/B: 3/8; Home Sites: Thranduil's Halls, Sarn Goriwing]

Unique. Agent. +2 direct influence against Elves and Elf Factions. Agent only: may move to a Haven [17].

# ÔM-BURI-ÔM - Scout/Ranger Man (U)

[MP: 2; Mind: 5; DI: 2; P/B: 2/9; Home Sites: Drúadan Forest, Wose Passage-hold, Stone-circle]

Unique. Agent. +3 direct influence against Wose Factions.

PÔN-ORA-PÔN - Scout/Ranger/Diplomat Man (U)

[MP: 2; Mind: 5; DI: 2; P/B: 1/9; Home Sites: Drúadan Forest, Wose Passage-hold, Stone-circle]

Unique. Agent. +3 direct influence against Wose Factions.

RÂISHA - Warrior/Scout Man (U)

[MP: 2; Mind: 5; DI: 1; P/B: 5/9; Home Sites: Variag Camp, Easterling Camp, Southron Oasis]

Unique. Agent.

SÚRION - Warrior/Sage/Diplomat Dúnadan (U)

[MP: 2; Mind: 6; DI: 2; P/B: 5/7; Home Sites: Minas Tirith, Pelargir]

Unique. Agent. +2 direct influence against Dúnedain and factions that can be played in Anfalas, Anórien, Belfalas, Lamedon, and Lebennin.

TALADHAN - Scout/Ranger/Sage Man (R)

[MP: 2; Mind: 6; DI: 1; P/B: 4/9; Home Sites: Sarn Goriwing, Dol Guldur]

Unique. Agent. Can use shadow-magic. Agent only: chooses defending characters; for each successful strike, the company must discard one item (of defender's choice), but the defending character is not harmed.

WOFFUNG - Warrior/Diplomat Man (C)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Sites: Lake-town, Dale, Shrel-kain]

Unique. Agent.

WORMTONGUE - Scout/Sage/Diplomat Man (R)

[MP: 2; Mind: 5; DI: 2; P/B: 1/8; Home Sites: Edoras, Dunharrow, Isengard]

Unique. Agent. +4 direct influence against Riders of Rohan and any character that has Edoras as a home site.

## NON-MINION AGENTS

LOBELIA SACKVILLE-BAGGINS - Scout Hobbit (U)

[MP: 1; Mind: 3; DI: 1; P/B: 0/9; Home Sites: Bag End, Bree]

Unique. Manifestation of Mistress Lobelia. Agent. +3 direct influence against Hobbits and Hobbit Factions. May not move to any site other than Bree, Old Forest, The White Towers, or a site in The Shire. +2 corruption modification.

MY PRECIOUS - Scout Hobbit (R)

[MP: -1; Mind: 4; DI: 0; P/B: 2/9; Home Sitess: Mount Doom, Shelob's Lair, Goblin-gate, Moria]

Unique. Manifestation of Gollum. Agent. May take an extra agent action (not counting against the hazard limit) each time he normally takes an agent action. If he attacks successfully against a company with a ring, he and a ring (attacker's choice) are discarded. If My Precious attacks and fails but is not defeated, the defender may tap a character in the target company to play Gollum (My Precious is discarded). Any player whose character eliminates My Precious receives -1 kill MP. +4 corruption modification.

# HAZARD CREATURES

BÛTHRAKAUR THE GREEN - Creature (R)

[MP: 2; P/B: 15/6; Playable: Shadow-holds [1]]

Unique. Troll. One strike. Also playable at Moria and The Under-gates. If Doors of Night is in play, playable at any Under-deep site. Any non-unique Orc or Troll hazard creature can be played (not counting against the hazard limit) on a company that has faced Bûthrakaur that turn.

CHILL DOUSER - Creature (U)

[MP: 1; P/B: 8/-; Playable: Ruins & Lairs [1] and Shadow-holds [1]]

Undead. Three strikes. Unless Chill Douser's attack is canceled, all Undead attacks against the company for the rest of the turn receive +1 strike and +1 prowess.

DURIN'S BANE - Creature (R)

[MP: 5; P/B: 18/9]

Unique. Manifestation of Balrog of Moria. Balrog. Two strikes - all body checks resulting from a successful strike are modified by +1. May be played at The Under-gates and at all of its adjacent sites. If Doors of Night is in play, Durin's Bane may be played at any Under-deep site.

LITTLE SNUFFLER - Creature (U)

[MP: 1; P/B: 5/10; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ], and Dark-holds [ ]

Orc. One strike. Attacker chooses defending characters. Each ranger in attacked company lowers Little Snuffler's body by 2. If attack is not defeated, any resource that requires a scout in target company cannot be played for the rest of the turn.

NAMELESS THING - Creature (U)

[MP: 3; P/B: 10/4]

Drake. 3 attacks of 2 strikes each. A character can tap to cancel one of these attacks. Playable at any site in the Under-deeps. If Doors of Night is in play, also playable at an adjacent site of any Under-deeps site or keyed to a Coastal Sea [ ...].

SPIDER OF THE MÔRLAT - Creature or Permanent-event (R)

[MP: 4; P/B: 16/9]

Unique. Spider. May be played as a hazard creature (with two strikes) or as a permanent-event. As a creature, she may be played at Dol Guldur and The Sulfur-deeps. If Doors of Night is in play, she may also be keyed to Southern Mirkwood, Heart of Mirkwood, or Woodland Realm; or at any adjacent site of The Sulfur-deeps. If played as a permanent-event, all Spider attacks receive +1 strike.

Additionally, any company moving in Southern Mirkwood, Heart of Mirkwood, Woodland Realm, Dagorlad, or Brown Lands faces a Spider attack of 2 strikes with 10 prowess. You can return Spider of the Môrlat as a permanent-event to your hand-which counts as one against the hazard limit.

STIRRING BONES - Creature (C)

[MP: 1; P/B: 9/-; Playable: double Wilderness [ lacktriangle ], Shadow-lands [ lacktriangle ], Dark-domains [ lacktriangle ], Ruins & Lairs [ lacktriangle ], and Shadow-holds [ lacktriangle ]

Undead. Two strikes.

UMAGAUR THE PALE - Creature (R)

[MP: 2; P/B: 14/8; Playable: Shadow-holds [1]]

Unique. Troll. One strike. Also playable at Moria and The Under-gates. If Doors of Night is in play, playable at any Under-deep site. Any non-unique Orc or Troll hazard creature can be played (not counting against the hazard limit) on a company that has faced Umagaur that turn.

WISP OF PALE SHEEN - Creature (C)

[MP: 1; P/B: 6/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Coastal Seas [ ], Ruins & Lairs [ ], and Shadow-holds [ ]

Undead. One strike. Attacker chooses defending characters. Any character facing a strike whose mind is equal to or lower than the strike's prowess must tap if untapped following the strike (unless the strike is canceled).

# HAZARD EVENTS

## AN ARTICLE MISSING - Short-event (U)

Tap a scout agent at target company's new site. Agent may attack (not counting against hazard limit) with a +4 modification to his prowess during the movement/hazard phase. Attacker chooses defending characters. A successful strike doesn't wound the defending character; instead the company must discard one item (defender's choice).

#### AN UNEXPECTED OUTPOST - Short-event (C)

Bring one hazard from your sideboard or discard pile into your play deck and shuffle (up to two if Doors of Night is in play).

# ANGMAR ARISES - Permanent-event (C, P)

Any creature that can be keyed to a Shadow-land [ ] may be keyed to Forochel, Arthedain, Angmar, Gundabad, or Rhudaur. Any creature that can be keyed to a Dark-domain [ ] may be keyed to Angmar or Gundabad. Discard this card when a creature keyed to one of these regions (not to the region symbol) is defeated.

#### AWARE OF THEIR WAYS - Short-event (U)

Opponent reveals four cards at random from his discard pile. You may choose a non-unique one and remove it from play. Opponent discards the other three.

# THE BLACK ENEMY'S WRATH - Long-event (R)

Each Under-deep site, Dark-hold [1], and Shadow-hold [1] has an additional automatic-attack (cannot be canceled): Lava Flows - 1 strike against each character with 6 prowess (weapons do not modify prowess against these strikes). The penalty for an untapped character not tapping against one of these strikes is -5. Cannot be duplicated.

## BRING OUR CURSES HOME - Permanent-event (R)

[CP: 3]

Corruption. Playable on a non-Wizard character whose company is facing a hazard creature attack. Discard this card if no character is eliminated by the attack. If any character is eliminated, place creature's card with this card-creature is considered off to the side. Target character's company faces an attack from creature at the start of each movement/hazard phase if creature is playable. Discard associated creature's card if this card is discarded. Discard this card if associated creature is defeated.

# CHANCE OF BEING LOST - Short-event (U)

Playable on a moving company using region movement. Make a roll (draw a #) modified by -2 for each ranger in the company. If the result is greater than 6, you may replace company's new site card with a different site from your location deck that is located in the same region or an adjacent region as the company's new site.

#### CUNNING FOES - Short-event (C)

Tap a warrior agent at target company's new site. Agent attacks (not counting against hazard limit) with a +3 modification to his prowess during the movement/hazard phase. Attacker chooses defending characters.

# DOUBLED VIGILANCE - Permanent-event (C)

Playable on a Shadow-hold [4] (or on a Ruins & Lairs [4] or Border-hold [4] if Doors of Night is in play). If the company chooses to enter the site, it must make a roll (draw a #) and subtract its company size. If the result is greater than 6, the company may enter the site as normal. Otherwise, the company must face an attack to be resolved before any automatic-attacks: Orcs - 4 strikes at 9 prowess. Discard when the site card is discarded or returned to its location deck.

## DRUMS - Long-event (U)

For each company at or moving to an Under-deeps site, the hazard limit is increased by one and the prowess of all attacks is increased by one. All automatic-attacks at sites in the following regions have their number of strikes and prowess increased by one (by two if Doors of Night is in play): Angmar, Gap of Isen, Gorgoroth, Gundabad, High Pass, Redhorn Gate, Rohan, Southern Mirkwood, and Ûdun. Cannot be duplicated.

# EARTH-TREMORS - Long-event (U)

Any company moving to or from an Under-deeps sites faces an attack (cannot be canceled): Rock Fall - 1 strike with 7 prowess against each character (weapons do not modify prowess against these strikes). In addition, cancels the effects of Into Dark Tunnels, Old Road, Great Road, and Bridge. Cannot be duplicated.

#### ENDLESS WHISPERS - Permanent-event (U)

Dark Enchantment. Playable on a non-Wizard character wounded by an Undead attack this turn; does not count against the hazard limit. Target character can never become untapped while bearing this card. Any effect that would move him to an untapped state makes him tapped instead. Cannot be duplicated on a given character. During the organization phase, a sage in target character's company may tap to attempt to remove this card. Make a roll (or draw a #): if the result is greater than 7, discard this card.

#### EXHALATION OF DECAY - Short-event (C)

Playable on an Undead hazard creature in your discard pile. If target Undead can attack, bring it into play as a creature that attacks immediately (not counting against the hazard limit). The attack's prowess is modified by -1.

# EYES OF THE SHADOW - Permanent-event (U)

Environment. May only be played if Gates of Morning is not in play. The hazard limit is increased by two for each moving company with a size of less than four that also contains a Wizard or a non-ranger character with a mind of 6 or more. Cannot be duplicated. Discard when any play deck is exhausted.

## FACES OF THE DEAD - Short-event (C)

Playable on a non-Wizard character moving with at least two Wildernesses [ ] in his site path if you discard any Undead hazard creature from your hand (show opponent). Target character makes a roll (draws a #) and adds his mind. If the result is less than 13, that character splits off from his company, forms a new company consisting of just himself (and faces no movement/hazard phase this turn), and immediately returns to his original company's site of origin.

## FLIES AND SPIDERS - Permanent-event (C)

Playable on a character facing a Spider attack. If the strike is successful, target character is not harmed and is taken prisoner at a Ruins & Lairs [1]. During his untap phase, make a body check for that character modified by +1. If not eliminated, his player then makes a roll (draws a #) adding his body. If the result is greater than 15, the character is automatically rescued into his own company located at the rescue site.

Rescue-attack: Spiders - 3 strikes with 9 prowess.

#### FOES SHALL FALL - Permanent-event (U)

[CP: 2]

Corruption. Playable on a non-Wizard character facing a strike from a Dragon or Drake hazard creature attack. If the strike is defeated, discard this card. If the strike is not defeated, place creature's card with Foes Shall Fall-creature is considered off to the side. Target character's company faces an attack from creature at the start of each movement/hazard phase if creature is playable. Discard associated creature's card if Foes Shall Fall is discarded. Discard Foes Shall Fall if attached Dragon or Drake is defeated. If target character is a Dwarf, he receives 2 corruption points.

## GNAW WITH WORDS - Short-event (C)

Tap a sage if another sage is in his company or at his new site or at his current site. Tap a diplomat if another diplomat is in his company or at his new site or at his current site.

#### GOOD SENSE REVOLTS - Short-event (C)

Playable on an untapped agent. Tap the agent who may then make an influence attempt against an ally, faction, or character. +4 to influence attempt. +8 if ally, faction, or character is playable at agent's home site.

Alternatively, modify an influence attempt by an agent by +4. This card cannot serve both functions.

## GREAT NEED OR PURPOSE - Long-event (U)

Each agent may take an extra agent action each time he normally takes an agent action. Cannot be duplicated.

#### GREAT SECRETS BURIED THERE - Permanent-event (U)

Playable if opponent has at least ten cards in his play deck. Opponent reveals the top ten cards of his play deck to himself. If one is available, opponent must choose a non-special, non-hoard item from the revealed cards to place off to the side under this card (item does not give marshalling points and is considered out of play). If none are available, opponent must show you the cards he revealed to himself. Opponent shuffles all remaining revealed cards into his play deck. Opponent may play this item as though it were in his hand at any Under-deeps site.

Alternatively, you may play this card as a resource on yourself if you have at least ten cards in your play deck. In this case, you and your opponent reverse roles.

## HELMS OF IRON - Permanent-event (U)

Playable only if you have a Nazgûl permanent-event in play. Discard the Nazgûl when this card is brought into play. All Orc, Troll, and Man attacks with body have their body modified by +1; and all Orc, Troll, and Man attacks with no body have 4 body.

# IN DARKNESS BIND THEM - Permanent-event (C)

Any creature that can be keyed to a Shadow-land [ may be keyed to Ithilien, Harondor, Horse Plains, Khand, Imlad Morgul, Nurn, Gorgoroth, Udûn, or Dagorlad. Any creature that can be keyed to a Dark-domain [ may be keyed to Khand, Imlad Morgul, Nurn, Gorgoroth, Udûn, or Dagorlad. Discard this card when a creature keyed to one of these regions (not to the region symbol) is defeated.

#### IN GREAT WRATH - Short-event (U)

Playable on a Nazgûl in your discard pile that could immediately attack. The Nazgûl attacks immediately (not counting against the hazard limit) with +2 prowess and -1 body.

# IN THE HEART OF HIS REALM - Permanent-event (R)

Each company moving in a Dark-domain [ draws one less card at the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws one less card at the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of its movement/hazard phase (to no minimum). Additionally, any sage at a site in a Dark-domain [ draws or good of the start of the start of its movement/hazard phase (to no minimum).

# INNER CUNNING - Permanent-event or Short-event (C)

As a permanent-event, playable on a face-down agent who was brought into play this turn. When the agent is revealed, and if his home site is a Shadow-hold [ ] or a Dark-hold [ ], the site where he came into play (which is not represented by a card) may legally be any Shadow-hold [ ] or a Dark-hold [ ]. Discard when the agent is revealed.

Alternatively, as a short-event, take any agent who has a home site that is a Shadow-hold [ ] or Dark-hold [ ] from your play deck into your hand (reveal it to opponent and reshuffle your play deck).

#### LIKE THE CRASH OF BATTERING-RAMS - Short-event (R)

Playable on a strike. If the strike is successful, the wounded character's body is reduced by one until the end of the turn for every complete increment of 5 the strike was successful by (subtract the character's prowess plus dice roll from the strike's prowess, divide by five, and drop any fractions).

# LONG DARK REACH - Short-event (R)

Playable on a moving company with at least one Wilderness [ ] in its site path if you have at least 10 cards in your play deck. Reveal the top seven cards of your play deck. One revealed Nazgûl, Dragon, or a non-unique creature of your choice immediately attacks the company (regardless of its playability requirements). The creature must be playable in some region besides Coastal Sea [ ]. If the creature could not normally be played on the company, modify its prowess by -4. Shuffle all unused cards and return them to the top of your play deck.

#### THE MOON IS DEAD - Permanent-event (C)

All Undead attacks receive +1 strike and +1 prowess. All Undead automatic-attacks are duplicated (i.e., each Undead automatic-attack must be faced twice, including all modifications). Discard this card when an Undead attack is defeated. Cannot be duplicated.

## MORDOR IN ARMS - Permanent-event (U)

[MP: (2)]

Any company moving in Nurn faces three attacks: Orcs - 5 strikes with 8 prowess, Orcs - 4 strikes with 10 prowess, Trolls - 3 strikes with 12 prowess. If all three attacks are defeated by your opponent, he receives this card in his MP pile and 2 kill MP. Any attempt by a character to influence a faction playable at a site in Horse Plains, Khand, Harondor, Nurn, Gorgoroth, Imlad Morgul, or Udûn is modified by -6 and cannot be done with Muster.

#### NEITHER SO ANCIENT NOR SO POTENT - Permanent-event (U)

[MP: 2

Playable on a stored item. Return item to opponent's hand (discarding all attached cards). Place this card in opponent's marshalling point pile.

#### NEVER SEEN HIM - Permanent-event (C, P)

Playable on an agent. Target agent may take an extra agent action (which does not count against the hazard limit) each time he normally takes an agent

## NO WAY FORWARD - Permanent-event (C)

Environment. The number of region cards that may be played by a moving company using region movement is reduced by one (by two if Doors of Night is in play) to a minimum of two. This card is effective during each player's organization phase. Discard when any play deck is exhausted. Cannot be duplicated.

#### NOBODY'S FRIEND - Permanent-event or Short-event (C)

As a permanent-event, playable on a face-down agent who was brought into play this turn. When the agent is revealed, and if his home site is a Border-hold [1] or a Free-hold [1], the site where he came into play (which is not represented by a card) may legally be any Border-hold [1] or a Free-hold [1]. Discard when the agent is revealed.

Alternatively, as a short-event, take any agent who has a home site that is a Free-hold [1] or Border-hold [1] from your play deck into your hand (reveal it to opponent and reshuffle your play deck).

# OUT OF THE BLACK SKY - Permanent-event (R)

[MP: 5]

as on your own.

Playable if Doors of Night is in play on a Nazgûl permanent-event that could immediately attack if it were in your hand. The Nazgûl immediately attacks as a creature from its permanent-event state (not counting against the hazard limit) and chooses defending characters. If the Nazgûl is defeated, place this card in opponent's marshalling point pile and remove the Nazgûl from play. Otherwise, discard this card. This can be used on an opponent's Nazgûl permanent-event as well

#### PALE DREAM-MAKER - Permanent-event (R)

#### [CP: 2]

Corruption. Dark Enchantment. Playable on a non-Wizard character wounded by an Undead attack this turn; does not count against the hazard limit. Target character receives 2 corruption points and makes a corruption check each time his player discards a card from his hand during his turn. His direct influence is zero while bearing this card. Cannot be duplicated on a given character. During the organization phase, a sage in target character's company (other than character) may tap to attempt to remove this card. Make a roll (or draw a #): if the result is greater than 6, discard this card.

#### PIERCED BY MANY WOUNDS - Short-event (C)

Playable on an attack with more strikes than defending characters before strikes are assigned; does not count against the hazard limit. The first excess strike assigned to each character gives a -4 modification to his prowess instead of -1. Cannot be duplicated on a given attack.

#### RANK UPON RANK - Permanent-event (C)

All non-agent Man attacks receive +1 prowess and +1 strikes. If Doors of Night is in play, all Giant attacks also receive these bonuses. Discard this card when such an affected attack (automatic, hazard creature, or otherwise) is defeated. Cannot be duplicated.

## REACHING SHADOW - Permanent-event (U)

Any creature that can be keyed to a Shadow-land [ may be keyed to Anduin Vales, Northern Rhovanion, Southern Rhovanion, Grey Mountain Narrows, Woodland Realm, Western Mirkwood, Heart of Mirkwood, Southern Mirkwood, Brown Lands, or Dagorlad. Any creature that can be keyed to a Dark-domain [ may be keyed to Heart of Mirkwood, Southern Mirkwood, Brown Lands, or Dagorlad. Discard this card when a creature keyed to one of these regions (not to the region symbol) is defeated.

#### THE REACH OF ULMO - Permanent-event (U)

The roll required to move between adjacent Under-deeps sites is increased by 2. In addition, cancels the effects of Great Ship and Ford. May be played when an Under-deeps site is revealed as a new site card (before the roll is made). Discard when any play deck is exhausted or when an Under-deeps site is reached from another Under-deeps site or at the end of the turn after Great Ship or Ford was played. Cannot be duplicated.

# REDOUBLED FORCE - Permanent-event (C)

All Orc and Troll automatic-attacks receive +3 strikes and +2 prowess. Discard this card when such an automatic-attack is defeated. Cannot be duplicated.

# RELUCTANT FINAL PARTING - Permanent-event (U)

Discard any ally if its current site is an Under-deeps site or if its current site's nearest Haven [ ] is not the same as the nearest Haven [ ] for the site at which the ally can be played. *Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally.* Discard this card when any play deck is exhausted. Cannot be duplicated. **(E)** 

# REVEALED TO ALL WATCHERS - Short-event (R)

Unique. Reveal your hand to opponent. Place all non-hazard cards from your hand off to the side. Draw cards from your play deck until your hand size is reached. Place the non-hazard cards from off to the side face down on top of your play deck in any order you choose.

# SCIMITARS OF STEEL - Permanent-event (U)

Playable only if you have a Nazgûl permanent-event in play. Discard the Nazgûl when this card is brought into play. All Orc, Troll, and Men attacks receive +1 prowess.

#### SEEK WITHOUT SUCCESS - Short-event (C)

Discard a ranger agent at target company's new site. Company must immediately return to its site of origin.

## SEIZED BY TERROR - Short-event (C)

Playable on a non-Wizard character moving in a Shadow-land [ ] or Dark-domain [ ]. Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company, and immediately returns to his original company's site of origin.

#### SHADOW OUT OF THE DARK - Permanent-event (R)

Playable on a face-up Agent who can use shadow-magic. If agent is revealed and not in a Free-hold [1] or Haven [1], he can tap to allow any Undead hazard creatures to be played at his site this turn. Any Undead hazard creatures so played do not count against the hazard limit.

## SPELLS OF THE BARROW-WIGHTS - Permanent-event (C)

Playable on a character facing an Undead strike. If the strike is successful, target character is not harmed and is taken prisoner at a Ruins & Lairs [h] or Shadow-hold [h]. Character must discard any rings along with his other items. At the start of each of his untap phases, make a body check for that character.

Rescue-attack: Undead - 3 strikes with 8 prowess.

#### SUDDEN FURY - Short-event (C)

Playable on a site. Until the end of the turn, any attack by a scout agent at this site has its number of strikes increased by one and attacker chooses defending characters.

#### TO GET YOU AWAY -Permanent-event (R)

Tap an agent at target company's new site. Agent may attack (not counting against hazard limit) during the movement/hazard phase. Attacker chooses defending characters. A successful strike doesn't wound the defending character, instead the character is taken prisoner at one of the agent's home sites of the attacker's choice (regardless of site's location) and the agent returns to the same site.

Rescue-attack: Same race as agent - 3 strikes with 8 prowess.

#### TRIBAL BANNER - Short-event (C)

Playable on an Orc or Troll attack before strikes are assigned; does not count against the hazard limit. The prowess and body of target attack are each reduced by one. All body checks resulting from successful strikes of this attack are modified by +1. Cannot be duplicated on a given attack.

# TRIBAL TOTEM - Short-event (R)

Playable on an Orc or Troll attack before strikes are assigned; does not count against the hazard limit. The prowess and body of target attack and of all Orc and Troll attacks against this company for the rest of the turn are each reduced by three. Any body check resulting from a successful strike of such a modified attack is modified by +2. Cannot be duplicated against a given company.

## TROLL-PURSE - Permanent-event (U)

Playable on a site with an Orc or Troll automatic-attack. When any item is played at this site, the company must face all automatic-attacks of the site again with the attack's prowess modified by +3. Any successful strike does not harm the character, but rather the character is taken prisoner at the site. The rescue-attack equals all automatic-attacks of the site at the time of rescue.

## TWISTED TALES - Short-event (U)

Playable on an untapped diplomat agent. Tap the agent who may then make an influence attempt against a faction playable at the agent's site. +6 to influence attempt. Attempt is automatically successful if target faction is playable at the agent's home site.

# TWO OR THREE TRIBES PRESENT - Short-event (C)

Playable on a company moving with at least two Wildernesses [ ], one Shadow-land [ ], or one Dark-domain [ ] in their site path. When played, announce a creature type except Nazgûl, Undead, or Dragons (like Orcs, Men, Slayers, Drakes, etc.). For this turn, any hazard creatures of this type played against target company do not count against the hazard limit.

## THE WAY IS SHUT - Long-event (U)

A company moving to or from an Under-deeps site must return to its site of origin.

Additionally, cancels the effects of Secret Passage and Secret Entrance. Cannot be duplicated.

## WAYLAID, WOUNDED, AND ORC-DRAGGED - Permanent-event (U)

Playable on a Hobbit facing a strike from an Orc attack. Target Hobbit receives +2 prowess against the strike. If the strike is successful, he is not harmed and is taken prisoner at a Ruins & Lairs [1], Shadow-hold [1], or Dark-hold [1]. If the Hobbit bears a ring, his player makes a roll at the start of each of his untap phases-if the result is less that 7, the ring is discarded.

Rescue-attacks (3): Orcs - 3 strikes with 6 prowess, Orcs - 4 strikes with 7 prowess, Orcs - 5 strikes with 8 prowess.

## WHICH MIGHT BE LIES - Short-event (C)

Playable on a stored resource permanent-event that required an information site to be played. Discard event.

#### WILL NOT COME DOWN - Short-event (U)

Playable on an untapped agent. Tap the agent who may then make an influence attempt against an ally, faction, or character. Unused general influence modification does not apply. If successful, the target is not discarded, but rather it is returned to its owner's hand.

#### WOUND OF LONG BURDEN - Permanent-event (C)

[CP: 1]

Corruption. Playable on a character facing a strike with a prowess of 12 or greater. If the strike is not successful, discard this card. Otherwise, target character receives 1 corruption point and his body is lowered by 1. During his organization phase, a character at a Haven [\*\*] with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 7, discard this card.

## WRAITH-LORD - Short-event (R)

Playable on a moving company with two Dark-domains [ in its site path. Each Nazgûl that attacks target company this turn receives +2 prowess and lowers the body of any characters it wounds by one (for the rest of the turn). Each Nazgûl so played does not count against the hazard limit. Cannot be duplicated on a given turn.

# YOUR WELCOME IS DOUBTFUL - Short-event (U)

Playable on an untapped agent. Tap the agent who may then make an influence attempt against an ally or character. +6 to influence attempt (+10 if the agent is a diplomat). An additional +7 to the attempt if target character has the same home site as the agent or if target ally is playable at the agent's home site.

## **ALLIES**

LINDION THE ORONÍN - Warrior Ally (U)

[MP: 1; Mind: 2; P/B: 3/9]

Unique. Playable at Stone-circle. Tap Lindion to cancel an Animal or Spider attack. Eagle-mounts can be played on his company regardless of their site or the presence of a diplomat.

#### MISTRESS LOBELIA - Scout Ally (U)

[MP: 1; Mind: 3; P/B: 0/9]

Unique. Manifestation of Lobelia Sackville-Baggins. May only be played at Bag End or Bree. Discard this card if her company moves to any site other than Bree, Old Forest, The White Towers, or a site in The Shire. Tap Mistress Lobelia to search your discard pile or play deck for any one item, ally, or faction playable at her current site. Place the resource in your hand and reshuffle your play deck.

NOBLE HOUND - Ally (C) [MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold [1]. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes. (E)

## RESOURCE EVENTS

#### AN UNEXPECTED PARTY - Permanent-event (R)

Only playable during the organization phase on a company. There is no limit to the size of this company. Dwarves with a mind of 2 or less in this company do not require influence to be controlled; and there is no limit to how many Dwarves may be brought into play on a given turn with the company. Discard this card if the company has more than one non-Wizard character with a mind greater than 5 or more than two non-Dwarf characters or no Dwarf with a mind greater than 5. Cannot be duplicated on a given company.

#### ANCIENT STAIR - Short-event (U)

Playable only at the end of the organization phase on a company that starts its turn at an untapped adjacent site of an Under-deeps site. Opponent may draw up to twice the normal number of cards for this company during the movement/hazard phase. If company moved to an Under-deep site, at the end of the turn the company may replace its site card with the site card at which it began the turn.

#### ARMORY - Permanent-event (C)

[MP: (1)]

Only you and your companies can use Armory. You may place any minor items from your hand under Armory during your organization phase. A character at a Haven [ ] can store a minor item under Armory instead of to your marshalling point pile. When you otherwise would be allowed to play a minor item from your hand at a Border-hold [ ], Free-hold [ ], or Haven [ ], you may play an item from under Armory instead. If you have at least three minor items under Armory, gain 1 marshalling point.

## AWAIT THE ADVENT OF ALLIES - Permanent-event (U)

Playable on a non-Wizard character with a mind of six or less. Character must stay at its current non-Haven site until you play a card at the site. Target character does not count against general influence and its marshalling points do not count. Discard this card when you play a resource at the site, the character is discarded, or the character *becomes* wounded. Cannot be duplicated on a given character. (E)

# BALANCE BETWEEN POWERS - Permanent-event (R)

Environment. No environment cards can be played. At the start of your organization phase, discard this card or keep it in play by discarding an environment card form your hand. Your opponent can then discard an environment card from his hand to discard this card, which you can counter by discarding two environment cards from your hand, which he can counter by discarding one, which you can counter with two, he with one, etc. Discard when any play deck is exhausted.

# BARROW-BLADE - Permanent-event (C)

[MP: 1; CP: 1]

Tap the bearer of a Dagger of Westernesse during the site phase at a Ruins & Lairs [h] and play this with the Dagger. Dagger receives +1 prowess (+3 versus Undead and Nazgûl). Cannot be duplicated on a given Dagger.

## CHOICE OF LÚTHIEN - Permanent-event (R)

[MP: 1]

Unique. Playable on Arwen in Minas Tirith. She receives +2 direct influence and her mind increases by 2. Discard if Arwen moves to a site not in Anórien, Lebennin, Lamedon, Belfalas, or Anfalas. Tap Arwen to take one item, ally, or faction playable at her current site from your play deck or discard pile into your hand (reshuffle play deck if searched).

#### CROWN OF FLOWERS - Permanent-event (C)

Environment. Crown of Flowers has no effect until you play a resource with it. You can play one resource from your hand with this card. The resource is considered to be played and to be in play as though Gates of Morning were in play and Doors of Night were not. Crown of Flowers does not affect the interpretation of any card except the resource played with it. Discard Crown of Flowers when the resource is discarded. Discard the resource if Crown of Flowers is discarded.

## CUP OF FAREWELL - Permanent-event (C)

Playable on a company at a Haven [ ] during the organization phase. Once during each of your turns, you can tap a character in this company, if the company is at a Haven [ ], to take a minor item from your sideboard into your hand (show opponent). Cannot be duplicated on a given company.

# DARK NUMBERS - Permanent-event (C)

[MP: 1]

Stolen Knowledge. Playable on an untapped scout immediately after facing an Orc, Troll, or Man attack. Tap scout. Can be stored at a Haven [ ]. If not stored, discard to give +3 to an influence attempt against a faction by a character in the same company.

## THE DWARVES ARE UPON YOU! -Short-event (U)

Playable on a company containing Dwarves facing an attack. All Dwarves in the company receive +2 prowess and -1 body against the attack. Cannot be duplicated against a given attack.

#### ENDURING TALES - Long-event (C)

When any player discards a card from his hand, he may discard it to the top of his play deck (and always face down) instead of to his discard pile.

## EYES OF MANDOS - Short-event (R)

Playable on Pallando during the organization phase. Tap Pallando and reveal up to 8 cards from the top of your play deck. Choose one to put into your hand and shuffle the remaining ones into your play deck.

# FACE OUT OF SIGHT - Long-event (C)

All on-guard cards are returned to owner's hands. At the end of any turn, all wounded and tapped agents are returned to their owner's hands. Cannot be duplicated.

#### FATE OF THE ITHIL-STONE - Permanent-event (R)

[MP: (7)]

#### FIFTEEN BIRDS IN FIVE FIRTREES - Short-event (R)

Playable on a moving company facing a non-unique hazard creature if Gates of Morning is in play. All attacks of the creature are canceled and all attacks of the next non-unique hazard creature the company faces this turn are also canceled. An untapped character in the company must tap to face any strike from a subsequent hazard creature attack for the rest of the turn. The company must do nothing during its site phase unless it contains a Wizard or you discard Eagle-mounts from your hand. Cannot be duplicated on a given turn.

#### FIREWORKS - Permanent-event (C)

Ritual. Playable on an untapped sage at a tapped Border-hold [11] or Free-hold [12] except Wellinghall. Tap sage. Make a roll (draw a #) and add the mind of the sage (+10 if a Wizard)-if the result is greater than 12, the site untaps. The next time the sage would otherwise become untapped, make him tapped instead and discard this card.

# FIRST OF THE ORDER - Short-event (R)

Playable on Saruman. Saruman receives +2 to all corruption checks for the rest of the turn.

## FOREWARNED IS FOREARMED - Permanent-event (C)

Any non-Dragon Lair site with more than one automatic-attack is reduced to having one automatic-attack of the hazard player's choice. Any creature or other hazard with more than one attack is reduced to one attack of the hazard player's choice. Discard when such an isolated attack is defeated. Cannot be duplicated.

# FREE TO CHOOSE - Permanent-event (C)

Playable on an item that normally gives 3 corruption points or more. Target item gives 2 fewer corruption points (3 fewer if Gates of Morning is in play). Discard after its bearer makes a corruption check. Cannot be duplicated on a given item.

#### HALL OF FIRE - Permanent-event (C)

Playable on a Haven [187]. Any company at this Haven immediately following its movement/hazard phase may choose for one of its characters to untap or heal (from wounded to tapped). Discard Hall of Fire when the site card is returned to the location deck.

#### HEALING OF NIMRODEL - Short-event (C)

Playable during the organization phase on a moving company whose site of origin is a Haven. If the company moves to another Haven this turn, at the end of the movement/hazard phase all wounded characters in the company heal (from wounded to untapped) and all tapped characters untap.

#### HERB-LORE - Permanent-event (R)

Playable on Radagast while moving during his movement/hazard phase if there is at least one Wilderness in his card to heal all characters in his company from wounded to untapped and to untap all tapped characters.

# HERE IS A SNAKE! - Short-event (C)

Playable on a company during its movement/hazard phase after cards have been drawn. Opponent may reveal to you any number of hazards from his hand. He may only play hazards he revealed to you (including on-guard cards) for the remainder of target company's movement/hazard phase.

Alternatively, a face-down agent is tapped and revealed.

#### HIDDEN KNIFE - Short-event (C)

Playable on any face-up agent during your site phase. You may play a hazard creature from your hand keyed to a face-up agent's current site which immediately attacks the agent as if the agent were a character. You do not receive marshalling points if the agent is eliminated.

## HOBBIT-LORE - Permanent-event (R)

Playable on Gandalf during the organization phase while at a Haven [\*\*]. If untapped, tap Gandalf afterwards. He receives +2 direct influence against Hobbits and Hobbit factions.

# HORNS, HORNS - Short-event (C)

Each player removes all factions from his discard pile and shuffles them into his play deck.

## HOUR OF NEED - Short-event (R)

Playable on an untapped non-warrior, non-Wizard diplomat during the organization phase if you have a faction in your hand. Play a faction from your hand. Tap diplomat who then makes an influence attempt on this faction. Count out the number of contiguous regions from the diplomat's site to the site where the faction is normally playable (including the regions containing both sites)-subtract two plus this number from the diplomat's attempt. If the attempt is unsuccessful, discard the diplomat and faction.

## HUNDREDS OF BUTTERFLIES - Short-event (C)

Playable on a moving character during his movement/hazard phase. Untap the character and increase the hazard limit against his company by one.

#### THE HUNT - Short-event (R)

Playable on Alatar during the organization phase. Name a specific hazard creature card your opponent revealed to you through a mechanism of the game and discarded. Unless eliminated or prevented from being in play, your opponent then finds this particular card (reshuffling his play deck if it was searched). This creature immediately attacks Alatar as though he were a one-character company. Alatar cannot use or benefit from spells against the attack. If untapped, tap Alatar afterwards.

#### I KNOW MUCH ABOUT YOU - Short-event (C)

Cancels any agent attack or any hazard effect that requires tapping an agent declared earlier in the same chain of effects or one attack from a hazard creature with multiple attacks (e.g., Slayer, Nameless Thing).

## INTO DARK TUNNELS - Short-event (C)

Playable at the end of the movement/hazard phase on a company that has moved to an Under-deeps site. That company may attempt to move to an additional site on the same turn. Another site card may be played and a movement/hazard phase immediately follows.

#### INTO THE SMOKING CONE - Permanent-event (R)

[MP: (6)

Playable on a company with a sage during the site phase at a site where gold ring items are playable. Tap this card if the company plays a ring special item; this card never untaps. If this card is tapped, the company can discard (for no effect) a Lost Knowledge card it controls during its site phase at Mount Doom and invert this card on the playing surface (rotate it 180°). If inverted, you can store this card at a Haven [\*\*] - only if stored do you receive its marshalling points. If stored, all ring items give one less corruption point. Once inverted, no other copy of this card can be inverted.

# KNOWLEDGE OF THE ENEMY - Permanent-event (C)

[MP: (1)]

Stolen Knowledge. Playable on an untapped character at a Shadow-hold or Dark-hold or Dark-hold or if his company faced an agent attack and all of its strikes failed. Tap character. Can be stored at a Haven [ ] - only if stored do you receive its marshalling point. If stored, you may discard this card and force one non-unique hazard to be removed from play as you see your opponent discard it through a mechanism of the game.

#### MALLORN - Permanent-event (R)

[MP: 3]

Unique. *Playable at* Bag End *only if* Earth of Galadriel's Orchard *is stored there*. Bag End becomes a Haven [\*\*] for the purposes of healing and bringing characters into play. Bag End can untap during its owner's untap phase. If Bag End is discarded, return it to its location deck. All Hobbit factions are worth +1 marshalling points. **(E)** 

# MEMORIES RECALLED - Short-event (C)

Playable on a character with a sage in his company. All dark enchantments on target character are discarded. Alternatively, a sage can tap and you can discard this card from your hand to fulfill the requirement that Lost Knowledge be discarded for any card played with the sage's company.

## MORE ALERT THAN MOST - Permanent-event (C)

The number of strikes of any attack that chooses defending characters is reduced by one (to a minimum of one)-by 2 if Gates of Morning is in play. Discard when such an attack is defeated. Cannot be duplicated.

#### NO WAITING TO WONDER - Short-event (C)

Playable on an untapped Hobbit when another character in his company is facing a strike (during other character's strike sequence). Tap Hobbit. The prowess of the strike is modified by -4 and its body by -1. If the strike is successful, the Hobbit must make a body check (in addition to the other effects of the successful strike).

## ORDERED TO KILL - Permanent-event (R)

Each face up agent must attack if a company enters a site where he is located.

Additionally, any unrevealed on-guard cards are discarded instead of being returned to their owner's hand. Discard when any play deck is exhausted. Cannot be duplicated.

## PALM TO PALM - Permanent-event (C)

Playable on a company without a Wizard at a Haven [4]. Any character designated as tapping in support gives +1 to an influence attempt or to an attempt to remove a corruption card by any other character in the company. The mind of each character and ally in the company is increased by one. Discard when any play deck is exhausted, a Wizard joins the company, or any character in the company splits off into another company.

# PASS THE DOORS OF DOL GULDUR - Permanent-event (R)

[MP: (4)]

Stolen Knowledge. Playable on a company if the company discards (for no effect) a Stolen Knowledge card it controls. You can tap this card during the same site phase the company successfully plays Rescue Prisoners at Dol Guldur (or rescues characters taken prisoner if the rescue site is Dol Guldur); this card never untaps. If tapped, this card can be stored at a Haven [\*\*] - only if stored do you receive its marshalling points. If stored, all automatic-attacks at all Dark-holds [\*\*] and all Shadow-holds [\*\*] are with one less prowess and one less strike (to a minimum of one). Once tapped, no other copy of this card can be tapped.

## REBUILD THE TOWN - Permanent-event (C)

Playable *during the site phase* on a non-Dragon's lair, non-Under-deeps Ruins & Lairs [1]. The site becomes a Border-hold [1] and loses all automatic-attacks. Discard Rebuild the Town when the site is discarded or returned to its location deck. **(E)** 

# SAW FURTHER AND DEEPER - Permanent-event (U)

Playable only if your Wizard is not revealed. Your general influence is increased by 5. Your Wizard may only be brought into play at his home site. Discard when you bring your Wizard into play. Cannot be duplicated by a given player.

## SECRET WAYS - Long-event (C)

The roll required to move between adjacent Under-deeps sites is decreased by 4. Cannot be duplicated.

## SENTINELS OF NÚMENOR - Permanent-event (U)

Place this card in your marshalling point pile. Any attempt (by any player) to influence a faction playable at a site in Anórien, Lebennin, Lamedon, Belfalas, or Anfalas is modified by -2 and cannot be attempted with Muster. Place any such faction you successfully influence (while this card is in play) under this card. All factions under this card give an additional marshalling point. Discard when any faction under this card is discarded (all other contained factions remain). Cannot be duplicated.

# SMOKE RINGS - Short-event (C)

Bring one resource or character from your sideboard or discard pile into your play deck and shuffle.

#### TOKEN OF GOODWILL - Short-event (R)

Offering Attempt. Playable on a diplomat whose company is facing an attack of the type listed below. Target diplomat makes a corruption check. If he does not fail, discard an item from his company (as listed below), and make a roll (or draw a #) adding the diplomat's unused direct influence. If the result is greater than the listed values, the attack is canceled, and you may take one resource from your play deck or discard pile into your hand (reshuffle play deck if searched). Against a Dragon: greater item/5, against a Drake: major item/6, against Men, Slayer, or any Agent: minor item/7.

# TO THE UTTERMOST FOUNDATIONS - Permanent-event (U)

[MP: (3)]

Playable on a company at an Under-deeps site during its organization phase; tap site if untapped. This card is played tapped and can only be untapped during your organization phase if the company is at a different Under-deeps site. If untapped and at a Haven [4], this card may be stored in your marshalling point pile - only if stored do you receive its marshalling points. Cannot be duplicated on a given company.

## VEIN OF ARDA - Permanent-event (C)

[MP: 2

Sage or Dwarf only during the site phase at any Under-deeps site. Tap the sage or Dwarf. Tap the site if it is not already tapped. Sage or Dwarf may not untap until Vein of Arda is stored at a Haven [4]. Cannot be duplicated at a given site.

# WHEN YOU KNOW MORE - Permanent-event (C)

[MP: 1]

Light enchantment. Playable on a sage during the site phase at a site where Information is playable. Tap sage and site. Tap sage to modify one influence attempt by a character in his company by +2. Sage makes a corruption check.

# THE WINDLORD FOUND ME - Permanent-event (U)

[MP: 3]

Playable at an untapped Isengard, Shadow-hold [ ], or Dark-hold [ ] during the site phase. Tap the site. The company faces an Orc attack (4 strikes with 9 prowess). Afterwards, a character may tap and place this card under him. If you do not place this card with a character after the attack, discard it. That character may not untap until after this card is stored in a Haven [ ] during the organization phase. When this card is stored, and if your Wizard is not already in play, you may search your play deck or discard pile for a Wizard and play him at that Haven [ ] (does not count towards the one character per turn limit). Cannot be duplicated by a given player. (E)

#### WITHDRAWN TO MORDOR - Short-event (C)

Playable on a face-up agent. If the agent has a mind of 5 or less, it is discarded. If its mind is 6 or greater, return it to its owner's hand. Alternatively, an on-guard card is discarded.

## **ITEMS**

AIGLOS - Special Item (R)

[MP: 5; CP: 3]

Unique. Playable at any Under-deeps Dark-hold [ ] or Shadow-hold [ ]. Weapon. Warrior only: +2 prowess (+5 if Doors of Night is in play) (to a maximum of 11); +1 body (to a maximum of 10); -2 to target's body; +3 direct influence against Elves and Elf factions.

# DRAGON-HELM - Special Item (R)

[MP: 4; CP: 2]

Unique. Playable at any Under-deeps Dark-hold [ or Shadow-hold [ or Shadow

# DWARVEN LIGHT-STONE - Special Item (U)

[MP: 2; CP: 1]

Playable at any Under-deeps site. +2 to all rolls required for bearer's company to move to an adjacent site in the Under-deeps. Tap Dwarven Light-stone: to modify by -2 the prowess of one attack for which weapons do not modify the target's prowess (e.g., Trap, Lava Flow, etc.), or to modify by -2 the prowess of one Orc or Troll attack.

## FORGOTTEN SCROLLS - Minor Item (C)

[CP: 1]

Lost Knowledge. Can also be played at Minas Tirith if the site is tapped. Cannot be included with a starting company. After this item is played, the bearer faces an attack (cannot be canceled): Trap - 1 strike with 8 prowess (weapons do not modify prowess against this strike). If its bearer is at a Ruins & Lairs [1], discard Forgotten Scrolls to make information playable at the site until the end of the turn.

#### GEMS OF ARDA - Special Item (R)

[MP: 3; CP: 3]

Playable at The Gem-deeps. If you have a stored Vein of Arda, playable at any Under-deeps site. During any organization phase in which you store Gems of Arda, you may immediately tap a character in the same company and play with him a non-special item from your hand or discard pile. This item must be identical to an item that your opponent has already stored. Your opponent's stored item is discarded, and you may never store the item you played.

# LEAF BROOCH - Special Item (U)

[CP: 1]

Only playable at Lórien. If a non-special item must be discarded from the company of Leaf Brooch's bearer (according to any hazard or resource effect), you may discard Leaf Brooch instead to fulfill this requirement.

## LOST TOME - Minor Item (C)

[CP: 1]

Lost Knowledge. Cannot be included with a starting company. After this item is played, the bearer faces an attack (cannot be canceled): Trap - 1 strike with 9 prowess (weapons do not modify prowess against this strike). If its bearer is at a Shadow-hold [1] or Dark-hold [1], discard Lost Tome to make information playable at the site until the end of the turn.

# MITHRIL - Special Item (R)

[MP: 3(7); CP: 3]

Unique. Playable with a Sage or Dwarf only during the site phase at The Under-gates if you have a stored Vein of Arda. Sage or Dwarf may not untap until Mithril is stored at a Haven [ ]. Mithril is worth 7 marshalling points when stored. During any organization phase in which you store Mithril, you may immediately tap a character in the same company and play with him a non-unique, non-special weapon, armor, shield, or helmet from your hand or discard pile. When Mithril is stored, each Dwarf in play must immediately make a corruption check modified by -3.

# NECKLACE OF GIRION - Special Item (R)

[MP: 4; CP: 3]

Unique. Only playable at The Lonely Mountain. Bearer receives +3 direct influence against Dwarves/Men and Dwarf/Man factions. If bearer is at a Free-hold [1] or Border-hold [1], he can make a corruption check, and, if successful, you may discard Necklace of Girion to play any non-special item from your hand with its bearer.

## NOLDO-LANTERN - Special Item (U)

[MP: 2; CP: 2]

Playable at any Under-deeps site. +2 to all rolls required for bearer's company to move to an adjacent site in the Under-deeps. Tap Noldo-lantern to give -2 prowess and one less strike (to a minnimum of one) to any Undead, Nazgûl, Orc, or Troll attack.

PHIAL OF GALADRIEL - Special Item (R)

[MP: 1; CP: 0]

Unique. Playable on a non-Wizard, non-Dwarf bearer of Star-glass at a Haven [ in the same company as an untapped Galadriel. Tap Galadriel, replace Star-glass with Phial of Galadriel, and remove Star-glass from play. Tap Phial to cancel any Undead attack. Tap Phial to modify the prowess of any hazard creature attack keyed to a Dark-domain [ in ], Shadow-land [ in ], Dark-hold [ in ], or Shadow-hold [ in ] by -2-you choose targets of such an attack's strikes (regardless of tapped status, wounded status, and the normal abilities of the attack). Tap Phial to give +2 to any corruption check by its bearer. Cannot be transferred.

#### SITES

THE GEM-DEEPS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 3/2]

Adjacent Sites: Glittering Caves (0), The Pûkel-deeps (9), The Under-gates (6)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Undead - 3 strikes with 9 prowess; (2nd) Opponent may play as an automatic-attack one non-unique

hazard creature from his hand normally keyed to a Shadow-hold [4].

Special: Any Undead creature or Pûkel-creature may also be played at this site.

HAUDH-IN-GWANÛR - Ruins & Lairs [1] (Harondor) (U)<

[opponent draws/you draw: 2/2]

Nearest Haven: Edhellond Site Path: (1) (2) (2) (4)

Playable: Items (minor, major)

Automatic-attack: Undead - 1 strike with 10 prowess; each character wounded must make a corruption check

HERMIT'S HILL - Ruins & Lairs [11] (Wold & Foothills) (U)

[opponent draws/you draw: 1/1]

Nearest Haven: Lórien

Site Path:

Playable: Items (minor)

Automatic-attack: Men - 3 strike with 6 prowess

Special: During the site phase, a company may discard two minor items they bear to make any one major item (including

a hoard item) playable here that turn.

THE IRON-DEEPS - Dark-hold [1] (Under-deeps) (R)

[opponent draws/you draw: 4/1]

Adjacent Sites: Carn Dûm (0), The Under-leas (6), The Under-vaults (7)

Playable: Items (minor, major, greater)

Automatic-attacks (2): (1st) Trolls - 3 strikes with 9 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Ruins & Lairs [1].

Special: If the Witch-king of Angmar is in play as a permanent-event, it must be used as an additional automatic-attack (discard after use - ignore result of defeat).

THE PÛKEL-DEEPS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 3/2]

Adjacent Sites: Dunharrow (0), The Gem-deeps (9), The Sulfur-deeps (9)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Pûkel-men - 2 strikes with 11 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [1].

Special: Any Undead creature or Pûkel-creature may also be played at this site.

THE SULFUR-DEEPS - Dark-hold [ (Under-deeps) (R)

[opponent draws/you draw: 4/1]

Adjacent Sites: Dol Guldur (0), The Under-courts (5), The Pûkel-deeps (9), The Under-gates (5), The Under-galleries (8)

Playable: Items (minor, major, greater)

Automatic-attacks (2): (1st) Trolls - 2 strikes with 9 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [1].

Special: If Khamûl the Easterling or Adûnaphel is in play as a permanent-event, one must be used as an additional automatic-attack (attacker's choice, discard after use - ignore result of defeat).

THE UNDER-COURTS - Dark-hold [1] (Under-deeps) (U)

[opponent draws/you draw: 4/1]

Adjacent Sites: Barad-dûr (0), The Sulfur-deeps (5), The Under-galleries (4)

Playable: Items (minor, major, greater)

Automatic-attacks (2): (1st) Trolls - 3 strikes with 10 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [1].

Special: If any Nazgûl permanent-event is in play, one must be used as an additional automatic-attack (attacker's choice, discard after use - ignore result of defeat).

THE UNDER-GALLERIES - Dark-hold [ ] (Under-deeps) (R)

[MP: 3; opponent draws/you draw: 4/1]

Adjacent Sites: Any site in Ûdun (0), The Under-courts (4), The Sulfur-deeps (8)

Playable: Items (minor, major, greater)

Automatic-attacks (2): (1st) Trolls - 4 strikes with 9 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [1].

Special: Stolen Knowledge. When Under-galleries would be placed in your discard pile, place it in your marshalling points pile instead for 3 marshalling points - this card is considered stored.

THE UNDER-GATES - Shadow-hold [ (Under-deeps) (U)

[opponent draws/you draw: 3/1]

Adjacent Sites: Moria (0), The Gem-deeps (6), The Sulfur-deeps (5), The Under-grottos (8), The Under-leas (6)

Playable: Items (minor, major, greater, gold ring)

Automatic-attacks (2): (1st) Balrog - 2 strikes with 16 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Ruins & Lairs [16].

Special: If Balrog of Moria is in play or if it or Durin's Bane has been defeated, the first automatic attack is canceled.

THE UNDER-GROTTOS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 3/1]

Adjacent Sites: Goblin-gate (0), The Under-leas (8), The Under-gates (8)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Orcs - 4 strikes with 7 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +2.

THE UNDER-LEAS - Shadow-hold [ (Under-deeps) (U)

[opponent draws/you draw: 4/1]

Adjacent Sites: Gundabad (0), The Iron-deeps (6), The Under-grottos (8), The Under-gates (6), The Under-vaults (7)

Playable: Items (minor, major, greater)

Automatic-attacks (2): (1st) Orcs - 5 strikes with 7 prowess; (2nd) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Ruins & Lairs [1].

Special: If the Witch-king of Angmar is in play as a permanent-event, it must be used as an additional automatic-attack (discard after use - ignore result of defeat).

THE UNDER-VAULTS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 3/2]

Adjacent Sites: Mount Gram (0), The Iron-deeps (7), The Under-leas (7)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Undead - 3 strikes with 8 prowess; (2nd) Opponent may play as an automatic-attack one non-unique

hazard creature from his hand normally keyed to Shadow-holds [1].

Special: Any Undead creature may also be played at this site.

URLURTSU NURN - Dark-hold [1] (Nurn) (U)

[opponent draws/you draw: 5/3] Nearest Haven: Edhellond Site Path: (1) (1) (2) (1)

Playable: Information, Items (minor, major)

Automatic-attacks: Orcs - 4 strikes with 7 prowess

# THE LIDLESS EYE

## MINION CHARACTERS

ASTERNAK - Warrior/Diplomat Man (F)

[MP: 2; Mind: 5; DI: 2; P/B: 5/7; Home Site: Variag Camp]

Unique. +2 direct influence against any faction playable at Variag Camp.

BELEGORN - Sage/Diplomat Dúnadan (U)

[MP: 2; Mind: 5; DI: 2; P/B: 3/7; Home Site: Carn Dûm]

Unique. Can use spirit-magic.

BROIN - Warrior/Scout Dwarf (R)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Moria]

Unique. +1 prowess against Orcs and Elves.

CALENDAL - Scout/Sage Elf (R)

[MP: 2; Mind: 6; DI: 1; P/B: 4/8; Home Site: Dol Guldur]

Unique. May tap to use a Palantír he bears. +2 direct influence against Elves and Elf factions.

CARAMBOR - Warrior/Scout/Ranger Elf (R)

[MP: 2; Mind: 6; DI: 0; P/B: 5/8; Home Site: Carn Dûm]

Unique. May tap at the end of his company's movement/hazard phase to allow it to move to an additional site on the same turn. Another site card may be played and another movement/hazard phase immediately follows for his company. The new site path must contain at least one Wilderness [1].

CIRYAHER - Scout/Sage Dúnadan (U)

[MP: 2; Mind: 5; DI: 2; P/B: 2/7; Home Site: Barad-dûr]

Unique. Can use shadow-magic.

DOGRIB - Warrior Man (U)

[Mind: 2; DI: 0; P/B: 4/7; Home Site: Lossadan Camp]

Unique. -1 to all corruption checks.

DORELAS - Warrior/Sage Man (U)

[MP:1; Mind: 3; DI: 1; P/B: 2/7; Home Site: Lond Galen]

Unique.

DUNLENDING SPY - Scout Man (U)

[Mind: 1; DI: 0; P/B: 2/8; Home Site: Bree]

Unique.

ERADAN - Scout/Ranger Dúnadan (U)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Sarn Goriwing]

Unique.

GORBAG - Warrior/Scout Orc (F)

[MP: 2; Mind: 6; DI: 0; P/B: 6/9; Home Site: Minas Morgul]

Unique. Uruk-hai. Leader. Discard on a body check result of 9. +3 direct influence against Orcs and Orc factions.

## GRISHNAKH - Warrior/Scout Orc (F)

[MP: 1; Mind: 3; DI: 0; P/B: 4/8; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 8.

# GULLA -Warrior/Ranger Dwarf (R)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Carn Dûm]

Unique. +1 prowess against Orcs and Elves.

## HADOR - Warrior/Sage Dúnadan (U)

[MP: 2; Mind: 6; DI: 1; P/B: 5/9; Home Site: Dol Guldur]

Unique. Can use sorcery.

#### HENDOLEN - Sage/Diplomat Elf (R)

[MP: 2; Mind: 6; DI: 2; P/B: 3/7; Home Site: Minas Morgul]

Unique. May tap to cancel a detainment attack against his company. +2 direct influence against Elves and Elf factions.

#### HORSEMAN IN THE NIGHT - Warrior/Diplomat Man (C)

[MP: 1; Mind: 4; DI: 2; P/B: 3/7; Home Site: Any Dark-hold]

+1 direct influence against any faction.

## JERREK - Warrior/Scout Man (F)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Southron Oasis]

Unique. +1 direct influence against any faction playable at Southron Oasis.

#### LAGDUF - Warrior Orc (U)

[MP: 1; Mind: 3; DI: 0; P/B: 5/8; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 8.

# LAYOS - Sage/Diplomat Man (F)

[MP: 2; Mind: 5; DI: 2; P/B: 3/8; Home Site: Shrel-kain]

Unique. +2 direct influence against the Men of Dorwinion faction.

## LIEUTENANT OF ANGMAR - Warrior/Scout Troll (R)

[MP: 3; Mind: 9; DI: 1; P/B: 8/9; Home Site: Carn Dûm]

Unique. Olog-hai. Leader. Manifestation of Rogrog. Discard on a body check result of 9. +4 direct influence against Trolls, Orcs, Troll factions, and Orc factions. When he is at Carn Dûm, you may keep one more card than normal in your hand.

## LIEUTENANT OF DOL GULDUR - Warrior/Sage Troll (R)

[MP: 3; Mind: 9; DI: 3; P/B: 7/9; Home Site: Dol Guldur]

Unique. Olog-hai. Leader. Manifestation of Gorfaur the Lame. Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions. When he is at Dol Guldur, you may keep one more card than normal in your hand.

## LIEUTENANT OF MORGUL - Warrior/Ranger Troll (R)

[MP: 3; Mind: 9; DI: 2; P/B: 8/9; Home Site: Minas Morgul]

Unique. Half-troll. Leader. Manifestation of Gothmog. Discard on a body check result of 9. +3 direct influence against Trolls, Orcs, Troll factions, and Orc factions. When he is at Minas Morgul, you may keep one more card than normal in your hand.

LUITPRAND - Scout Man (F)

[Mind: 1; DI: 0; P/B: 3/7; Home Site: Lake-town]

Unique.

THE MOUTH - Warrior/Diplomat Man (R)

[MP: 3; Mind: 9; DI: 4; P/B: 6/8; Home Site: Barad-dûr]

Unique. Manifestation of Mouth of Sauron. +2 direct influence against any faction. Tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle. Return The Mouth to your hand when Mouth of Sauron is played; you may automatically transfer one item he bears to a character in the same company (discard the rest).

MUZGASH - Warrior Orc (F)

[Mind: 2; DI: 0; P/B: 4/8; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 8.

NÁIN - Warrior/Sage Dwarf (R)

[MP: 1; Mind: 3; DI: 1; P/B: 3/7; Home Site: Dol Guldur]

Unique. +1 direct influence against Dwarves and Dwarf factions. +1 prowess against Orcs and Elves.

NEVIDO SMÔD - Warrior/Ranger Man (F)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Easterling Camp]

Unique. +2 direct influence against any faction playable at Easterling Camp.

ODOACER - Ranger Man (F)

[Mind: 1; DI: 0; P/B: 4/6; Home Site: Woodmen-town]

Unique. +3 direct influence against the Woodmen faction.

OLD TROLL - Warrior Troll (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/9; Home Site: Any Dark-hold]

Discard on a body check result of 8. +1 direct influence against Trolls, Orcs, Troll factions, and Orc factions. -1 to all corruption checks.

ORC BRAWLER - Warrior Orc (C)

[Mind: 1; DI: 0; P/B: 3/8; Home Site: Any Dark-hold]

Discard on a body check result of 7 or 8. -1 to all corruption checks.

ORC CAPTAIN CAWarrior Orc (U, F)

[MP: 2; Mind: 5; DI: 0; P/B: 5/8; Home Site: Any Dark-hold]

Leader. Discard on a body check result of 8. +3 direct influence against Orcs and Orc factions.

ORC CHIEFTAIN - Warrior Orc (U, F)

[MP: 1; Mind: 4; DI: 0; P/B: 4/8; Home Site: Any Dark-hold]

Leader. Discard on a body check result of 8. +3 direct influence against Orcs and Orc factions.

ORC SNIFFLER - Warrior/Scout (C) Orc

[Mind: 2; DI: 0; P/B: 2/8; Home Site: Any Dark-hold ]

Discard on a body check result of 7 or 8. -1 to all corruption checks.

ORC TRACKER - Warrior/Ranger Orc (C, F)

[MP: 1; Mind: 3; DI: 0; P/B: 3/8; Home Site: Any Dark-hold]

Discard on a body check result of 7 or 8. -1 to all corruption checks.

ORC VETERAN - Warrior Orc (C, F)

[Mind: 2; DI: 0; P/B: 4/8; Home Site: Any Dark-hold]

Discard on a body check result of 8. -1 to all corruption checks.

OSTISEN - Scout Man (F)

[Mind: 2; DI: 0; P/B: 3/9; Home Site: Vale of Erech]

Unique.

PON OPAR - Warrior/Ranger/Sage Man (F)

[MP: 2; Mind: 6; DI: 1; P/B: 5/8; Home Site: Southron Oasis]

Unique. +2 direct influence against any faction playable at Southron Oasis.

RADBUG - Warrior/Ranger Orc (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 8.

SHAGRAT - Warrior/Ranger Orc (U)

[MP: 2; Mind: 6; DI: 0; P/B: 6/9; Home Site: Cirith Ungol]

Unique. Uruk-hai. Leader. Discard on a body check result of 9. +4 direct influence against Orcs and Orc factions.

SHAMAS - Warrior/Diplomat Man (R)

[MP: 1; Mind: 3; DI: 1; P/B: 2/8; Home Site: Dunnish Clan-hold]

Unique. +1 direct influence against Man factions.

Additionally, +2 direct influence against the Dunlendings faction.

SNAGA - Warrior Orc (R)

[MP: 1; Mind: 4; DI: 0; P/B: 5/9; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 9.

TARCIL - Warrior/Ranger/Diplomat Dúnadan (R)

[MP: 2; Mind: 6; DI: 2; P/B: 4/8; Home Site: Minas Morgul]

Unique.

THRELIN - Warrior/Diplomat Dwarf (R)

[MP: 2; Mind: 5; DI: 2; P/B: 4/7; Home Site: Minas Morgul]

Unique. +2 direct influence against Dwarves and Dwarf factions. +1 prowess agaiest Orcs and Elves.

TROLL LOUT - Warrior Troll (C)

[MP: 1; Mind: 3; DI: 0; P/B: 4/9; Home Site: Any Dark-hold]

Discard on a body check result of 8. -1 to all corruption checks.

TROLL-CHIEF - Warrior Troll (U, F)

[MP: 2; Mind: 6; DI: 0; P/B: 6/9; Home Site: Any Dark-hold]

Olog-hai. Leader. Discard on a body check result of 9. +3 direct influence against Trolls, Orcs, Troll factions, and Orc factions.

TROS HESNEF - Warrior Man (U)

[Mind: 2; DI: 0; P/B: 5/7; Home Site: Easterling Camp]

Unique. +1 direct influence against any faction playable at Easterling Camp. -1 to all corruption checks.

UCHEL - Ranger Man (U)

[Mind: 1; DI: 0; P/B: 2/7; Home Site: Cameth Brin]

Unique. +4 direct influence against the Hillmen faction.

## UFTHAK - Warrior/Scout/Ranger Orc (R)

[MP: 1; Mind: 4; DI: 0; P/B: 4/8; Home Site: Any site in Imlad Morgul]

Unique. Uruk-hai. Discard on a body check result of 8.

## ULKAUR THE TONGUELESS - Warrior Troll (R)

[MP: 2; Mind: 5; DI: 0; P/B: 6/9; Home Site: Barad-dûr]

Unique. Olog-hai. Leader. Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions. -1 to all corruption checks.

## RINGWRAITH CHARACTERS

## ADÛNAPHEL THE RINGWRAITH - Warrior/Scout/Diplomat Ringwraith (F)

[DI: 4; P/B: 8/10; Home Site: Urlurtsu Nurn]

Unique. Manifestation of Adûnaphel. Can use spirit-magic. +2 direct influence in Heralded Lord mode. -2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [\*], she may tap to cancel one hazard creature attack not played at a site against any one of your companies.

# AKHÔRAHIL THE RINGWRAITH - Sage Ringwraith (F)

[DI: 3; P/B: 8/9; Home Site: Any site in Nurn]

Unique. Manifestation of Akhôrahil. Can use sorcery, spirit-magic, and shadow-magic. +3 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. As your Ringwraith, when he uses a magic card, return it to the play deck and reshuffle.

## DWAR THE RINGWRAITH - Warrior/Scout/Sage Ringwraith (F)

[DI: 5; P/B: 9/10; Home Site: Any site in Udûn]

Unique. Manifestation of Dwar of Waw. Can use sorcery. -3 direct influence in Heralded Lord mode. -1 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [\*], he may tap to give +1 prowess and +1 body to all characters in any one of your companies until the end of the turn.

# HOARMÛRATH THE RINGWRAITH - Scout/Ranger/Sage Ringwraith (F)

[DI: 3; P/B: 8/9; Home Site: Any site in Udûn]

Unique. Manifestation of Hoarmûrath of Dír. can use sorcery. +1 direct influence in Heralded Lord mode. +2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [\*\*], you may keep one more card than normal in your hand.

#### INDÛR THE RINGWRAITH - Warrior/Diplomat Ringwraith (F)

[DI: 5; P/B: 9/10; Home Site: Any site in Udûn or Imlad Morgul]

Unique. Manifestation of Indûr Dawndeath. Can use sorcery and spirit-magic. -1 direct influence in Heralded Lord mode. -3 prowess in Fell Rider mode. As your Ringwraith, at the beginning of each of his end-of-turn phases, he may tap to take a magic card from your discard pile to your hand.

## KHAMÛL THE RINGWRAITH - Warrior/Ranger/Diplomat Ringwraith (F)

[DI: 4; P/B: 9/9; Home Site: Dol Guldur]

Unique. Manifestation of Khamûl the Easterling. Can use sorcery. -2 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. -2 to the body of any Elf character targeted by a strike from Khamûl. As your Ringwraith, one Ringwraith follower in his company may be controlled with no influence. You may bring this follower into play during your organization phase.

# REN THE RINGWRAITH - Sage/Diplomat Ringwraith (F)

[DI: 4; P/B: 8/10; Home Site: Any site in Gorgoroth]

Unique. Manifestation of Ren the Unclean. Can use sorcery and shadow-magic. -2 direct influence in Heralded Lord mode. +2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [\*], he may tap during your organization phase to modify all corruption checks made this turn by minions in any one of your companies by +2.

## ÛVATHA THE RINGWRAITH - Warrior/Scout/Ranger Ringwraith (F)

[DI: 5; P/B: 9/9; Home Site: Any site in Khand]

Unique. Manifestation of Ûvatha the Horseman. Can use spirit-magic. -3 direct influence in Heralded Lord mode. -1 prowess in Fell Rider mode. He may join another Ringwraith's company during your organization phase and requires no influence to control. As your Ringwraith, if at a Darkhaven [\*], he may tap during your organization phase to move one resource event card from your discard pile to your play deck and reshuffle.

## THE WITCH-KING - Warrior/Sage/Diplomat Ringwraith (F)

[DI: 3; P/B: 9/12; Home Site: Any site in Imlad Morgul]

Unique. Manifestation of The Witch-king of Angmar. Can use spirit-magic and shadow-magic. +3 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. As your Ringwraith, up to two Ringwraith followers in his company may be controlled with no influence. You may bring these followers into play during separate organization phases.

## HAZARD CREATURES

#### AMBUSHER - Creature (C)

[MP: 1; P/B: 10/-; Playable: Free-domains [10] and Border-lands [10]]

Men. Two strikes. Attacker chooses defending characters.

# ARTHADAN RANGERS - Creature (U)

[MP: 2\*; P/B: 10/6]

Dúnedain. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Arthedain, Rhudaur, Cardolan, Hollin, and The Shire; and may also be played at sites in these regions. May not be played against a company containinona character with Bree as a home site.

#### BARROW-WIGHT - Creature (U)

[MP: 1; P/B: 12/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. One strike. After the attack, each character wounded by Barrow-wight makes a corruption check modified by -2.

## BEORNING TOLL - Creature (R)

[MP: 2\*; P/B: 11/6]

Men. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Anduin Vales, Wold and Foothills, High Pass, and Redhorn Gate; and may also be played at non-Haven sites in these regions. May not be played against a company containing a character with Beorn's House as a home site.

## THE BORDER-WATCH - Creature (C)

[MP: 1\*; P/B: 7/-; Playable: Free-domains [ ], Border-lands [ ], Free-holds [ ] and Border-holds [ ] Men. Five strikes (two strikes and detainment against hero companies).

BRIGANDS - Creature (C)
[MP: 1; P/B: 8/-; Playable: Border-lands [1]] and Wilderness [1]]

Men. Two strikes. If any strike of Brigands wounds a character, the company must immediately discard one item (of defender's choice).

# CAVE WORM - Creature (C)

[MP: 1; P/B: 16/-]

Drake. One strike. May be played keyed to Redhorn Gate, High Pass, Gap of Isen, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, Númeriador, and Iron Hills.

## CAVE-DRAKE - Creature (C)

[MP: 1; P/B: 10/-; Playable: double Wilderness [ and Ruins & Lairs [ ]

Dragon. Two strikes. Attacker chooses defending characters.

#### CORPSE-CANDLE - Creature (C)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and

Dark-holds [1]

Undead. One strike. If this attack is not canceled, every character in the company makes a corruption check before defending characters are selected.

#### DIRE WOLVES - Creature (C)

Wolves. Four strikes.

## ELF-LORD REVEALED IN WRATH - Creature (R)

Elf. One strike (detainment against hero companies). +4 prowess versus Ringwraiths. If Doors of Night is not in play, may also be played keyed to Shadow-lands [1].

# ELVES UPON ERRANTRY - Creature (C)

Elves. Four strikes (playable only against minion companies).

# ENT IN SEARCH OF THE ENTWIVES - Creature (U)

Awakened Plant. One strike (detainment against covert and hero companies). If Doors of Night is not in play, may also be played keyed to Shadow-lands [ ].

## GHOSTS - Creature (C)

[MP: 1; P/B: 9/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. Three strikes. After attack, each character wounded by Ghosts makes a corruption check modified by -1.

## GHOULS - Creature (C)

[MP: 1; P/B: 7/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Undead. Five strikes.

## GIANT - Creature (C)

Giant. One strike.

#### GIANT SPIDERS - Creature (C)

Spiders. Two strikes. If the body check for a non-Wizard, non-Ringwraith character wounded by Giant Spiders equals his body, the character is discarded. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs [1], Shadow-holds [1], and Dark-holds [1] in these regions.

## GONDORIAN RANGERS - Creature (C)

[MP: 2\*; P/B: 9/6]

Dúnedain. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Ithilien, Dagorlad, Harondor, Mouths of the Anduin, and Brown Lands; and may also be played at sites in these regions. May not be played against a company containing a character with Henneth Annûn as a home site.

# HOBGOBLINS - Creature (C)

[MP:1; P/B: 10/-; Playable: double Wilderness [ 1]

Orcs. Two strikes.

#### HORSE-LORDS - Creature (C)

[MP: 2\*; P/B: 10/6]

Men. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Rohan, Wold and Foothills, Gap of Isen, and Anórien; and may also be played at non-Haven sites in these regions. May not be played against a company containing a character with Edoras as a home site.

## HUORN - Creature (C)

Awakened Plant. One strike. May also be played at Drúadan Forest, Old Forest, and Wellinghall. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs [1] and Shadow-holds [1] in these regions.

# LAND-DRAKE - Creature (C)

[MP: 1; P/B: 8/-; Playable: Wilderness [ and Ruins & Lairs [ ]

Drake. One strike. Attacker chooses defending characters.

# LANDROVAL - Creature (R)

Unique. Animal. Two strikes (playable only against an overt minion company). Attacker chooses defending characters.

# LAWLESS MEN - Creature (C)

[MP: 1; P/B: 9/-; Playable: Border-lands [ $\P$ ], Wilderness [ $\P$ ] and Shadow-lands [ $\P$ ]]

Men. Two strikes.

## LESSER SPIDERS - Creature (C)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Shadow-lands [ ] and Ruins & Lairs [ ] Spiders. Four strikes.

#### MARSH-DRAKE - Creature (C)

[MP: 1; P/B: 11/-; Playable: Coastal Seas [ and Shadow-lands [ ]]

Drake. Two strikes.

# ORC-RAIDERS - Creature (C)

[MP: 1; P/B: 6/-; Playable: Border-lands [ ], Wilderness [ ] and Ruins & Lairs [ ]

Orcs. Four strikes.

## ORC-WARBAND - Creature (C)

[MP: 1; P/B: 4/-; Playable Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ], Shadow-holds [ ] and Dark-holds [ ]

Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.

# ORC-WATCH - Creature (C)

[MP: 1; P/B: 9/-; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ] and Dark-holds [ ] Orcs. Three strikes.

#### PIRATES - Creature (R)

[MP: 1; P/B: 7/-; Playable: Wilderness [ ], Coastal Seas [ ] and Ruins & Lairs [ ]

Men. Three strikes. If any strike of Pirates wounds a character, the company must immediately discard one item (of defender's choice). Pirates receives +2 prowess when keyed to Coastal Seas [

# SELLSWORDS BETWEEN CHARTERS - Creature (C)

[MP: 1; P/B: 11/-; Playable: Border-holds [11] and Shadow-holds [11]

Men. Two strikes.

## SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable Border-lands [11] and Border-holds [11]]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap any one character in the company to cancel one of these attacks.

# SONS OF KINGS - Creature (C)

[MP: 2\*; P/B: 10/-; Playable: Free-domains [ ], Border-lands [ ], Border-holds [ ] and Free-holds [ ] Dúnedain. Three strikes (playable only against minion companies).

# STIRRING BONES - Creature (C)

[MP: 1; P/B: 9/-; Playable: double Wilderness [ ], Shadow-lands [ ], Dark-domains [ ], Ruins & Lairs [ ] and Shadow-holds [ ]

Undead. Two strikes.

## THRANDUIL'S FOLK - Creature (R)

[MP: 2\*; P/B: 10/6]

Elves. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Woodland Realm, Western Mirkwood, Heart of Mirkwood, Northern Rhovanion, and Grey Mountain Narrows; and may also be played at sites in these regions. May not be played against a company containing a character with Thranduil's Halls as a home site.

# THUNDER'S COMPANION - Creature (C)

Giants. Three strikes.

# TRUE FIRE-DRAKE - Creature (C)

[MP: 1; P/B: 13/-; Playable: triple Wilderness [ ( ) ( ) ( ) [

Drake. Two strikes. Only two Wildernesses in site path are required if Doors of Night is in play.

## URUK-LIEUTENANT - Creature (R)

[MP: 1; P/B: 9/-; Playable: Wilderness [ ], Shadow-lands [ ], Ruins & Lairs [ ] and Shadow-holds [ ]

Orc. One strike. If played on a company that has already faced an Orc attack this turn, Uruk-lieutenant receives +3 prowess. Orc-lieutenant receives an additional +3 prowess if played on a company that has already faced Uruk-lieutenant this turn.

# WANDERING ELDAR - Creature (R)

[MP: 1\*; P/B: 9/-; Playable: double Wilderness [ and Border-lands [ ]]

Elves. Each character in the company faces one strike (detainment against covert and hero companies). If Doors of Night is not in play, may also be played keyed to Free-domains [1].

# WARGS - Creature (C)

[MP: 1; P/B: 9/-; Border-lands [1], Wilderness [1] and Shadow-lands [1]]

Wolves. Two strikes.

## WATCHER IN THE WATER - Creature (U)

[MP: 1; P/B: 8/-; Playable: double Wilderness [ ] and Coastal Seas [ ]

Animal. Each character in the company faces one strike. May also be played at Moria.

# WILD TROLLS - Creature (C)

[MP: 1; P/B: 10/-; double Wilderness [ and Ruins & Lairs [ ]]

Trolls. Two strikes.

# HAZARD EVENTS

# AROUSE DEFENDERS - Short-event (C)

Playable on a Free-hold [1] or Border-hold [1]. This turn, the prowess of one automatic-attack (your choice) at target site is increased by 2 and cannot be canceled. Cannot be duplicated on a given site.

## AROUSE DENIZENS - Short-event (C)

Playable on a Ruins & Lairs [1]. This turn, the prowess of one automatic-attack (your choice) at target site is increased by 3. Cannot be duplicated on a given site.

## AWAKEN DEFENDERS - Long-event (C)

The number of strikes for each automatic-attack at a Free-hold [11] or Border-hold [13] is doubled.

Additionally, each detainment automatic-attack at a Free-hold [1] or Border-hold [1] becomes a normal automatic-attack. Cannot be duplicated.

#### AWAKEN DENIZENS - Long-event (C)

The number of strikes for each automatic-attack at a Ruins & Lairs [1] is doubled. Cannot be duplicated.

#### CALL OF HOME - Short-event (C)

Playable on a non-Ringwraith, non-Wizard character not bearing The One Ring. The character makes a roll (draws a #). The character returns to his player's hand if the result plus his player's unused general influence is less than 10. Any one item held by the removed character may automatically be transferred to another character in his company (all other non-follower cards he controls are discarded.)

# CHILL THEM WITH FEAR - Long-event (R)

All Elf, Dwarf, Dúnadan, and Hobbit attacks receive +2 prowess and +2 strikes (+1 prowess and +1 strike if Doors of Night is in play). Cannot be duplicated.

## COVETOUS THOUGHTS - Permanent-event (U)

#### [CP: 1]

Corruption. Playable only on a minion. At the end of each of his turns, target minion makes a corruption check for each item his company bears that he does not bear. For each check, modify the roll by subtracting the corruption of that item. During his organization phase, the minion may tap to attempt to remove this card by making a roll (drawing a #)-if the result is greater than 5, discard this card. Cannot be duplicated on a given minion.

## DARKNESS UNDER TREE - Short-event (R)

Playable on an untapped Orc, Troll, or Man character if Doors of Night is in play. Tap the character.

# DESPAIR OF THE HEART - Permanent-event (C)

[CP: 2]

Corruption. Playable on a non-Hobbit, non-Wizard, non-Ringwraith character. Target character receives 2 corruption points and makes a corruption check each time a character in his company becomes wounded. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 4, discard this card. Cannot be duplicated on a given character.

## DOORS OF NIGHT - Permanent-event (C)

Environment. When Doors of Night is played, and all resource environment cards in play are immediately discarded, and all resource environment effects are cancelled. Cannot be duplicated.

## FELL WINTER - Long-event (C)

Environment. Each Border-hold [14] receives an additional automatic-attack: Wolves - 3 strikes with 7 prowess.

Additionally, if Doors of Night is in play, treat all Free-domains [10] as Border-lands [10] and all Border-lands [10] as Wildernesses [10]. Cannot be duplicated.

## FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. Cannot be duplicated on a given character. (E)

#### GREED - Short-event (C)

Playable on a site. Until the end of the turn, each non-Hobbit, non-Wizard, non-Ringwraith character at the site must make a corruption check each time an item is played at the site. The character playing an item need not make a corruption check. When a character makes one of these checks, it is modified by subtracting the corruption points the item would normally give the character if he controlled it. Cannot be duplicated on a given site.

#### HEEDLESS REVELRY - Short-event (R)

Playable on a non-Ringwraith company that is not moving. Make a roll (or draw a #) for each untapped non-Wizard character in the company; modify this roll by -2 for hero characters. If the result is greater than the character's mind, the character becomes tapped.

Alternatively, may be revealed as an on-guard card on a company *in response to the* play of an item, ally, or faction. Tap all untapped non-Ringwraith, non-Wizard characters in the company. (E)

# INCITE DEFENDERS - Short-event (C)

Playable on a Border-hold [1] or Free-hold [1]. An additional automatic-attack is created at the site until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack at the site of your choice. This automatic-attack is faced immediately following its original. Cannot be duplicated on a given site.

# INCITE DENIZENS - Short-event (C)

Playable on a Ruins & Lairs [16]. An additional automatic-attack is created at the site until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack at the site of your choice. This automatic-attack is faced immediately following its original. Cannot be duplicated on a given site.

#### LONG WINTER - Long-event (C)

Environment. Each moving company that has at least two Wildernesses [ in its site path must return to its site of origin unless it contains a ranger.

Additionally, if Doors of Night is in play, each non-Darkhaven site in play with at least two Wildernesses [ in its site path is tapped. Cannot be duplicated.

# LOST IN BORDER-LANDS - Short-event (C)

Playable on a moving company. Its hazard limit increases by one for every Border-land [11] in its site path.

#### LOST IN FREE-DOMAINS - Short-event (C)

Playable on a moving company. The company must do nothing during its site phase if it has a Free-domain [ in its site path.

#### LOST IN SHADOW-LANDS - Short-event (C)

Playable on a moving company. Its hazard limit increases by one for every Shadow-land [ in its site path.

## LOST IN THE WILDERNESS - Short-event (C)

Playable on a moving company. Its hazard limit increases by one for every Wilderness [1] in its site path.

## LURE OF EXPEDIENCE - Permanent-event (C)

[CP: 2]

Corruption. Playable on a non-Ringwraith, non-Wizard, non-Hobbit character. Target character receives 2 corruption points and makes a corruption check each time a character in his company gains an item (including a ring special item). During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 5, discard this card. Cannot be duplicated on a given character.

## LURE OF NATURE - Permanent-event (C)

[CP: 2]

Corruption. Playable on a non-Hobbit, non-Dwarf, non-Orc, non-Ringwraith character. Target character receives 2 corruption points and makes a corruption check (after all other hazards have been played) for each Wilderness [ in his company's site path. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 4, discard this card. Cannot be duplicated on a given character. (E)

# LURE OF THE SENSES - Permanent-event (C)

[CP: 2]

Corruption. Playable on a non-Ringwraith character. Target character receives 2 corruption points and makes a corruption check at the end of his untap phase if at a Darkhaven [\*]. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 6, discard this card. Cannot be duplicated on a given character.

# MINIONS STIR - Long-event (U)

The number of strikes and prowess of each Orc and Troll attack are each increased by one (by two for Orc attacks if Doors of Night is in play). Cannot be duplicated.

## MUSTER DISPERSES - Short-event (C)

Playable on a faction. The faction's player makes a roll (draws a #), and discards the faction if the result plus his unused general influence is less than 11.

# NEWS OF DOOM - Short-event (R)

Unique. Each player makes a roll (draws a #) for each faction he has in play. Discard any faction if its result is 2 or 3, or if its result plus that player's unused general influence is less than 10. Remove News of Doom from the game.

# NOTHING TO EAT OR DRINK - Permanent-event (C)

Playable on a minion company at or moving to a Free-hold [1] or Border-hold [1], or playable on a hero company at or moving to a Shadow-hold [1]. The prowess and body of each character in the company is modified by -1. Discard this card during its organization phase if the company is at a Darkhaven [1]. Cannot be duplicated on a given company.

## PLAGUE - Permanent-event (R)

Playable on a non-Ringwraith, non-Wizard, non-Elf character at or moving to a non-Haven, non-Ruins & Lairs [\*] site. At the end of *your opponent's turn*, each non-Ringwraith, non-Wizard, non-Elf character at the same site as the target must make a roll (draw a #) modified by -2. If the result is greater than the character's body, he is wounded or he is eliminated if he is already wounded. Discard this card during the target's organization phase if he is at a Darkhaven [\*\*]. **(E)** 

## PLAGUE OF WIGHTS - Long-event (U)

The prowess of all Undead attacks is increased by one.

Additionally, if Doors of Night is in play, the number of strikes for each Undead attack is doubled. Cannot be duplicated.

## RATS! - Short-event (U)

Playable on a company containing at least one minor item that is at or moving to a Ruins and Lairs, Shadow-hold [1], or Dark-hold [1]. Company discards one minor item of its choice or chooses one of its characters to become wounded (no body check required).

## REBEL-TALK - Permanent-event (C)

Playable on a non-Ringwraith, non-Wizard character with mind of 7 or less. Character cannot be controlled by direct influence. Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

#### THE RING WILL HAVE BUT ONE MASTER - Permanent-event (R)

Playable on the bearer of The One Ring. During each of his organization phases, one character (other than the bearer) in bearer's company is discarded (of bearer's player's choice) along with all cards played with him. During his organization phase, the target character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 8, discard this card. Cannot be duplicated on a given character.

## RIVER - Short-event (C)

Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.

#### THE ROVING EYE - Short-event (R)

Playable on a non-Wizard, non-Ringwraith character bearing a Palantír, greater item, or ring that is not a gold ring. Target character is forced to make corruption check modified by -2. If the character would normally be eliminated as a result of this check, he is instead discarded (along with all cards played with him).

#### SEARCHING EYE - Short-event (C)

Cancel and discard any card requiring scout skill before it is resolved or cancel any ongoing effect of a card that required scout skill to play. If this card is played as an on-guard card, it can be revealed during the opponent's site phase to cancel and discard a card requiring scout skill before it is resolved.

#### SHUT YER MOUTH - Permanent-event (U)

Playable on a non-Wizard, non-Ringwraith character. -2 to character's direct influence (to a minimum of zero). Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

# SO YOU'VE COME BACK - Permanent-event (U)

Playable on a character of 5 mind or less. The mind of each other non-follower, non-Ringwraith, non-Wizard character in his company increases by one. Discard this card during the organization phase if target character is in a company by himself and at a Darkhaven [\*\*]. Cannot be duplicated on a given company.

# SOMETHING HAS SLIPPED - Permanent-event (R)

Playable on a company. If a character in the company becomes wounded, the prowess of each character in the company is modified by -2 for the rest of the turn. Discard this card during its organization phase if the company is at a Darkhaven [\*]. Cannot be duplicated on a given company.

#### STAY HER APPETITE - Short-event (R)

Playable on an ally. Make a roll (draw a #). If the result plus the ally's mind is greater than your opponent's unused general influence plus its controlling character's unused direct influence plus *five*, the ally attacks its controlling character (detainment attack against a hero). This attack has 1 strike and prowess equal to the ally's normal prowess plus a dice roll (draw a #). Discard the ally if it attacks and is not defeated. **(E)** 

#### STENCH OF MORDOR - Permanent-event (U)

Environment. At the start of its site phase, each company at a site in a Dark-domain [ ] (or Shadow-land [ ], if Doors of Night is in play) must tap one untapped character if available. Discard when any play deck is exhausted. Cannot be duplicated.

## THRICE OUTNUMBERED - Permanent-event (U)

Each player may take one Man hazard creature from his discard pile and shuffle it into his play deck at the end of each turn. Discard this card or a Man hazard creature from your hand at the end of opponent's long-event phase. Discard when any play deck is exhausted. Cannot be duplicated.

## TIDINGS OF BOLD SPIES - Short-event (C)

Playable on a company moving to a site with an automatic-attack. This card creates one or more attacks on the company, the total of which duplicates exactly (including modifications) all automatic-attacks at the site. These attacks must be faced immediately and are not considered automatic-attacks.

## TIDINGS OF DOUBT AND DANGER - Permanent-event (U)

The direct influence of each Ringwraith is lowered by 2 (by 3 if Doors of Night is in play). Discard when any play deck is exhausted. Cannot be duplicated.

#### TWILIGHT - Short-event (C)

Environment. One environment card (in play or declared earlier in the same chain of effects) is canceled and discarded. Twilight may also be played as a resource, and may be played at any point during any player's turn.

## VEILS FLUNG AWAY - Short-event (U)

Playable on a company moving in a Wilderness [ ], Border-land [ ], or Free-domain [ ] if Doors of Night is not in play; does not count against the hazard limit. Make a body check modified by -1 for each character. Determine if each Orc or Troll character is discarded as indicated on their cards. Otherwise, the body checks have no effect unless an untapped character fails his check, in which case he becomes tapped. (E)

#### WAITING SHADOW - Short-event (R)

Environment. Playable on a company with an untapped Orc, Troll, or Man character. Tap an Orc, Troll, or Man character in that company (defender's choice). If Doors of Night is in play, the company need not contain an Orc, Troll, or Man and any one character in that company is tapped (defender's choice).

## WAKE OF WAR - Long-event (C)

The number of strikes and prowess of each Wolf, Spider, and Animal attack are each increased by one (by two for Wolf attacks if Doors of Night is in play). Cannot be duplicated.

#### WEARINESS OF THE HEART - Short-event (C)

Playable on a character. The prowess of target character is modified by -1 until the end of the turn. This use cannot be duplicated on a given character.

Alternatively, target character makes a corruption check.

# WEBS OF FEAR & TREACHERY - Long-event (R)

Except for unused general influence and unused normal direct influence (including influence modifications given in a character's card text), all modifications to each influence attempt are reduced to zero.

#### WRATH OF THE WEST - Short-event (U)

Playable on a minion resource short-event declared earlier in the same chain of effects. Make a roll (draw a #) - if the result is greater than 6, the event is cancelled and discarded.

## MINION ALLIES

BLACKBOLE - Ally (R) [MP: 2; Mind: 3; P/B: 5/9]

Unique. Playable at any site in Western Mirkwood, Heart of Mirkwood, or Southern Mirkwood (except Dol Guldur). May not face any strike at a site or from an automatic-attack.

LAST CHILD OF UNGOLIANT - Sage Ally (R)

[MP: 3; Mind: 4; P/B: 11/9]

Unique. Playable at Shelob's Lair. Manifestation of Shelob. Tap this ally to either: cancel one hazard creature attack against a company moving to a site in Imlad Morgul, Ithilien, or Gorgoroth or to discard one hazard permanent-event on such a company or on a character in such a company. Discard this card if her company moves to a site that is not in Imlad Morgul, Ithilien, or Gorgoroth. Return her to your hand if Shelob is played.

STINKER - Scout Ally [MP: 2; Mind: 4; P/B: 2/9]

Unique. Playable at Goblin-gate or Moria. Manifestation of Gollum and My Precious. If his company's size is less than three, tap Stinker to cancel one attack against his company keyed to Wilderness [ ] or Shadow-land [ ]. You may tap Stinker if he is at the same non-Darkhaven site as The One Ring; then both Stinker and The One Ring are discarded.

"TWO-HEADED" TROLL - Warrior Ally (R)

[MP: 1; Mind: 2; P/B: 5/8]

Playable at any tapped or untapped Ruins & Lairs [1] with a Troll automatic-attack. Tap to cancel an Orc or Troll attack. Cannot be duplicated in a given company.

WAR-WARG - Ally (C) [MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Ruins & Lairs [h] with a Wolf automatic-attack. If the War-warg and its controlling character are both targets of strikes from the same attack, you may tap War-warg to give +2 body to its controlling character.

WAR-WOLF - Ally (C) [MP: 1; Mind: 1; P/B: 2/7]

Playable at any tapped or untapped Ruins & Lairs [1] with a Wolf automatic-attack or at any tapped or untapped Shadow-hold [1] with an Orc automatic-attack.

THE WARG-KING - Ally (R) [MP: 2; Mind: 3; P/B: 4/8]

Ally Unique. Playable at any tapped or untapped Ruins & Lairs [1] with a Wolf automatic-attack. Tap to cancel a Wolf or Animal attack. +2 to any influence attempt by a character in his company against a Wolf faction.

# MINION RESOURCES

# A MALADY WITHOUT HEALING - Short-event (r)

Magic. Shadow-magic. Playable during the site phase on a non-Ringwraith, non-Wizard character at the same site as a shadow-magic-using character. Target character must make a corruption check modified by -1 followed by a body check (modified by +1 if tapped). If target character is a hero and is eliminated by these checks, you receive his kill marshalling points. Unless the shadow-magic-user is a Ringwraith, he makes a corruption check modified by -5.

# A NICE PLACE TO HIDE - Short-event (C)

Scout only. Tap scout to cancel an attack against the his company.

#### ADÛNAPHEL UNLEASHED - Short-event (R)

Playable on any attack against Adûnaphel the Ringwraith (as your Ringwraith) if she is the only character in her company. The number of strikes of the attack is reduced to one and the attack's body is modified by -2.

Alternatively, playable on any attack by a lone Adûnaphel the Ringwraith (as your Ringwraith). You choose defending characters. Any resulting body checks for defending characters are modified by +2. Cannot be duplicated on a given attack.

#### AKHÔRAHIL UNLEASHED - Short-event (R)

Playable on Akhôrahil the Ringwraith (as your Ringwraith). You may take a magic card from your play deck or discard pile to your hand (reshuffle play deck if searched).

#### ALL THOUGHT BENT UPON IT - Short-event (U)

Sage only. Playable during the site phase on an untapped sage at a site where Information is playable. Tap the sage and the site. Search your play deck and choose a item you must reveal to your opponent. Place the item in your hand and reshuffle your play deck. The sage makes a corruption check.

#### AN UNTIMELY WHISPER - Short-event (U)

Opponent reveals to you 5 random cards at once from his hand.

## AWAITING THE CALL - Permanent-event (U)

Playable during the organization phase on a character with a mind of 6 or less at a non-Darkhaven. For the purposes of controlling this character, his mind is halved (round down). Discard this card when the character moves. Cannot be duplicated on a given character.

# BACK TO THE FRAY - Short-event (U)

Each player may remove any number of characters from his discard pile and shuffle them into his play deck.

#### BADE TO RULE - Permanent-event (C)

Playable at a Darkhaven [\*] during the organization phase on your Ringwraith. -2 to his direct influence. +5 general influence. You may discard this card during any of your organization phases. Discard this card if your Ringwraith moves. Alternatively, playable if your Ringwraith is not in play. +5 general influence. Place this card with your Ringwraith when he comes into play. Cannot be duplicated by a given player.

## BITTER COLD - Short-event (R)

Magic. Sorcery. Playable on a sorcery-using character. All attacks against the character's company suffer a -1 modification to prowess and body this turn. Unless he is a Ringwraith, character makes a corruption check modified by -4.

#### BLACK RAIN - Short-event (R)

Sage only. Playable on an untapped sage during the site phase at a Ruins & Lairs [1] in a Wilderness [1]. Opponent must reveal to you a non-Ringwraith, non-Wizard character from his hand if available; otherwise, he must reveal his entire hand. If a character is so revealed, make a roll (draw a #). If the sage is a Ringwraith, modify the roll by -2. According to the result, you may play an item from your handouith the sage (tapping the sage): The One Ring (10, 11, 12), a Dwarven Ring (8, 9, 10, 11, 12), or a Spirit Ring (0, 1, 2, 3, 4, 5, 6, 7).

# BLACK RIDER - Permanent-event (C)

Black Rider mode. Playable at a Darkhaven [\*] during the organization phase on your Ringwraith's own company. The company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [\*]. Cannot be duplicated on a given company.

# BLOW TURNED - Short-event (C)

Warrior only. Warrior does not tap against one strike. If wounded by the strike, his body check is modified by -1.

#### BOLD THRUST - Short-event (C)

Warrior only. Warrior receives +3 to prowess and -1 to body against one strike.

# BURNING RICK, COT, AND TREE - Permanent-event (U)

[MP: 2]

Playable at an already tapped Border-hold [1] during the site phase. The company faces two attacks (Men - 4 strikes with 7 prowess, 1 strike with 9 prowess). If no characters are untapped after the attack, discard this card. Otherwise, you may tap one character in the company and put this card in your marshalling point pile. Discard any factions you have in play that are playable at that site. Cannot be duplicated at a given site.

#### BY THE RINGWRAITH'S WORD - Permanent-event (C)

Playable during the organization phase on one of your other characters at the same Darkhaven [\*\*] as your Ringwraith. The character: becomes a leader (if not already), receives +4 direct influence against characters in his company, and cannot be discarded by a body check. Discard at any time if there is a character in his company with a higher mind. Cannot be duplicated by a given player.

## CATCH AN ELUSIVE SCENT - Short-event (U)

Scout only. Playable during the site phase on an untapped scout. Tap the scout. Another character in his company may play any minor, major, or gold ring item normally playable at the site. This does not tap the site, and Catch an Elusive Scent can be played at a site that is already tapped.

## COME BY NIGHT UPON THEM - Short-event (R)

Playable on a Border-hold [4]. -1 to the prowess of all automatic-attacks at the site (-2 if Doors of Night is in play). The first item played at the site does not tap the site.

# CRACK IN THE WALL - Short-event (U)

Sage only. Playable during the organization phase on an untapped sage in a moving company. Tap the sage. Unless the site is in a Free-domain [1], no hazard creatures may be played at the company's new site.

## CROOKED PROMPTINGS - Short-event (C)

Diplomat only. +3 to any one influence check by a character in a diplomat's company or +2 to a corruption check by a character in his company.

## DEEPER SHADOW - Short-event (U)

Magic. Shadow-magic. Playable during the movement/hazard phase on a moving shadow-magic-using character. In character's site path, change a Ruins & Lairs [1] to a Shadow-hold [1] or one Wilderness [1] to a Shadow-land [1]. Alternatively, decrease the hazard limit against his company by one (to no minimum). Unless he is a Ringwraith, he makes a corruption check modified by -3. (E)

#### DIVERSION - Short-event (C)

Playable on an unwounded character facing an attack. The attack is canceled and the character is wounded (no body check is required).

## DOWN DOWN TO GOBLIN-TOWN - Short-event (U)

Playable during the organization phase on a moving company. If the company moves to a Ruins & Lairs [1], no hazard creatures may be played (by type or name) keyed to regions against his company.

# DWAR UNLEASHED - Short-event (R)

Playable during the organization phase on Dwar the Ringwraith's company (if Dwar is your Ringwraith). His own company may use region movement this turn.

#### FELL RIDER - Permanent-event (C)

Fell Rider mode. Playable at a Darkhaven [\*] during the organization phase on your Ringwraith's own company. +2 prowess, -3 direct influence to your Ringwraith. Discard all allies and Ringwraith followers in the company; none may join the company. Your Ringwraith may move to a non-Darkhaven site. Discard this card during any of your following organization phases the company is at a Darkhaven [\*]. Cannot be duplicated on a given company.

# FOCUS PALANTÍR - Permanent-event (U)

Sage only. Playable on a Palantír with a sage in the company. The bearer of the Palantír now has the ability to use the Palantír. Discard Focus Palantír if the Palantír's company moves.

#### FORCED MARCH - Short-event (C)

Playable at the end of the movement/hazard phase on a company that moved to a Darkhaven [\*]. The company may move to an additional site this turn. Another site card may be played and another movement/hazard phase immediately follows for that company.

## FOUL TROPHIES - Permanent-event (R)

Playable on an untapped Orc or Troll character in a company that has just defeated an attack by Elves, Dwarves, Dúnedain, or Men. Tap the character. Discard this card to modify another attack by Elves, Dwarves, Dúnedain, or Men against the character's company. The attack is reduced to one strike with +3 prowess and -2 body. Only one Foul Trophies may be so discarded against a given attack.

## FREEZE THE FLESH - Permanent-event (R)

Magic. Shadow-magic. Playable on a character that was eliminated by a body check this turn if a shadow-magic-using character is in his company. Return the character to the company and tap him. Target character has -2 mind to a minimum of 1, -1 prowess, and -2 body. The character's company is now overt. Unless he is a Ringwraith, the shadow-magic-using character makes a corruption check modified by -4.

## GIFTS AS GIVEN OF OLD - Short-event (C)

Provides +3 to an influence attempt against a faction.

# GOLD CHAINS IN THE WIND - Short-event (R)

Magic. Shadow-magic. Playable on a shadow-magic-using character facing an attack before strikes are assigned. An ally with a prowess of 5 is created which leaves the game when the attack is finished. In all cases, the ally must face one of the attack's strikes. Unless he is a Ringwraith, character makes a corruption check modified by -4.

### HERALDED LORD - Permanent-event (U)

Heralded Lord mode. Playable on your Ringwraith's company at a Darkhaven [\*] during the organization phase. -2 prowess, +3 direct influence to entire company. His own company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [\*].

### HIDDEN WAYS - Short-event (C)

Ranger only. Playable during the organization phase on an untapped ranger whose company is moving. Tap the ranger. No hazard creatures may be keyed by type to Wilderness [1] against the ranger's company this turn.

## HIDE IN DARK PLACES - Short-event (U)

Scout only. Playable during the organization phase on a scout whose company is not moving. All hazard creature attacks against the scout's company this turn are canceled.

## HOARMÛRATH UNLEASHED - Short-event (R)

Playable on Hoarmûath the Ringwraith (as your Ringwraith). Cancel an attack against any one of your companies.

## HONEY ON THE TONGUE - Short-event (R)

Diplomat only. +5 direct influence against characters by a character in a diplomat's company until the end of the turn. Cannot be duplicated on a given character.

#### I'LL BE AT YOUR HEELS - Permanent-event (C)

Command. Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 to all corruption checks by characters in his company. You may return this card to your hand during any organization phase.

#### I'LL REPORT YOU - Permanent-event (C)

Command. Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 prowess to all characters in his company. You may return this card to your hand during any organization phase.

## IN THE NAME OF MORDOR - Short-event (U)

Playable on an untapped character whose company is facing a detainment attack keyed to (by name or type) a Dark-hold, Dark-domain [ , Shadow-hold [ , or Shadow-land [ , lap the character and cancel the attack. Alternatively, this card cancels and discards one Nazgûl hazard event.

### INDÛR UNLEASHED - Short-event (R)

Playable on any attack against Indûr the Ringwraith's own company (if Indûr is your Ringwraith). The attack is canceled. Alternatively, playable when Indûr the Ringwraith's own company declares an attack (if Indûr is your Ringwraith). The attack cannot be canceled.

### IRON-ROAD - Short-event (U)

Playable during the organization phase on a moving company at a Darkhaven [\*]. Opponent draws twice the normal number of cards for this company during the movement/hazard phase. At the end of the turn, the company may replace its site card with the Darkhaven [\*] at which it began the turn.

## KHAMÛL UNLEASHED - Short-event (R)

Playable on any attack against Khamûl the Ringwraith's own company (if Khamûl is your Ringwraith). The prowess of the attack is modified by -3.

Alternatively, playable on any attack by Khamûl the Ringwraith's own company (if Khamûl is your Ringwraith). You choose defending characters.

## KILL ALL BUT NOT THE HALFLINGS - Permanent-event (R)

[MP: (5)]

Playable during the site phase on a company at Bag End. It faces a Hobbit attack (4 strikes with 6 prowess). If no characters are untapped after the attack, discard this card. Otherwise, you may tap one character in the company and put this card under his control. No marshalling points are received and that character may not untap until this card is stored at Barad-dûr during his organization phase. Only the first Kill All But NOT the Halflings stored is worth 5 marshalling points, all others are only worth 1 point each.

## LEG IT DOUBLE QUICK - Short-event (R)

Playable at the end of the movement/hazard phase on a moving company. Tap all untapped characters in the company. The company may move to an additional site this turn. Another site card may be played and another movement/hazard phase immediately follows for that company.

## THE LIDLESS EYE - Permanent-event (R)

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated.

### MESSENGER OF MORDOR - Short-event (R)

Magic. Spirit-magic. Playable on a spirit-magic-using character at a Darkhaven [\*], Shadow-hold [\*], or Dark-hold [\*]. Any items and resource events with his company that can be stored at a Darkhaven [\*] may now be so stored. Unless he is a Ringwraith, character makes a corruption check modified by -4.

### MORGUL-BLADE - Permanent-event (R)

Playable on your Ringwraith or a Ringwraith follower. Each strike against the Ringwraith receives -1 body and -1 prowess. Discard Morgul-blade after a strike against the Ringwraith fails. Cannot be duplicated on a given Ringwraith.

### MOTIONLESS AMONG THE SLAIN - Short-event (R)

Playable on an attack. You assign all strikes of the attack regardless of the attack's normal capabilities and character status. +1 to all body checks by your characters resulting from the attack.

## THE NAMES AMONG THEM - Permanent-event (C)

[MP: (1)]

Playable on an untapped scout immediately after facing an automatic-attack at a Border-hold [1] or Free-hold [1]. Tap the scout. No marshalling points are received until this card is stored at a Darkhaven [1] during his organization phase. Once stored, this card may be discarded to cancel an automatic-attack at a Free-hold [1] or Border-hold [1].

# NEWS MUST GET THROUGH - Short-event (C)

Playable on a company at a Darkhaven [\*], Shadow-hold [ $\blacksquare$ ], or Dark-hold [ $\blacksquare$ ]. Any resource events with the company that can be stored at a Darkhaven [\*] may now be so stored.

# NEWS OF THE SHIRE - Permanent-event (R)

[MP: (3)

Playable during the site phase on an untapped character at Bag End. Tap the character. No marshalling points are received until this card is stored at Barad-dûr during his organization phase. Only the first News of the Shire stored is worth 3 marshalling points, all others are only worth 1 marshalling point each. If stored, The Shire becomes a Border-land, and Bag End becomes a Border-hold [1].

## NO MORE NONSENSE - Permanent-event (R)

Playable on a leader during the organization phase. Make a roll (draw a #) for the leader. Choose another character in the company and do the same. If the leader's result plus his prowess is greater than the other character's result plus his prowess, discard any hazard permanent-events on the other character and the leader receives +2 direct influence. Otherwise, the leader receives -2 direct influence. Cannot be duplicated on a given leader.

### NO NEWS OF OUR RIDING - Permanent-event (R)

#### [MP: 1]

Playable on an untapped character immediately after his company faces an Elf, Dúnedain, or Man hazard creature. Tap the character. The character can later tap to cancel an Elf, Dúnedain, or Man hazard creature attack against his company. Cannot be duplicated in a given company.

### NOT SLAY NEEDLESSLY - Short-event (U)

Playable on an attack by Elves, Dwarves, Dúnedain, or Men. Against a covert company, the attack is canceled. Otherwise, -2 to the attack's prowess. Cannot be duplicated on a given attack.

### OLD CACHE - Short-event (C)

Playable on a company at a tapped Dark-hold [ ], Shadow-hold [ ], or Ruins & Lairs [ ]. During the site phase, one or two characters in that company may each tap to take control of a non-unique, non-hoard minor item of the following type: weapon, armor, shield, or helmet. You may take these items from your play deck (reshuffle if used), discard pile, and/or sideboard.

#### OLD PREJUDICE - Long-event (R)

Triple all standard modifications for influence checks against factions.

### ONE DEAR TO YOU - Permanent-event (R)

Playable on a faction you have in play. -1 faction marshalling points. Any influence attempt against the faction is modified by -8 and Muster may not be used against the faction.

### ORC QUARRELS - Short-event (C)

Playable on an Orc, Troll, or Man attack. The attack is canceled.

Alternatively, playable on any attack if Skies of Fire is in play. The number of strikes from the attack is reduced to half of its original number (rounded up).

### ORC STEALTH - Short-event (U)

Orc scout only. Cancel one strike against an Orc scout.

#### ORC-MOUNTS - Short-event (R)

Playable during the organization phase on a moving overt company. The hazard limit against the company increases by two and the prowess of any hazard creatures played against it this turn is modified by -1. Cannot be duplicated on a given company.

## POISONOUS DESPAIR - Short-event (U)

Magic. Spirit-magic. Playable on a spirit-magic-using character in response to an influence attempt against a character, ally, or item in his company. The attempt is canceled. If the character is a Ringwraith, he can also cancel an influence attempt against any of his factions. May be played during opponent's site phase. Unless he is a Ringwraith, he makes a corruption check modified by -3.

### READY TO HIS WILL - Permanent-event (R)

### [MP: 1]

Playable on an Orc, Troll, Giant, Slayer, or Man hazard creature with one strike for each of its attacks. All attacks of the creature are canceled. The creature becomes an ally under the control of any character in the company that now taps. It has a mind of 1, 1 ally marshalling point, prowess equal to its normal prowess minus 7, and a body equal to 8. Place this card with the creature.

### REMNANTS OF OLD ROBBERIES - Permanent-event (R)

Playable on a non-Wolves, non-Animals, non-Nazgûl hazard creature attack that a company has just defeated. Place this card with the attack's card. The company receives a number of miscellaneous marshalling points equal to the kill marshalling points the defeated creature would give a hero player.

#### REN UNLEASHED - Short-event (R)

Playable on Ren the Ringwraith (as your Ringwraith). All characters at the same site as Ren must make a corruption check modified by -2.

# THE RING LEAVES ITS MARK - Short-event (C)

Bring one Black Rider, Fell Rider, or Heralded Lord card from your sideboard or discard pile into your play deck and reshuffle. Alternatively, playable on your tapped Ringwraith. Make a roll (draw a #) - if the result is greater than 6, untap your Ringwraith.

## RUMOR OF THE ONE - Permanent-event (R)

+1 to the corruption points and the marshalling points for all ring items. Discard when any play deck is exhausted. Cannot be duplicated.

### RUSE - Short-event (R)

Diplomat only. Scout only. Playable on a untapped diplomat in a covert company facing an attack. Tap the diplomat. The attack is canceled.

Alternatively, playable on a scout facing an attack. No strikes of the attack may be assigned to the scout.

## SECRETS OF THEIR FORGING - Short-event (U)

Sage only. Playable on a sage during the site phase at a site where Information is playable if a character in his company has a gold ring item. Tap the sage and the site. You may replace the gold ring with a special item ring from your hand (except for The One Ring) for which the gold ring could normally be tested. Discard the gold ring item.

# SEIZE PRISONERS - Permanent-event (C)

[MP: (2)]

Playable during the site phase at an already tapped Free-hold [1]. The company faces an attack (attack type as first automatic-attack at site-3 strikes with 8 prowess). If no characters are untapped after the attack, discard Seize Prisoners. Otherwise, tap 1 character in the company and put Seize Prisoners under his control. No marshalling points are received and that character may not untap until Seize Prisoners is stored at a Darkhaven [4], Shadow-hold [1], or Dark-hold [1] during his organization phase. Cannot be duplicated at a given site.

### SKIES OF FIRE - Permanent-event (C)

Environment. When Skies of Fire is played, all hazard environment cards in play are immediately discarded, and all hazard environment effects are canceled. This card acts as Gates of Morning for the purposes of interpreting hazards. Cannot be duplicated.

### SMART AND SECRET - Permanent-event (C)

Command. Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to Leader's direct influence (to a minimum of 0) and +1 body to all characters in his company. You may return this card to your hand during any organization phase.

## SMOKE ON THE WIND - Permanent-event (R)

[MP: 3]

Playable at an already tapped Free-hold [1] during the site phase. The company faces two attacks (Men - 5 strikes with 8 prowess, 1 strike with 10 prowess). If no characters are untapped following the attack, discard this card. Otherwise, you may tap one character in the company and put this card in your marshalling point pile. Discard any factions you have in play that are playable at this site. Cannot be duplicated at a given site.

### SNEAKIN' - Short-event (R)

Scout only. Playable during the organization phase on an untapped scout in a company with a company size less than 3. Tap the scout. No creature hazards may be played on his company this turn.

### SOME SECRET ART OF FLAME - Short-event (R)

Magic. Sorcery. Playable on a sorcery-using character facing an attack. +4 prowess for the character against the attack. Unless he is a Ringwraith, character makes a corruption check modified by -4. Cannot be duplicated against a given attack.

# SPYING OUT THE LAND - Short-event (R)

Magic. Spirit-magic. Playable on a spirit-magic-using character during the organization phase. Opponent may reveal to you any hazards from his hand, and only those hazards can be played during the character company's movement/hazard phase. Unless he is a Ringwraith, character makes a corruption check modified by -3.

## STABBED HIM IN HIS SLEEP - Permanent-event (C)

[MP: 1]

Playable during the site phase on an untapped scout in a covert company at an already tapped Border-hold [1] or Free-hold [1]. The scout faces an attack (attack type as first automatic-attack at site - 1 strike with 8 prowess). If the scout is not untapped after the attack, discard this card. Otherwise, the scout may tap and place this card in his player's marshalling point pile.

### SUDDEN CALL - Short-event (C, F)

You may play this card as a resource or a hazard according to The Audience of Sauron Rules. This card may not be played as a hazard against a Wizard player, and may be included as a hazard in a Wizard's deck. You may reshuffle this card into you play deck at any time that it is in your hand (show opponent).

### SWAG - Short-event (U)

Playable on a company at a tapped Ruins & Lairs [1], Border-hold [1], or Free-hold [1]. During the site phase, one or two characters in that company may each tap to take control of a non-unique, non-hoard minor item of the following type: weapon, armor, shield, or helmet. You may take these items from your play deck (reshuffle if used), discard pile, and/or sideboard.

## SWARM OF BATS - Permanent-event (C)

Playable at a Darkhaven [\*], Shadow-hold [1], or Dark-hold [1] during the organization phase on an overt company that has more than one Orc. Any attack against this company has its prowess and body modified by -1. Discard this card if a character leaves the company for any reason. Cannot be duplicated on a given company.

## SWIFT STROKES - Short-event (U)

Warrior only. Warrior receives +1 prowess against one strike and obtains two random values against it, choosing the one to use.

### TEST OF FIRE - Short-event (C)

Sage only. Play to test a gold ring in a sage's company.

### THAT AIN'T NO SECRET - Permanent-event (C)

[MP: (1)

Playable during the site phase on an untapped character at a site where Information is playable. Tap the character (but not the site). No marshalling points are received until this card is stored at a Darkhaven [\*] during the Character's organization phase.

## THAT'S BEEN HEARD BEFORE TONIGHT - Permanent-event (C)

[MP: (2)]

Playable during the site phase on an untapped character in a covert company at a Border-hold [1] or Free-hold [1] where Information is playable. Tap the character (but not the site). No marshalling points are received and the character may not untap until this card is stored at a Darkhaven [\*] during his organization phase.

### THEY RIDE TOGETHER - Short-event (R)

Playable only at a Darkhaven [\*] during the organization phase on your Ringwraith's company. You may bring any Ringwraith followers into play with your Ringwraith's company as you have in your hand and have direct influence to control.

### THING STOLEN - Short-event (U)

Playable after a faction is successfully played at a Shadow-hold [ ] or Dark-hold [ ]. Tap a character at the site to play a non-unique, non-hoard minor or major item (even if the item is not normally playable there).

### THREATS - Short-event (R)

Warrior only. Playable on a warrior attempting to influence a faction. Warrior does not use his unused direct influence for the attempt. Instead he uses his prowess, to a maximum modifier of +6.

# TIDINGS OF DEATH - Long-event (R)

-1 to each influence check against a faction, but for each influence check make an additional roll (or draw an additional #) and choose which result to use. May also be played as a hero resource.

## TO SATISFY THE QUESTIONER - Permanent-event (C)

[MP: (3)]

Playable during the site phase on an untapped character at a Free-hold [1]. Tap the character and site. No marshalling points are received and the character may not untap until this card is stored at a Darkhaven [\*] during his organization phase.

### UNDER HIS BLOW - Short-event (C)

Untapped character does not tap against one strike.

## ÛVATHA UNLEASHED - Short-event (R)

Playable on Ûvatha the Ringwraith's own company (if Ûvatha is your Ringwraith) at the end of his movement/hazard phase. His company may move to an additional site this turn. A site card may be played and another movement/hazard phase immediately follows for his company.

### VEILS OF SHADOW - Short-event (R)

Magic. Sorcery. Playable on a sorcery-using character facing an automatic-attack. The number of strikes of all automatic-attacks at the site this turn are reduced to one. Unless he is a Ringwraith, character makes a corruption check modified by -4.

## VOICES OF MALICE - Short-event (C)

Sage only. Tap a sage to discard one non-environment hazard permanent-event or non-environment hazard long-event. Sage makes a corruption check modified by -2.

## THE WATER'S TITHE - Short-event (U)

Magic. Sorcery. Playable on a non-Ringwraith sorcery-using character during the organization phase. If using region movement, the Character's company may play up to two additional region cards. Character makes a corruption check modified by -3.

## WE HAVE COME TO KILL - Short-event (R)

A character may be brought into play under general or direct influence at any Shadow-hold [ , Ruins & Lairs [ , or Border-hold [ ]. This does not count against the one character per turn limit.

# WEIGH ALL THINGS TO A NICETY - Short-event (C)

Bring one resource or character (including a Ringwraith) from your sideboard or discard pile into your play deck and shuffle.

### WHERE THERE'S A WHIP - Short-event (R)

Playable on an untapped Orc or Troll character bearing a Whip. Each tapped character in the bearer's company with a mind and prowess less than the bearer's makes a body check modified by -2. Failing the body check wounds, but does not eliminate the character. Each unwounded character in the company becomes untapped.

## WHILE THE YELLOW FACE SLEEPS - Permanent-event (R)

Playable during the organization phase on your Ringwraith at a Darkhaven [\*]. You may keep one more card than normal in your hand. Discard this card if your Ringwraith moves. Cannot be duplicated by a given player.

## WISDOM TO WIELD - Short-event (U)

Sage only. Playable on a non-Ringwraith sage bearing a Dwarven Ring and/or a Palantír. This turn, the sage: bears the Dwarven Ring as though he were a Dwarf or is able to use the Palantír.

#### THE WITCH-KING UNLEASHED - Short-event (R)

Playable on The Witch-king (as your Ringwraith). +5 to his direct influence this turn. Cannot be duplicated on a given turn.

## WORDS OF MENACE AND DECEIT - Short-event (R)

Magic. Spirit-magic. Playable on a spirit-magic-using character. +5 to the character's direct influence for the rest of the turn. Unless he is a Ringwraith, he makes a corruption check modified by -4. Cannot be duplicated on a given character.

# MINION FACTIONS

## AGBURANAR ROUSED - Dragon Faction (R)

[MP: 4]

Unique. Manifestation of Agburanar. Playable at Caves of Úlund if the influence check is greater than 12. Modifications: influencer discards a major item (+3) or a greater item (+6). All attacks by manifestations of Agburanar against any of your companies are canceled. Any company moving in Withered Heath, Northern Rhovanion, Grey Mountain Narrows, and/or Iron Hills faces one attack: Dragon two strikes at 15/9 prowess/body.

# BALCHOTH - Man Faction (R)

[MP: 2]

Unique. Playable at Raider-hold if the influence check is greater than 8. Standard Modifications: Easterlings (+2), Men of Dorwinion (-2).

## BEORNINGS - Man Faction (R)

[MP: 3]

Unique. Manifestation of hero Beornings. Playable at Beorn's House if the influence check is greater than 9.

## BLACK TROLLS - Troll Faction (U)

[MP: 1]

Unique. Playable at Cirith Gorgor or Barad-dûr if the influence check is greater than 10. Once in play, the number required to influence this faction is 0. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra marshalling points. Standard Modifications: Morgul Orcs (+2), Orcs of Gundabad (-2).

### DUNLENDINGS - Man Faction (R)

[MP: 4]

Unique. Manifestation of hero Dunlendings. Playable at Dunnish Clan-hold if the influence check is greater than 9. Standard Modifications: Hillmen (+2).

### EASTERLINGS - Man Faction (F)

[MP: 2

Unique. Manifestation of hero Easterlings. Playable at Easterling Camp if the influence check is greater than 8. Standard Modifications: Balchoth (+2), Wain-easterlings (+2), Men of Dorwinion (-2).

## GOBLINS OF GOBLIN-GATE - Orc Faction (F)

[MP: 2]

Unique. Playable at Goblin-gate if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications: Grey Mountain Goblins (+2).

## GREY MOUNTAIN GOBLINS - Orc Faction (F)

[MP: 3]

Unique. Playable at Gondmaeglom if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications: Orcs of Gundabad (+2), Goblins of Goblin-gate (+2).

# HALF-TROLLS - Troll Faction (U)

[MP: 1]

Unique. Playable at Cirith Ungol or Barad-dûr if the influence check is greater than 9. Once in play, the number required to influence this faction is 0. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra faction marshalling points. Standard Modifications: Variags of Khand (+2).

## HILL TROLLS - Troll Faction (R)

[MP: 2

Unique. Playable at Ettenmoors if the influence check is greater than 9. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. Standard Modifications: Stone-trolls (+2).

### HILLMEN - Man Faction (R)

[MP: 4]

Unique. Manifestation of hero Hillmen. Playable at Cameth Brin if the influence check is greater than 10. Standard Modifications: Dunlendings (+2), Angmarim (+2).

# ICE-ORCS - Orc Faction (R)

[MP: 4]

Unique. Playable at any Ruins & Lairs [1] in Forochel or Withered Heath if the influence check is greater than 10. Once in play, the number required to influence this faction is zero. Standard Modifications: Wargs of the Forochel (+2).

### MEN OF DORWINION - Man Faction (F)

[MP: 3]

Unique. Manifestation of hero Men of Dorwinion. Playable at Shrel-kain if the influence check is greater than 10. Standard Modifications: Easterlings (-2), Balchoth (-2).

## MISTY MOUNTAIN WARGS - Wolf Faction (U)

[MP: 2]

Unique. Playable at Ettenmoors if the influence check is greater than 9. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. Standard Modifications: Goblin-gate (+2), Wargs of Forochel (+2).

### NÛRNIAGS - Man Faction (U)

[MP: 2]

Unique. Playable at Nûrniag Camp if the influence check is greater than 9. Standard Modifications: Nûriags (+2), Balchoth (-2), Variags of Khand (+2).

### ORCS OF ANGMAR - Orc Faction (U)

[MP: 2]

Unique. Playable at Mount Gram if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications: Morgul-orcs (+2), Orcs of Gundabad (-2).

## ORCS OF GORGOROTH - Orc Faction (U)

[MP: 1]

Unique. Playable at Barad-dûr if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. Standard Modifications: Orcs of Udûn (+2), Orcs of Mirkwood (-2).

## ORCS OF GUNDABAD - Orc Faction (F)

[MP: 3]

Unique. Playable at Mount Gundabad if the influence check is greater than 9. Once in play, the number required to influence this faction is zero. Standard Modifications: Grey Mountain Goblins (+2), Orcs of Angmar (-2).

## ORCS OF MIRKWOOD - Orc Faction (F)

[MP: 2]

Unique. Playable at Sarn Goriwing if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications: Orcs of Red Eye (-2), Orcs of Gorgoroth (+2).

# ORCS OF MORIA - Orc Faction (F)

[MP: 3]

Unique. Playable at Moria if the influence check is greater than 10. Once in play, the number required to influence this faction is zero. Standard Modifications: Goblin-gate (+2), Orcs of Dol Guldur (-2).

# ORCS OF THE ASH MOUNTAINS - Orc Faction (U)

[MP: 1]

Unique. Playable at Cirith Gorgor if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. Standard Modifications: Orcs of the Ephel Dúath (-2), Snaga-hai (+2).

## ORCS OF THE EPHEL DÚATH - Orc Faction (U)

[MP: 1]

Unique. Playable at Cirith Ungol if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Snaga-hai (+2), Orcs of Angmar (-2).

### ORCS OF THE RED EYE - Orc Faction (U)

[MP: 1]

Unique. Playable at Barad-dûr if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Orcs of Mirkwood (-2), Orcs of Udûn (-2), Uruk-hai (+2).

## ORCS OF UDÛN - Orc Faction (U)

[MP: 1]

Unique. Playable at Cirith Gorgor if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Orcs of Gorgoroth (+2), Orcs of the Red Eye (-2).

## SCATHA ROUSED - Dragon Faction (R)

[MP: 5]

Unique. Manifestation of Scatha. Playable at Gondmaeglom if the influence check is greater than 13. Modifications: influencer discards a major item (+3) or a greater item (+6). All attacks by manifestations of Scatha against any of your companies are canceled. Any company moving in Withered Heath, Woodland Realm, Northern Rhovanion, and/or Grey Mountain Narrows faces one attack: Dragon - three strikes at 15/9 prowess/body.

#### SCORBA ROUSED - Dragon Faction (R)

[MP: 3

Unique. Manifestation of Scorba. Playable at Zarak Dûm if the influence check is greater than 11.

Modifications: influencer discards a major item (+3) or a greater item (+6). All attacks by manifestations of Scorba against any of your companies are canceled. Any company moving in Angmar, Gundabad, and/or Forochel faces one attack: Dragon - three strikes at 12/8 prowess/body (attacker chooses defending characters).

# SMAUG ROUSED - Dragon Faction (R)

[MP: 5]

Unique. Manifestation of Smaug. Playable at The Lonely Mountain if the influence check is greater than 12.

Modifications: influencer discards a major item (+3) or a greater item (+6). All attacks by manifestations of Smaug against any of your companies are canceled. Any company moving in Withered Heath, Northern Rhovanion, Grey Mountain Narrows, and/or Iron Hills faces one attack: Dragon - two strikes at 17/8 prowess/body (attacker chooses defending characters).

## SNAGA-HAI - Orc Faction (F)

[MP: 1

Playable at any tapped or untapped Shadow-hold [ if the influence check is greater than 9. Once in play, the number required to influence this faction is zero.

## SOUTHRONS - Man Faction (F)

[MP: 2]

Unique. Manifestation of hero Southrons. Playable at Southron Oasis if the influence check is greater than 8. Standard Modifications: Haradrim (+2), Asdriags (-2).

# STONE TROLLS - Troll Faction (U)

[MP: 2]

Unique. Playable at Ettenmoors if the influence check is greater than 10. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Black Trolls (+2).

### UMBAREAN CORSAIRS - Man Faction (U)

[MP: 2]

Unique. Playable at Gobel Mírlond if the influence check is greater than 8.

Standard Modifications: Black Númenóreans (+2), Southrons (+2).

### UNGOL-ORCS - Orc Faction (U)

[MP: 1]

Unique. Playable at Cirith Ungol if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Uruk-hai (+2), Morgul-orcs (-2).

# URUK-HAI - Orc Faction (R)

[MP: 2]

Unique. Playable at Barad-dûr, Cirith Gorgor, or Cirith Ungol if the influence check is greater than 11. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra marshalling points. Standard Modifications: Any other Orc Faction (-2; applied only once).

## VARIAGS OF KHAND - Man Faction (F)

[MP: 2]

Unique. Manifestation of hero Variags of Khand. Playable at Variag Camp if the influence check is greater than 8. Standard Modifications: Nûrniags (+2), Haradrim (-2).

## WARGS OF THE FOROCHEL - Wolf Faction (R)

IMP: 31

Unique. Playable at Lossadan Cairn if the influence check is greater than 10. Once in play, the number required to influence this faction is zero.

Standard Modifications: Ice-orcs (+2), Misty Mountain Wargs (+2).

### WHITE MOUNTAIN WOLVES - Wolf Faction (R)

[MP: 3]

Unique. Playable at Stone-circle if the influence check is greater than 10. Once in play, the number required to influence this faction is zero

Standard Modifications: Dunlendings (+2).

## WOODMEN - Man Faction (F)

[MP: 3]

Unique. Manifestation of hero Woodmen. Playable at Wonemen Town if the influence check is greater than 10.

WOSES OF THE ERYN VORN - Wose Faction (R)

[MP: 3]

Unique. Playable at The Worthy Hills if the influence check is greater than 11. (E)

# MINION ITEMS

A LITTLE GOLD RING - Gold Ring Item (C)

[MP: 2; CP: 4]

May only be played at Bag End or a Ruins & Lairs [ ] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: The One Ring (11, 12+); a Dwarven Ring (9, 10, 11, 12+); a Magic Ring (1, 2, 3, 4, 5, 6); a Lesser Ring (any result).

THE ARKENSTONE - Greater Item (P)

[MP: 3; CP: 3]

Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all *non-follower* cards he controls). **(E)** 

BINDING-RING - Minor Item (R)

[CP: 2]

Mind Ring. -1 to mind to a minimum of 1, +1 to prowess. Cannot be duplicated on a given character.

BLACK MACE - Greater Item (U)

[MP: 2; CP: 3]

Weapon. Warrior only: +3 prowess to a maximum of 10 (+4 to a maximum of 10 against Elves).

BLACK-HIDE SHIELD - Minor Item (C)

[CP: 1]

Shield. +1 to body to a maximum of 9.

BLACK-MAIL COAT - Major Item (C)

[MP: 1; CP: 1]

Armor. Warrior only: +2 to body to a maximum of 9.

BLAZON OF THE EYE - Minor Item (C)

[CP: 1]

+2 to direct influence against factions. Cannot be duplicated on a given character.

BRIGHT GOLD RING - Gold Ring Item (U)

[MP: 2; CP: 4]

May only be played at a Free-hold [10] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard Bright Gold Ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: a Spirit Ring (8,9,10,11,12+); a Dwarven Ring (9,10,11,12+); a Magic Ring (1,2,3,4,5); a Lesser Ring (any result). You may search your play deck or discard pile for a Lesser Ring to be played.

BROAD-HEADED SPEAR - Major Item (C)

[MP: 1; CP: 1]

Weapon. Warrior only: +2 to prowess to a maximum of 8.

## DEADLY DART - Minor Item (P)

[CP: 2]

Scout only. Tap Deadly Dart to give -1 body and -1 strike (to a minimum of one) to an automatic-attack or to a hazard creature keyed to a site. Tap its bearer or discard Deadly Dart when it is tapped. May also be used as a hero resource (i.e., included in a Wizard's deck), but may not be included with a hero starting company.

#### DWARVEN RING OF BARIN'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a major or gold ring item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

### DWARVEN RING OF BAVOR'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a greater item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

## DWARVEN RING OF DRÚIN'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a greater item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

### DWARVEN RING OF DURIN'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to untap the site where he currently is. Bearer then makes a corruption check modified by +2.

## DWARVEN RING OF DWÁLIN'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a major or gold ring item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

# FOUL-SMELLING PASTE - Minor Item (C)

[CP: 1]

The bearer can discard this item to heal a wounded character in his company and change the character's status from wounded to well and untapped.

## GLEAMING GOLD RING - Gold Ring Item (C)

[MP: 2; CP: 4]

May only be played at a Border-hold [1] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: a Spirit Ring (10,11,12+); a Dwarven Ring (9,10,11,12+); a Magic Ring (1,2,3,4,5,6); a Lesser Ring (any result). You may search your play deck and discard pile for a Lesser Ring to be played.

## GOLD RING THAT SAURON FANCIES - Gold Ring Item (C)

[MP: 2; CP: 4]

May only be played at Bag End or a Ruins & Lairs [1] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: The One Ring (11,12+); a Dwarven Ring (8,9,10,11,12+); a Magic Ring (1,2,3,4,5); a Lesser Ring (any result).

HIGH HELM - Major Item (U)

[MP: 2; CP: 2]

Unique. Helmet. +2 to direct influence. +1 to body to a maximum of 9. Warrior only: +1 to prowess to a maximum of 8.

THE IRON CROWN - Greater Item (R)

[MP: 3(5); CP: 5]

Unique. +1 to body to a maximum of 10. +4 to direct influence. Bearer may tap The Iron Crown to cancel an attack by Orcs, Trolls, or Men against his company. At the end of his untap phase, if the bearer is not a Ringwraith, he must make a corruption check. May be stored at Barad-dûr for 5 marshalling points.

THE LEAST OF GOLD RINGS - Gold Ring Item (C, F)

[MP: 2; CP: 4]

Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: The One Ring (12+); a Dwarven Ring (10,11,12+); a Magic Ring (1,2,3,4,5,6,7); a Lesser Ring (any result).

MAGIC RING OF DELUSION - Special Item (U)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Bearer can use spirit-magic. If the bearer can already use spirit-magic: at the beginning of each of his end-of-turn phases, he may tap to take one spirit-magic card from your discard pile or play deck into your hand. Reshuffle your play deck. Cannot be duplicated on a given character.

MAGIC RING OF ENIGMA - Special Item (U, F)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer sage skill. If the bearer is already a sage, he may tap to use a Palantír. Cannot be duplicated on a given character.

MAGIC RING OF FURY - Special Item (U, F)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer warrior skill. If the bearer is already a warrior, he gets +2 to prowess. Cannot be duplicated on a given character.

MAGIC RING OF GUILE - Special Item (U,F)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer scout skill. If the bearer is already a scout, he may tap this item to cancel a strike directed against him. Cannot be duplicated on a given character.

MAGIC RING OF LIES - Special Item (U, F)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer diplomat skill. If the bearer is already a diplomat, he gets +3 direct influence. Cannot be duplicated on a given character.

MAGIC RING OF SAVAGERY - Special Item (U, F)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer ranger skill. If the bearer is already a ranger, he may tap to cancel an attack against his company. Cannot be duplicated on a given character.

MAGIC RING OF SHADOWS - Special Item (U)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Bearer can use shadow-magic. If the bearer can already use shadow-magic at the beginning of each of his end-of-turn phases, he may tap to take one shadow-magic card from your discard pile or play deck into your hand. Reshuffle your play deck. Cannot be duplicated on a given character.

MAGIC RING OF WEALS - Special Item (U)

[MP: 2; CP: 2]

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Bearer can use sorcery. If the bearer can already use sorcery: at the beginning of each of his end-of-turn phases, he may tap to take one sorcery card from your discard pile or play deck into your hand. Reshuffle your play deck. Cannot be duplicated on a given character.

MINOR RING - Special Item (C)

[MP: 2; CP: 1]

Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +2 to direct influence. Cannot be duplicated on a given character.

THE MITHRIL-COAT - Greater Item (R)

[MP: 3; CP: 2]

Unique. Armor. +3 to body (to a maximum of 10).

THE ONE RING - Special Item (R)

[MP: 6; CP: 6]

Unique. The One Ring. Playable only with a Gold Ring and after a test indicates. The One Ring. +5 prowess (to a maximum of double the bearer's normal prowess). +5 to body (to a maximum of 10). +5 to direct influence. Bearer may make a corruption check modified by -2 to cancel a non-Undead, non-Nazgûl strike. +1 corruption point to every character in the bearer's company.

THE ORACLE'S RING - Special Item (R)

[MP: 3; CP: 2]

Spirit Ring. Playable only with a Gold Ring and after a test indicates a Spirit Ring. -2 to bearer's mind (minimum of 1). +4 to bearer's direct influence. Cannot be duplicated on a given character.

ORC-DRAUGHTS - Minor Item (C)

[CP: 1]

Discard to give +1 prowess to all characters in bearer's company until the end of the turn.

ORC-LIQUOR - Minor Item (C)

[CP: 1]

Discard to give +2 body (to a maximum of 10) to all characters in bearer's company until the end of the turn.

PALANTÍR OF AMON SÛL - Greater Item (R)

[MP: 3(5); CP: 3]

Unique. Palantír. If the bearer's company is ever below 2 characters and it moves, discard this item. With its bearer able to use a Palantír, tap Palantír of Amon Sûl to look at your opponent's hand or tap it to use the abilities of either the minion Palantír of Annúminas or minion Palantír of Elostirion if either one is in play. Bearer then makes a corruption check. 5 marshalling points if stored at Barad-dûr.

## PALANTÍR OF ANNÚMINAS - Greater Item (R)

[MP: 3; CP: 3]

Unique. Palantír. With its bearer able to use a Palantír, tap Palantír of Annúminas to take a sage only card from your play deck and/or discard pile into your hand. Reshuffle your play deck. Bearer then makes a corruption check.

## PALANTÍR OF ELOSTIRION - Special Item (R)

[MP: 3; CP: 3]

Unique. Palantír. Playable at The White Towers. Discard if the bearer moves. If the bearer is a sage: your hand size increases by one and the bearer is able to use this Palantír this turn if he taps. With its bearer able to use a Palantír, tap Palantír of Elostirion to draw a card. Bearer then makes a corruption check.

# PALANTÍR OF MINAS TIRITH - Special Item (U)

[MP: 3; CP: 3]

Unique. Palantír. Playable at Minas Tirith. With its bearer able to use a Palantír, tap Palantír of Minas Tirith to look at the top five cards of your play deck; shuffle these 5 cards and return then to the top of your play deck. Do the same to your opponent's play deck. Bearer then makes a corruption check.

# PALANTÍR OF ORTHANC - Special Item (U)

[MP: 3; CP: 3]

Unique. Palantír. Playable at Isengard. With its bearer able to use a Palantír and with at least 5 cards in your play deck, tap Palantír of Orthanc to choose one card from your discard pile to move to your play deck (reshuffle the play deck). Bearer then makes a corruption check.

## PALANTÍR OF OSGILIATH - Greater Item (R)

[MP: 3(5); CP: 3]

Unique. Palantír. If the bearer's company is ever below 4 characters and it moves, discard this item. With its bearer able to use a Palantír, tap Palantír of Osgiliath to force the discard of any hazard permanent-event or to duplicate the effect of any minion Palantír in play. Bearer then makes a corruption check. 5 marshalling points if stored at Barad-dûr.

## PALTRY RING - Special Item (C)

[MP: 2; CP: 1]

Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +3 to prowess against detainment attacks. Cannot be duplicated on a given character.

## PERFECT GOLD RING - Gold Ring Item (R)

[MP: 2; CP: 4]

May only be played at a Dragon's Lair where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: a Magic Ring (1,2,3,4,5,6,7); a Spirit Ring (8, 9,10,11,12+); a Lesser Ring (any result). You may search your play deck and discard pile for a Lesser Ring to be played.

## POISON - Minor Item (R)

[CP: 2

Discard to give -1 to the prowess and -2 to the body of one strike against the bearer. Cannot be duplicated against a given strike.

# RED BOOK OF WESTMARCH - Special Item (U)

[MP: 2(5); CP: 2]

Unique. Playable at Bag End. May be stored at Barad-dûr for 5 marshalling points.

### THE REVILED RING - Special Item (R)

[MP: 3; CP: 2]

Spirit Ring. Weapon. Playable only with a Gold Ring and after a test indicates a Spirit Ring. -2 to bearer's mind (minimum of 1). +3 to bearer's prowess. Cannot be duplicated on a given character.

### SABLE SHIELD - Major Item (R)

[MP: 2; CP: 2]

Unique. Shield. If a strike against the bearer is successful, he is not wounded. Instead, the attacker makes a roll (draws a #)-if this result is greater than 6, discard Sable Shield.

## SAW-TOOTHED BLADE - Minor Item (R)

[CP: 1]

Weapon. +1 to prowess to a maximum of 8.

### SCROLL OF ISILDUR - Greater Item (U)

[MP: 3(5); CP: 4]

Unique. When a Gold Ring is tested in a company bearing the Scroll of Isildur, the random value obtained is modified by +1. May be stored at Barad-dûr for 5 marshalling points.

# SHADOW-CLOAK - Minor Item (U)

[CP: 1]

Tap Shadow-cloak to cancel one hazard creature strike against bearer keyed by type to a Shadow-land [ , Shadow-hold [ , Shadow-hold [ , Shadow-hold ] , Dark-domain [ , or Dark-hold [ , cannot be duplicated on a given character.

# STRANGE RATIONS - Minor Item (C)

[CP: 1]

Discard to untap bearer.

Alternatively, discard during organization phase to allow its bearer's company to play an additional region card.

# TRIFLING RING - Special Item (C)

[MP: 2; CP: 1]

Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +3 to direct influence against characters. Cannot be duplicated on a given character.

# THE WARDING RING - Special Item (R)

[MP: 3; CP: 2]

Spirit Ring. Armor. Playable only with a Gold Ring and after a test indicates a Spirit Ring. -2 to bearer's mind (minimum of 1). +2 to bearer's body (to a maximum of 10). Cannot be duplicated on a given character.

## WHIP - Minor Item (U)

[CP: 1]

Orc or Troll only: provides +2 direct influence against one character with a mind and prowess less than the bearer's. Cannot be duplicated on a given character.

## MINION SITES

AMON HEN - Ruins & Lairs [1] [opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path: (I) (I) (II)

Playable: Information, Items (minor)

Automatic-attack: Undead - 1 strike with 6 prowess; each character wounded must make a corruption check modified by -2

BAG END - Free-hold [11] (The Shire) (U)

[opponent draws/you draw: 3/1] Nearest Darkhaven: Carn Dûm

Site Path: (2) (1)

Playable: Information, Items (minor, major, greater\*, gold ring)

\*-hero item only

Automatic-attacks (2): (1st) Hobbits - 5 strikes with 5 prowess; (2nd) Dúnedain - 3 strikes with 11 prowess

BANDIT LAIR - Ruins & Lairs [11] (Brown Lands) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, gold ring)

Automatic-attack: Men - 3 strikes with 6 prowess

BARAD-DÛR - Dark-hold [■] (Gorgoroth) (F)

[opponent draws/you draw: 1/2] Nearest Darkhaven: Minas Morgul

Site Path: 🍱 🔳

Special: Treat this site as a Darkhaven [\*] during the Untap Phase. Any gold ring item at this site is automatically tested during the site phase (the site need not be entered). All ring tests at this site are modified by -3.

BARROW-DOWNS - Ruins & Lairs [1] (Cardolan) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path: 🔳 🗓 🗓

Playable: Items (minor, major)

Automatic-attack: Undead - 1 strike with 8 prowess; each character wounded must make a corruption check modified

by -2.

BEORN'S HOUSE - Free-hold [1] (Anduin Vales (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (gold ring)

Automatic-attack: Men - each character faces 1 strike with 10 prowess (detainment against covert company)

BLUE MOUNTAIN DWARF-HOLD - Free-hold [11] (Númeriador) (R) [opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm Site Path: Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dwarves - 4 strikes with 10 prowess BREE - Border-hold (Arthedain) (U) [opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm Site Path: Playable: Information, Items (minor, gold ring) Automatic-attack: Dúnedain - each character faces 1 strike with 7 prowess (detainment against covert company) Special: Agent minions may be brought into play under direct influence at this site. BUHR WIDU - Ruins & Lairs [1] (Southern Rhovanion) (F) [opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur Site Path: Playable: Items (minor, major) Automatic-attack: Troll - 1 strike with 10 prowess CAMETH BRIN - Border-hold [14] (Rhudaur) (U) [opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm Site Path: Playable: Items (minor, major\*) \*-weapon, armor, shield, or helmet only Automatic-attack: Men - each character faces 1 strike with 7 prowess (detainment against covert company) CARN DÛM - Darkhaven [ \* ] (Angmar) (F, C) [opponent draws/you draw: 2/2] Site Path From Dol Guldur: (III) (III) (IIII) Site Path From Geann a-Lisch: (1) (1) (1) (1) Special: Unless this site is a character's home site, a non-Orc, non-Troll character may not be brought into play at this site. Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled. CAVES OF ÛLUND - Ruins & Lairs [1] (Withered Heath) (F) [opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur Site Path: Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon - 1 strike with 13 prowess CIRITH GORGOR - Dark-hold [■] (Udûn) (U) [opponent draws/you draw: 1/2] Nearest Darkhaven: Minas Morgul Site Path: CIRITH UNGOL - Dark-hold [ [Imlad Morgul] (U) [opponent draws/you draw: 1/1] Nearest Darkhaven: Minas Morgul

Site Path:

DALE - Border-hold [11] (Northern Rhovanion) (F) [opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur Site Path: Playable: Items (gold ring) Automatic-attack: Men - each character faces 1 strike with 5 prowess (detainment against covert company) DEAD MARSHES - Shadow-hold [1] (Dagorlad) (U) [opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur Site Path: Playable: Items (minor, major) Automatic-attack: Undead - 2 strikes with 8 prowess; each character wounded must make a corruption check modified Special: Non-Nazgûl creatures played at this site attack normally, not as detainment. DIMRILL DALE - Ruins & Lairs [1] (Redhorn Gate) (U) [opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur Site Path: Playable: Information Automatic-attack: Orcs - 1 strike with 6 prowess DOL AMROTH - Free-hold [11] (Belfalas) (R) [opponent draws/you draw: 4/2] Nearest Darkhaven: Minas Morgul Site Path: Playable: Information, Items (minor, major, gold ring) Automatic-attacks (2): (1st) Men - each character faces 1 strike with 8 prowess (detainment against covert company); (2nd) Dúnedain - 3 strikes with 10 prowess (against overt company only) DOL GULDUR - Darkhaven [ \* ] (Southern Mirkwood) (F, C) [opponent draws/you draw: 2/2] Site Path From Minas Morgul: (2) (2) (2) (2) Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled. DRÚADAN FOREST - Border-hold [1] (Anórien) (U) [opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path:

Automatic-attack: Men - 3 strikes with 6 prowess

DUNHARROW - Border-hold [1] (Rohan) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path: Playable: Information

Automatic-attack: Men - each character faces 1 strike with 6 prowess (detainment against covert company)

DUNNISH CLAN-HOLD - Border-hold [1] (Dunland) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path: ( ( ) ( ) ( ) ( ) Playable: Items (minor, major\*)

\*-weapon, armor, shield, or helmet only

Automatic-attack: Men - each character faces 1 strike with 7 prowess (detainment against covert company)

EASTERLING CAMP - Border-hold [11] (Horse Plains) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path: 🔳 🗓 🕮

Automatic-attack: Men - each character faces 1 strike with 5 prowess (detainment against covert company)

EDORAS - Free-hold [1] (Rohan) (U) [opponent draws/you draw: 3/2] Nearest Darkhaven: Minas Morgul

Site Path: (I) (I) (II) (III) Playable: Items (gold ring)

Automatic-attack: Men - each character faces 1 strike with 10 prowess (detainment against covert company)

ETTENMOORS - Ruins & Lairs [1] (Rhudaur) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm

Site Path:

Playable: Items (minor)

Automatic-attacks (2): (1st) Troll - 1 strike with 9 prowess; (2nd) Wolves - 2 strikes with 8 prowess

GEANN A-LISCH - Darkhaven [\*] (Old Pûkel-land) (F, C)

[opponent draws/you draw: 2/2]

Site Path From Carn Dûm: (1) (1) (1) (1)

Special: No character may be brought into play at this site (unless this site is the character's home site). Resources may never be stored at this site. Geann a-Lisch counts as a Ruins & Lairs [h] for the purposes of playing and interpreting hazards. Its site path for this purpose, if needed, is the one from Carn Dûm.

GLADDEN FIELDS - Ruins & Lairs [1] (Anduin Vales) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Site Path: 🎩 🕮

Playable: Items (gold ring)

Automatic-attack: Undead - 1 strike with 8 prowess; each character wounded must make a corruption check modified by -2

GLITTERING CAVES - Ruins & Lairs [1] (Gap of Isen) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Geann a-Lisch

Site Path: 🗓 🗓

Playable: Items (minor, major)

Automatic-attack: Pûkel-creature - 1 strike with 9 prowess

GOBEL MÍRLOND - Border-hold [4] (Harondor) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path: 🔳 🛈

Playable: Items (minor, major\*)

\*-weapon, armor, shield, or helmet only

Automatic-attack: Men - each character faces 1 strike with 8 prowess (detainment against covert company)

GOBLIN-GATE - Shadow-hold [ ] (High Pass) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path:

Playable: Items (minor, gold ring)

Automatic-attack: Orcs - 3 strikes with 6 prowess

Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

GONDMAEGLOM - Ruins & Lairs [1] (Grey Mountain Narrows) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major, gold ring)

Automatic-attack: Dragon - 1 strike with 14 prowess

HAUDH-IN-GWANÛR - Ruins & Lairs [1] (Harondor) (F)

Site Path: (1)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Playable: Items (minor)

Automatic-attack: Undead - 1 strike with 10 prowess; each character wounded must make a corruption check modified by -2

HENNETH ANNÛN - Border-hold [4] (Ithilien) (U)

Site Path:

[opponent draws/you draw: 1/1] Nearest Darkhaven: Minas Morgul

Automatic-attack: Dúnedain - each character faces 1 strike with 7 prowess (detainment against covert company)

HERMIT'S HILL - Ruins & Lairs [1] (Wold and Foothills) (U)

Site Path:

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Playable: Items (minor)

Automatic-attack: Men - 3 strikes with 6 prowess

Special: During the site phase, a covert company may discard two minor items they bear to make any one gold ring item (regardless of its text restrictions) playable at this site this turn.

IRON HILL DWARF-HOLD - Free-hold [1] (Iron Hills) (R)

Site Path: (1) (1) (1)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dwarves - 4 strikes with 10 prowess ISENGARD - Ruins & Lairs  $[\begin{cases} \begin{cases} \b$ 

[opponent draws/you draw: 2/1] Nearest Darkhaven: Geann a-Lisch

Site Path: 🗓 🗓

Playable: Information, Items (minor, major, gold ring) Automatic-attack: Wolves - 3 strikes with 7 prowess

LAKE-TOWN - Border-hold [1] (Northern Rhovanion) (U)

Site Path:

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Playable: Information

Automatic-attack: Men - each character faces 1 strike with 6 prowess (detainment against covert company)

LOND GALEN - Border-hold [1] (Anfalas) (U)

Site Path: (1)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Geann a-Lisch

Playable: Items (gold ring)

Automatic-attack: Men - each character faces 1 strike with 6 prowess (detainment against covert company)

THE LONELY MOUNTAIN - Ruins & Lairs [1] (Northern Rhovanion) (F)

Site Path:

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon - 1 strike with 14 prowess

LOSSADAN CAIRN - Ruins & Lairs [1] (Forochel) (U)

Site Path:

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm Playable: Items (minor, major, greater\*)

\*-Palantíri only

Automatic-attack: Undead - 2 strikes with 8 prowess; each character wounded must make a corruption check modified by -2

LOSSADAN CAMP - Border-hold [4] (Forochel) (U)

Site Path:

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm Playable: Items (gold ring)

Automatic-attack: Men - each character faces 1 strike with 5 prowess (detainment against covert company)

MINAS MORGUL - Darkhaven [\*] (Imlad Morgul) (F, C)

[opponent draws/you draw: 2/2]

Site Path From Dol Guldur:

Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled.

MINAS TIRITH - Free-hold [1] (Anórien) (F)

Site Path:

[opponent draws/you draw: 3/1] Nearest Darkhaven: Minas Morgul

Playable: Information, Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Men - each character faces 1 strike with 9 prowess (detainment against covert company); (2nd)

Dúnedain - 4 strikes with 10 prowess (against overt company only)

MORIA - Shadow-hold [ (Redhorn Gate) (F)

Site Path:

[opponent draws/you draw: 3/2] Nearest Darkhaven: Dol Guldur

Playable: Items (minor, major, greater, gold ring) Automatic-attack: Orcs - 4 strikes with 7 prowess

Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

MOUNT DOOM - Shadow-hold [ (Gorgoroth) (U)

[opponent draws/you draw: 1/2] Nearest Darkhaven: Minas Morgul

Site Path: (III)
Playable: Information

Automatic-attack: Orcs - 1 strike with 6 prowess

Special: Any sage may tap to test a ring at this site, modifying the result by -3.

MOUNT GRAM - Shadow-hold [ (Angmar) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm

Site Path: 🍱

MOUNT GUNDABAD - Shadow-hold [ [ (Gundabad) (F)

Site Path:

[opponent draws/you draw: 1/2] Nearest Darkhaven: Carn Dûm Playable: Items (minor, major)

Automatic-attack: Orcs - each character faces 1 strike with 7 prowess (detainment against overt company)

NÛRNIAG CAMP - Shadow-hold [ (Nurn) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Minas Morgul

Site Path:

OST-IN-EDHIL - Ruins & Lairs [1] (Hollin) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path: 🖺 🗓 🗓

Playable: Items (minor, gold ring)

Automatic-attack: Wolves - 3 strikes with 5 prowess

PELARGIR - Free-hold [11] (Lebennin) (U) [opponent draws/you draw: 3/2] Nearest Darkhaven: Minas Morgul Site Path: Playable: Items (minor, major, gold ring) Automatic-attacks (2): (1st) Men - each character faces 1 strike with 7 prowess (detainment against covert company); (2nd) Dúnedain - 3 strikes with 10 prowess (against overt company only) Site Path:

RAIDER-HOLD - Border-hold [1] (Horse Plains) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur Playable: Items (minor, major\*)

\*-weapon, armor, shield, or helmet only

Automatic-attack: Men - each character faces 1 strike with 7 prowess (detainment against covert company)

RUINED SIGNAL TOWER - Ruins & Lairs [1] (Enedhwaith) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Geann a-Lisch

Site Path:

Playable: Items (minor, major)

Automatic-attack: Spiders - 2 strikes with 8 prowess

SARN GORIWING - Shadow-hold [ [ (Heart of Mirkwood) (F) Site

Path: (II) (1

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur Playable: Items (minor, major)

Automatic-attack: Orcs - 3 strikes with 5 prowess

SHELOB'S LAIR - Shadow-hold [ [ (Imlad Morgul) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Minas Morgul

Site Path:

Playable: Items (minor, major)

Automatic-attacks (2): (1st) Orcs - 2 strikes with 8 prowess; (2nd) Spider (cannot be canceled) - 1 strike with 16 prowess; any character wounded is immediately eliminated.

Special: Contains a hoard. Non-Nazgûl creatures played at this site attack normally, not as detainment.

SHREL-KAIN - Border-hold [4] (Dorwinion) (F)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major\*)

\*-weapon, armor, shield, or helmet only

Automatic-attack: Men - each character faces 1 strike with 8 prowess (detainment against covert company)

SOUTHRON OASIS - Border-hold [11] (Harondor) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path:

Automatic-attack: Men - each character faces 1 strike with 5 prowess (detainment against covert company)

STONE-CIRCLE - Ruins & Lairs [1] (Old Pûkel Gap) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Geann a-Lisch

Site Path: (1)

Playable: Information, Items (minor)

Automatic-attack: Pûkel-creature - 1 strike with 9 prowess

THE STONES - Ruins & Lairs [1] (Andrast) (R)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Geann a-Lisch

Site Path: 🗓 🗓

Playable: Items (minor, major, greater)

Automatic-attack: Pûkel-creatures - 2 strikes with 9 prowess

THARBAD - Ruins & Lairs [1] (Cardolan) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path: (I) (I) (I) Playable: Items (minor)

Automatic-attack: Men - 3 strikes with 6 prowess Special: Items may

be played at this site even if it is tapped.

THRANDUIL'S HALLS - Free-hold [1] (Woodland Realm) (F)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Information, Items (minor, major, gold ring)

Automatic-attacks (2): (1st) Elves - each character faces 1 strike with 9 prowess (detainment against covert company); (2nd) Elves

- 3 strikes with 10 prowess (against overt company only)

URLURTSU NURN - Dark-hold [1] (Nurn) (R)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Minas Morgul

Site Path: 🔳 🔳

Special: If your Ringwraith is at this site, he may tap during the organization phase to bring one Orc or Troll character from your discard pile into play at this site (as another company). The character must move to a different site from that of your Ringwraith this turn or be discarded at the end of the movement/hazard phase.

VALE OF ERECH - Border-hold  $[\begin{tabular}{l} \end{tabular}]$  (Lamedon) (F)

[opponent draws/you draw: 3/2] Nearest Darkhaven: Minas Morgul

Site Path: ( Site Playable: Items (gold ring)

Automatic-attack: Men - each character faces 1 strike with 7 prowess (detainment against covert company)

VARIAG CAMP - Border-hold [1] (Khand) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path: (1)

Automatic-attack: Men - each character faces 1 strike with 5 prowess (detainment against covert company)

THE WHITE TOWERS - Ruins & Lairs [1] (Arthedain) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path: (III)
Playable: Information

Automatic-attack: Wolves - 2 strikes with 6 prowess

THE WIND THRONE - Ruins & Lairs [1] (Grey Mountain Narrows) (F)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Information, Items (minor, major) Automatic-attack: Orcs - 3 strikes with 7 prowess

WOODMEN-TOWN - Border-hold [1] (Western Mirkwood) (F)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Site Path:

Automatic-attack: Men - each character faces 1 strike with 6 prowess (detainment against covert company)

THE WORTHY HILLS - Ruins & Lairs [1] (Cardolan) (R)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Carn Dûm

Site Path: (I) (I) (I) Playable: Information

Automatic-attack: Men - each character faces 1 strike with 9 prowess (detainment against covert company)

Special: This site never taps.

WOSE PASSAGE-HOLD - Border-hold [1] (Old Pûkel-land) (U)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Geann a-Lisch

Site Path:

Automatic-attack: Men - 3 strikes with 5 prowess

ZARAK DÛM - Ruins & Lairs [1] (Angmar) (F)

Site Path: 🍱

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm Playable: Items (minor, major)

Automatic-attack: Dragon - 1 strike with 11 prowess

# AGAINST THE SHADOW

## MINION CHARACTERS

BÛRAT - Warrior/Ranger Troll (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Any Ruins & Lairs]

Unique. Manifestation of "Bert". May not be included with a starting company. May be played on the same turn Tûma and/or Wûluag is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap Bûrat to untap Tûma or Wûluag if at same site. If Tûma and/or Wûluag is in his company, Bûrat's mind is reduced by one.

MAUHÚR - Warrior Orc (R)

[MP: 2; Mind: 5; DI: 0; P/B: 6/9; Home Site: Dol Guldur]

Unique. Leader. Warrior Orc. Discard on a body check result of 9. +2 DI against Orcs and Orc factions.

MÎONÎD - Warrior/Ranger Man (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Variag Camp]

Unique. Warrior/Ranger Man. +2 DI against any faction playable at Variag 'amp.

PERCHEN - Scout Diplomat Man (U)

[MP: 2; Mind: 5; DI: 2; P/B: 3/9; Home Site: Variag Camp]

Unique. Scout/Diplomat Man. +3 DI against any faction playable at Dunnish Clan-hold.

TÛMA - Warrior Troll (U)

[MP: 1; Mind: 4; DI: 0; P/B: 6/8; Home Site: Any Ruins & Lairs]

Unique. Manifestation of "Tom". Warrior Troll. May not be included with a starting company. May be played on the same turn Bûrat and/or Wûluag is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap Tûma to untap Bûrat or Wûluag if at same site. If Bûrat and/or Wûluag is in his company, Tûma's mind is reduced by one.

WÛLUAG - Warrior/Scout Troll (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Any Ruins & Lairs]

Unique. Manifestation of "William". Warrior/Scout Troll. May not be included with a starting company. May be played on the same turn Tûma and/or Bûrat is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap Wûluag to untap Tûma or Bûrat if at same site. If Tûma and/or Bûrat is in his company, Wûluag's mind is reduced by one.

# HAZARD CREATURES

ALATAR THE HUNTER - Creature or Permanent-event (R)

[MP: 6\* P/B: 13/9; Playable: Free-domains [10] and Free-holds [10]

Unique. Maia. Manifestation of Alatar. Two strikes. Attacker chooses defending characters. Detainment and -3 prowess against hero companies. Discard this card if Alatar comes into play. May be played keyed to Free-domains [1] and Free-holds and to Andrast, Old Pûkel Gap, Anfalas, Lamedon, Belfalas or Anórien; or at sites in these regions. As a

permanent-event, all Maia attacks receive +1 prowess and strike and attacker chooses defending characters. Discard when any play deck is exhausted.

DURIN'S FOLK - Creature (C)

[MP: 2\* P/B: 8/-; Playable: Wilderness [ and Border-lands [ ]]

Dwarves. Five strikes. Detainment and -2 prowess against hero companies. May also be played keyed to The Shire.

# DWARVEN TRAVELERS - Creature (C)

[MP: 1\*; P/B: 8/-; Playable: Wilderness [ ], Border-lands [ ], Ruins & Lairs [ ], and Border-holds [ ]

Dwarves. Three strikes. Detainment against hero and covert companies. May be played keyed to Wilderness [1], Border-lands [1], Ruins & Lairs [1] and Border-holds [1]. Maia hazard creatures may be keyed to Border-hold [1] or Ruins & Lairs [1] against any company that has faces Dwarven Travelers this turn.

## GALADHRIM - Creature (C)

[MP: 2\*; P/B: 11/7]

Elves. Three strikes. Detainment and -2 prowess against hero companies. Playable keyed to Lindon, Rhudaur, Wold and Foothills, or Anfalas; or at non-Haven sites in these regions. Characters wounded by an attack from Galadhrim must discard all their items.

## GANDALF THE WHITE RIDER - Creature or Permanent-event (R)

[MP: 6\*; P/B: 13/9; Playable: Free-domains [10] and Free-holds [10]]

Unique. Maia. Manifestation of Gandalf. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if Gandalf comes into play. May be played keyed to Free-domains [1] and Free-holds [1] and may also be keyed to Arthedain, The Shire, Rhudaur, Lindon, Wold and Foothills, or Anfalas; or at any sites in these regions. As a permanent- event, +1 hazard limit against all overt companies. Discard when any play deck is exhausted.

### KNIGHTS OF THE PRINCE - Creature (R)

[MP: 3\*; P/B: 10/8]

Unique. Dúnedain. Four strikes. Detainment against hero companies. Playable at Anfalas, Belfalas, Lamedon, Lebennin, or Anórien; or at any sites in these regions. All untapped characters are tapped following this attack.

#### LADY OF THE GOLDEN WOOD - Creature or Permanent-event

[MP: 3\*; P/B: 12/10]

Unique. Elf. Manifestation of Galadriel. One strike. Detainment against hero companies. May be played keyed to Wold and Foothills; or at sites in this region. As a permanent-event, all effects which allow a minion player to search through any portion of his play deck or discard pile are canceled.

# LORD OF THE CARROCK - Creature or Permanent-event (R)

[MP: 2\*; P/B: 16/9]

Unique. Man. Manifestation of Beorn. One strike. Detainment against hero companies. As a creature, he may be played keyed to Anduin Vales, Woodland Realm, Western Mirkwood, Wold and Foothills, High Pass, or Redhorn Gate; or at sites in these regions. As a permanent-event, all influence attempts against Man factions are modified by -2. Discard when any play deck is exhausted.

## LORD OF THE HAVEN - Creature or Short-event (R)

[MP: 3\*; P/B: 13/9]

Unique. Elf. Manifestation of Círdan. One strike. Detainment against hero companies. May be played keyed to Lindon or any Coastal Sea region [ ; or at sites in these regions. As a short-event, tap up to 2 characters at a site, or moving through a Coastal Sea region [ ].

### MASTER OF THE HOUSE - Creature or Permanent-event (R)

[MP: 3\*; P/B: 14/9]

Unique. Elf. Manifestation of Elrond. One strike. Detainment against hero companies. As a creature may be played keyed to Rhudaur, Arthedain, High Pass, The Shire, or Cardolan; or at sites in these regions. As a permanent-event, each player at the end of each turn may bring one Elf hazard creature from his discard pile to his hand. discard when any play deck is exhausted.

PALLANDO THE SOUL-KEEPER - Creature or Permanent-event (R)

[MP: 6\*; P/B: 13/9; Playable: Free-domains [ and Free-holds [ 1]]

Unique. Maia. Manifestation of Pallando. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if Pallando comes into play. May be played keyed to Free-domains [1] and Free-holds [1] and may also be played keyed to Lindon, Númeriador, Arthedain, or Cardolan; or at sites in these regions. As a permanent-event, the next non-Ringwraith minion discarded from play is instead eliminated. Discard when a minion is so eliminated.

RADAGAST THE TAMER - Creature or Permanent-event (R)

[MP: 6\*; P/B: 13/9; Playable: Free-domains [10] and Free-holds [10]]

Unique. Maia. Manifestation of Radagast. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if Radagast comes into play. May be keyed to Free-domains [ ] and Free-holds [ ] and may also be played keyed to Southern Mirkwood, Western Mirkwood, Woodland Realm, Heart of Mirkwood or Rhosgobel. As a permanent-event, all companies moving in Southern Mirkwood, Western Mirkwood, Woodland Realm and/or Heart of Mirkwood have their hazard limit increased by +1. Discard when any play deck is exhausted.

SARUMAN THE WISE - Creture or Permanent-event (R)

[MP: 6\*; P/B: 13/9; Playable: Free-domains [ and Free-holds [ 1]]

Unique. Maia. Manifestation of Saruman. Three strikes. Detainment and -3 prowess against hero companies. Discard this card if Saruman comes into play. May be played keyed to Free-domains [1] and Free-holds [1] and may also be played keyed to Gap of Isen, Rohan, Enedhwaith, or Old-Pûkel-land; or at sites in these regions. As a permanent-event, all rings give +1 corruption points. Discard when any play deck is exhausted.

STEWARD'S GUARD - Creature (C)

[MP: 1\*; P/B: 8/-]

Dúnedain. Five strikes. Detainment against hero and covert companies. May be played keyed to Wold and Foothills, Rohan, Anórien, Lebennin, Brown Lands, Dagorlad. Ithilien or Harondor.

STOUT MEN OF GONDOR - Creature (C)

[MP: 1\*; P/B: 7/-]

Men. Six strikes. May be played keyed to Old Pûkel-land, Old Pûkel Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anórien, or Rohan; or at sites in these regions.

TROLLS FROM THE MOUNTAINS - Creature (C)

Trolls. Three strikes. Playable keyed to triple Wilderness (three Wilderness [1] regions in the site path are required).

# HAZARD EVENTS

A LIE IN YOUR EYES - Short-event (R)

Playable on an untapped non-Ringwraith, non-Wizard character. Your opponent may either; tap the character, tap an ally the character controls, or choose for you to make a roll. If the result is greater than the character's mind plus 6, the character is discarded (along with all cards he controls).

ALONE AND UNADVISED - Permanent-event (C)

[CP: 4]

Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his checks are modified by the number of characters in his company. during his organization phase, he may tap to attempt to remove this card by rolling greater than 6. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.

### COME AT NEED - Permanent-event (C)

Place one ally from your hand "off to the side" with it. The ally must be able to be attacked. If an opponent's company moves to a site where the ally is playable, it faces a single-strike attack with the attributes of the ally and +7 prowess. Attack is detainment if the ally and the company are both minion or both hero; and this card is discarded afterwards. You may return the ally to your hand and discard this card during your organization phase.

## EARLY HARVEST - Short-event (C)

Playable on a faction that is normally playable at a Border-hold [4]. Make a roll modified by -1 if the faction is a minion faction. Return the faction to opponent's hand if the result plus the normal MPs the faction gives is greater than 12.

## ENCHANTED STREAM - Permanent-event (C)

Playable on a company with at least one Wilderness [ ] in its site path. A ranger in the company can tap to cancel this card. The company cannot split or move to a new site unless it taps all of its untapped characters to a maximum of two during its organization phase. Discard during any organization phase if the company is at a Haven [ ].

### FEALTY UNDER TRIAL - Short-event (C)

Playable on a minion at a Haven [ ] or Barad-dûr. Make a roll, adding the MPs (as though they were stored) and CPs of all items and events played with target minion. All items and storable events played with target minion are then automatically stored. Then, if result was greater than 15, discard the minion.

# FEAR! FIRE! FOES! - Short-event (C)

Playable on and Free-hold [1] or Border-hold [1]. An extra auto-attack is created this turn; 5 strikes at 8 (detainment). Alternatively, playable on a detainment auto-attack against a minion company. The attack becomes normal and has -1 prowess.

## FULL OF FROTH AND RAGE - Permanent-event (C)

All Spider and Animal attacks receive +2 prowess. Discard if a Spider or Animal attack is defeated. Cannot be duplicated.

### NEAR TO HEAR A WHISPER - Permanent-event (R)

Any agent may attack a company at his site at the start of the site phase. May be revealed on-guard if the company chooses not to enter the site. Discard when any play deck is exhausted. Cannot be duplicated.

# ONE FOE TO BREED A WAR - Permanent-event (R)

Playable on a wounded non-Ringwraith, non-Wizard character. The next time character would heal, discard this card instead. Attacking player may always assign the first strike of any attack to this character. Cannot be duplicated.

### PILFER ANYTHING UNWATCHED - Short-event (U)

Playable on an untapped agent. Tap the agent. Make a roll for a character of your choice with a home site the same as the agent's current site. Add 5 to the roll if the current site is the agent's home site. If the result is greater than the character's mind +5, the character is returned to his player's hand.

### POWER BUILT BY WAITING - Permanent-event (C)

Tap during a company's movement/hazard phase to increase the hazard limit against the company by one. Card does not untap during your untap phase. You may use 2 against a company's hazard limit to untap this card.

# RETURNED BEYOND ALL HOPE - Short-event (C)

#### [MP: 2

Bring one hazard creature of the following type from your discard pile to your hand: Maia, Elf, Dwarf, or Dúnedain. Alternatively, bring a Maia permanent-event from play to your hand.

Alternatively, make a roll - if the result is greater than 8, bring an eliminated Elf or Maia creature to its owners discard pile and place this card in your opponent's MP pile for 2 MP.

## RIDE AGAINST THE ENEMY - Short-event (C)

Playable on a company moving through a Wilderness region [ ] if you have a character in your hand. Reveal the character. A single-strike hazard creature attack is made on the company with the attributes of the revealed character with +7 prowess. Other cards have no effect on this attack. The attack is detainment if the revealed character and company are both minion or both hero.

### SHORT LEGS ARE SLOW - Permanent-event (U)

Affects companies with at least as many Hobbits as non-Hobbit characters. Number of regions affected companies can move is reduced by one. Affected companies cannot use starter movement if region movement is being used in game. Cannot be duplicated. Discard when any play deck is exhausted.

### SLIP TREACHEROUSLY - Short-event (C)

Tap all untapped items in play.

### SUMMONS FROM LONG SLEEP - Permanent-event (C)

This card reserves up to one Dragon or Drake hazard creature at a time. To reserve a Dragon or Drake creature, place it face up "off to the side" with this card (not counting against the hazard limit). You may play a reserved creature as though it were in your hand. *Discard this card after the reserved creature attacks*. A reserved Dragon or Drake receives +2 prowess when attacking. **(E)** 

#### TROUBLE ON ALL BORDERS - Permanent-event (C)

Playable on a unique faction in play. Any company moving through a region containing a site where the faction is playable, or through any adjacent region, faces an attack of 4 strikes at 8 prowess. The attack is detainment if the company and the faction are both minion or both hero. Cannot be duplicated on a faction. Discard when any play deck is exhausted.

#### TURNING HOPE TO DESPAIR - Short-event (C)

Playable on a non-detainment attack from: Undead, Nazgûl, or Maia; does not count against the hazard limit. If attack is not defeated, each character in company makes a roll and adds his mind. If the result is less than 11, the character splits off from the company and forms his own company. The character faces a separate movement/hazard phase this turn with a hazard limit of one.

## UNHAPPY BLOWS - Short-event (R)

Playable on a company containing both Dwarves and Elves, or both Orcs and Trolls. Make a roll and subtract five (seven for Orcs and Trolls). If available, your opponent must choose and return to his hand any number of Elves and Dwarves (or Orcs and Trolls) in the company whose mind equals or exceeds this result. Items played with these characters are also returned to opponent's hand. Cannot be duplicated on a given turn.

## WILL SHAKEN - Permanent-event (R)

[MP: -2]

This card may never be played. If you opponent looks at cards from your hand and sees Will Shaken, place this card in his marshalling point pile. He loses two miscellaneous marshalling points. Your opponent may skip his turn in order to place this card in your discard pile.

## HERO RESOURCE EVENTS

## ALL THE BELLS RINGING - Short-event (U)

Playable during opponent's site phase before strikes are assigned at a Free-hold [1] or Border-hold [1] if a minion company attacks. Attack is canceled and the minion company must face all automatic-attacks - which attack normally, not as detainment. Afterwards, the minion company may attack the hero company again.

# ALLIANCE OF FREE PEOPLES - Permanent-event (R)

If at least one hero Dwarf, Elf and Man faction is in play, all hero Dwarf, hero Elf and hero Man factions give +1 MP. Discard when any hero Dwarf, Elf or Man faction is discard from play. Cannot be duplicated.

### BITER AND BEATER! - Short-event (C)

Playable on a company facing an Orc attack or in combat with an overt company. Also playable during opponent's site phase. Every Sword of Gondolin, Orcrist, and Glamdring in target company give an additional +2 prowess bonus and lower the body of strikes their bearers face by 1.

## DRUGHU - Short-event (U)

Playable on a hero company during your organization phase if you discard a ranger from your hand. All characters in company receive +2 prowess against attacks keyed to Wilderness regions [ ] and during combat at Ruins & Lairs [ ]. Cannot be duplicated on a given company.

## FARMER MAGGOT - Permanent-event (R)

Unique. If your company faces an attack while at a site in The Shire, Arthedain, or Cardolan, you may immediately replace its site card with another site in The Shire, Arthedain, or Cardolan. If your company takes this option, the attack is canceled and this card is discarded.

# GLAMOUR OF SURPASSING EXCELLENCE - Short-event (C)

Playable on a company at a Free-hold [1] or Border-hold [1]. Make a roll for each hazard permanent-event on characters in the company. Discard each hazard whose roll is greater than the number normally needed to remove it as printed on the card (ignoring all modifiers and conditions). If no number is given, the permanent-event is discarded if the result is greater than 8.

### MOUNT SLAIN -Permanent-event (R)

[MP: 2

Playable during any player's turn if a strike against one of your companies from a Ringwraith or Nazgûl creature fails. If still in active play following its body check, discard the Ringwraith.

## NO STRANGERS AT THIS TIME - Permanent-event (C)

[MP: 1]

Playable during the site phase on a Free-hold [1] or Border-hold [1] if you've played a faction there. This site is never discarded and never untaps. All detainment attacks at this site against minion companies attack normally. Against minion companies, this site has an additional automatic-attack; an exact copy, including all modifications, of the first auto-attack listed on its card.

### ORC-MAIL - Permanent-event (R)

Playable on a company containing only Hobbits and/or Dwarves. Company may not be attacked by an overt company. If an overt company at the same site as the target company moves, you may replace your opponents site with your copy of the minion company's new site. At the start of each of your opponent's site phases, make a roll. If the result plus the number of minion characters at the same site is greater than 12, discard this card.

### POWER AGAINST THE SHADOW - Short-event (C)

Playable during your opponent's site phase on a company being attack by a minion company. All heroes receive +3 prowess until the end of the turn. Cannot be duplicated on a given company.

## SAFE FROM THE SHADOW - Permanent-event (C)

Hero characters may store resources (items and events) during the end-of-turn phase. Cannot be duplicated. Discard when any play deck is exhausted.

# SPIES FEARED - Permanent-event (R)

Scout or Ranger only. Playable on a Shadow-hold [ ] if one of your scouts is there or on a Ruins & Lairs [ ] if one of your rangers is there. An additional automatic-attack is created at the site against minion companies: Orcs - 5 strikes at 8 (detainment). Additionally all auto-attacks at the site are duplicated (including the new one) against all companies. Discard when site is discarded or returned to your location deck.

# THE SUN UNVEILED - Short-event (C)

Playable on a character at a Free-hold [11] if Gates of Morning is in play. Remove all hazard permanent-events on the character and, if tapped, untap him.

TOWER RAIDED - Permanent-event (R)

[MP: 6]

Playable during the site phase on an untapped Shadow-hold [1] if your company: bears an item worth at least 2 MP, contains an untapped scout, and discards for no effect a Stolen Knowledge card it controls. Tap the site and discard the item. Company faces an attack: Orcs - 4 strikes at 8. By the end of the site phase, tap a scout n the company or discard this card. If this card is not discarded, all versions of this site are now considered Ruins & Lairs [1], and no factions are playable there. Discard when site is discarded or returned to your location deck.

# HERO FACTIONS

ANGMARIM - Man Faction (R)

[MP: 3]

Unique. Manifestation of minion Angmarim. Playable at Carn Dûm if the influence check is greater than 11 (Muster has no effect). Modifications: Wizards (-5), Men (+1)

HARADRIM - Man Faction (R)

[MP: 4

Unique. Manifestation of minion Haradrim. Playable at Southron Oasis if the influence check is greater than 9. Modifications: Wizards (-5), Dúnedain (-2), Elves (-2), Dwarves (-2).

NÛRNIAGS - Man Faction (R)

[MP: 5]

Unique. Manifestation of minion Nûrniags. Playable at Nûrniag Camp if the influence check is greater than 13 (Muster has no effect). Modifications: Wizards (-5), Men (+1).

PETTY-DWARVES - Dwarf Faction (R)

[MP: 2

Unique. Manifestation of minion Petty-dwarves. Playable at The Worthy Hills if influence check is greater than 10. Modifications: Elves (-2), Dwarves (+2).

WAIN-EASTERLINGS -Man Faction (U)

[MP: 3]

Unique. Manifestation of minion Wain-easterlings. Playable at Easterling Camp if influence check is greater than 8. Modifications: Wizard (-5), Dúnedain (-2).

WOSES OF THE ERYN VORN - Wose Faction (U)

[MP: 2]

Unique. Manifestation of minion Woses of Eryn Vorn. Playable at The Worthy Hills if influence check is greater than 10.

## HERO ITEMS

BOW OF THE GALADHRIM - Major Item (U)

[MP: 2; CP: 1]

Unique. If bearer is an Elf Warrior in company vs. company combat, make a roll for each non-unique minion ally in the opposing company. If the result for an ally is greater than the ally's mind plus five, discard the ally.

THE ITHIL-STONE - Special Item (R)

[MP: 5; CP: 4]

Unique. Palantír. Playable at Barad-dûr. When character taps to play the Ithil-stone, make a roll. If the result plus the number of scouts in the company is greater than 9, the Ithil-stone is successfully played. Otherwise, the bearer is eliminated and the Ithil-stone is placed in your out-of-play pile. Bear makes a corruption check at the end of each of his untap phases. Bane of the Ithil-stone is discarded and cannot be played. If the Lidless Eye is in play, its player's hand size decreases by 2.

JEWEL OF BELERIAND - Minor Item (C)

[CP: 1]

Hoard Item. Tap this item and make a roll - if the result is greater than 6, the bearer untaps if tapped. Cannot be duplicated on a given character.

# MINION ALLIES

THE BALROG - Warrior Ally (R)

[MP: 4; Mind: 6; P/B: 13/9]

Unique. Playable by a non-Ringwraith character at the Under-gates. Discard if its company moves to a non-Under-deeps site. During your organization phase, your opponent makes a roll and subtracts two. If the result is greater than the mind of this ally's controlling character, the character is eliminated.

BLACK HORSE - Warrior Ally (C)

[Mind: 2; P/B: 4/6]

Playable on a Ringwraith at a Darkhaven [\*] (does not tap the site). Each Horse allows you to play one Ringwraith who requires no direct influence to control. If each Ringwraith in company has a Horse, company is in Black Rider mode and may move as such. You may include up to 9 copies of this card in your play deck and sideboard. Return controller to your hand if Horse leaves play.

CREATURE OF AN OLDER WORLD - Warrior Ally (R)

[MP: 1; Mind: 3; P/B: 5/8]

Unique. Play on your Ringwraith at a tapped or untapped Barad-dûr (does not tap). Ringwraith gets +2 prowess and, if only character in company, is in Fell Rider mode and may move as such. Tap ally to: cancel a strike against your Ringwraith's strikes against a hero company as you choose. Return Ringwraith to your hand if ally leaves play.

GREAT BATS - Ally (C)

[MP: 1; Mind: 1]

Playable at a tapped or untapped Shadow-hold [1]. May not be attacked. Discard if controlling character is wounded. Tap to remove the effect of an attack against its controlling character's company that states "attack chooses defending characters". Cannot be duplicated on a given company.

GREAT LORD OF GOBLIN-GATE - Ally (R)

[MP: 2; Mind: 3; P/B: 5/7]

*Unique*.Playable at Goblin-gate. Tap to give +2 prowess to all Orcs in its company: against one attack or in company versus company combat. (E)

REGIMENT OF BLACK CROWS - Ally (C)

[MP: 1; Mind: 1]

Playable at a tapped or untapped non-Under-deeps Ruins & Lairs [1]. Discard if its controller is wounded. Tap to cancel a hazard creature attack not keyed to a site and to put the creature's card back in its player's hand. Cannot be duplicated.

# MINION RESOURCE EVENTS

## ABOVE THE ABYSS - Short-event (C)

Playable on a tapped non-Ringwraith character if your opponent is a Wizard and your Ringwraith is in play. Untap target character.

### THE ASH MOUNTAIN DEEPS - Short-event (C)

Ranger only. If his company uses region movement, it may move as if the following regions are adjacent: Dagorlad and Gorgoroth, Horse Plains and Gorgoroth. The company faces a detainment attack at the beginning of its movement/hazard phase: Orcs - 4 strikes at 6.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by one (to a minimum of 2).

### THE DARK POWER - Short-event (U)

Playable only if you are Sauron. +3 to an influence check against a faction. If the check is not successful, shuffle the faction into your play deck.

## DARK TRYST - Short-event (C)

Draw three cards and remove this card from the game.

### DRIVEN AS BY A MADNESS - Short-event (U)

Magic. Spirit-magic. Playable on a spirit-magic using character facing an attack. All characters in his company receive +2 prowess and -1 body against the attack. Character makes a corruption check modified by -3. Cannot be duplicated against a given check.

### EYE NEVER SLEEPING - Short-event (U)

Playable if you are Sauron. Cancel one hazard creature attack.

### FAITHLESS STEWARD - Permanent-event (R)

Playable on an agent character at a Darkhaven [\*] who has a Border-hold [1] or Free-hold [1] as a home site. If target character is unwounded and at one of his home sites, no factions can be played at any version of that site and you receive this card's marshalling points. Cannot be duplicated on a given character.

### FAR BELOW THE DEEPEST DELVINGS - Short-event (U)

Playable during the movement/hazard phase on a company moving to an Under-deeps site. At the end of its movement/hazard phase, target company may attempt to move to an additional site. Another site card is played and another movement/hazard phase immediately follows.

### THE GREAT EYE - Long-event (R)

Playable if you are Sauron. Hazard limit against all companies is decreased by one (to a minimum of two). If this card is in play, you can discard it to target and cancel the play of a hazard event played by your opponent.

## HAIL OF DARTS - Short-event (R)

Playable during the organization phase on a company. Each character tapping in support gives a +3 modification to prowess instead of the normal +1. Cannot be duplicated on a given company.

## HOARD WELL-SEARCHED - Short-event (C)

Scout only. Playable during the site phase on a company with a scout at a tapped site that contains a hoard. A minor or major item may be played.

### HOLD REBUILT AND REPAIRED - Permanent-event (C)

Playable *during the site phase* on a non-Dragon's lair, non-Under-deeps Ruins & Lairs [1]. The site becomes a Shadow-hold [1] and all automatic-attacks become detainment. Discard this card when the site is discarded or returned to its location deck. (E)

#### HOUNDS OF SAURON - Short-event (R)

Magic. Shadow-magic. Playable during the site phase by a shadow-magic using character in lieu of declaring an attack against a hero company. The hero company faces an attack of Wolves - 4 strikes at 8 prowess.

Alternatively, playable on a non-automatic attack against a shadow-magic using character. The number of strikes is reduced to one. Caster makes a corruption check modified by -4.

#### JOIN WITH THAT POWER - Short-event (C)

Diplomat only. One influence check or corruption check by a character in a diplomat's company receives a bonus equal to the number of characters in the company minus one. Cannot be duplicated on a given check.

#### LEGENDARY STAIR - Short-event (C)

Playable if the company's new site is an Under-deeps site. At the end of the turn, the company may replace its new site card with its site of origin card.

### THE MISTY MOUNTAIN DEEPS - Short-event (C)

Ranger only. If his company uses region movement, it may move as if the following regions were adjacent: Rhudaur and Anduin Vales, Rhudaur and Wold and Foothills, Hollin and Foothills, Hollin and Fangorn, Dunland and Fangorn.

Alternatively, if the site moved to is one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

### THE MOUNTAINS OF SHADOW DEEPS - Short-event (C)

Ranger only. If his company uses region movement, it may move as if the following regions were adjacent: Ithilien and Gorgoroth, Ithilien and Nurn, Harondor and Nurn. The company faces a detainment attack - Orcs - 4 strikes at 6 prowess.

Alternatively, if the site moved to is one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

#### ORDERS FROM LUGBÚRZ - Permanent-event (U)

Playable on a company. May be played with a starting company in lieu of a minor item. This company may contain a Troll leader in addition to another leader. +1 to all corruption checks by followers of Troll leaders in this company. Discard is Ren is your Ringwraith or when a leader leaves the company. Cannot be duplicated on a given company.

#### OUR OWN WOLVES - Short-event (R)

Magic. Spirit-magic. Playable on a company with a spirit-magic using character facing an attack. Each wolf ally gets +3 prowess against the attack. Following the attack, the controller of each wolf ally faces an attack: one strike with the ally's normal prowess +3. If the strike of an attack is successful, discard the wolf ally. Caster makes a corruption check modified by -3.

# PADDING FEET - Permanent-event (R)

Playable during the site phase on a lone scout minion (no other characters or allies in his company) at the same site as an opponent hero company containing a Hobbit. Also playable on a lone minion controlling Stinker. If during a following site phase target character is at the same site as the Hobbit, tap this card. This card never untaps. If then during a following site phase, target character is at the same site as the Hobbit, invert this card. If inverted, this card may be stored at a Darkhaven [\*\*] for 5 MP. (E)

#### POWERS TOO DARK AND TERRIBLE - Permanent-event (R)

Playable if you are Sauron. Once each of your turns, you may choose any character you control bearing a mind ring or special item to use sorcery, shadow-magic or spirit-magic for the purposes of playing one magic card.

Additionally, the corruption checks of all hero spells are modified by -1. Cannot be duplicated. Discard when any play deck is exhausted.

#### RIVEN GATE - Short-event (R)

Magic. Sorcery. Playable on a sorcery-using character when facing the automatic-attacks at a Border-hold [4]. All automatic-attacks at the site are canceled, and any influence attempt against a faction at the site this turn is modified by +2. Character makes a corruption check modified by -4.

#### SACK OVER THE HEAD - Permanent-event (U)

Playable on a Troll minion whose company is attacking a hero company with at least one Dwarf or Hobbit. For each successful strike against a Dwarf or Hobbit, the character is not wounded, but rather placed off to the side. Target Troll cannot move to a Haven [\*\*]. At the start of your turn, make a roll for each character placed with this card. If the result is greater than 8, the character is eliminated. If Troll is wounded or removed from play, discard this card and the surviving Dwarves and Hobbits form a company at the Troll's current site.

### STEEDS - Short-event (R)

Playable during the organization phase on a moving covert company. The hazard limit is decreased by two (to a minimum of 2). The prowess of any hazard creatures played against the company this turn is modified by +1.

#### TOKEN TO SHOW - Permanent-event (C)

Minion characters may store resources (items and events) during the end-of-turn phase as though it were their organization phase. Cannot be duplicated. Discard when any play deck is exhausted.

#### THE TORMENTED EARTH - Short-event (U)

Magic. Sorcery. Playable on a sorcery-using character facing a non-automatic-attack. Cancels the attack or gives the attack -3 prowess, your choice. Unless he is a Ringwraith, character makes a corruption check modified by -4. Cannot be duplicated against a given attack.

# TREASON THE GREATEST FOE - Permanent-event (R)

Playable during the site phase on a minion if a non-Wizard hero is at the same site and the hero and minion have the same home site. Make a roll (draw a #). If the result plus target minion's unused direct influence is greater than the hero's mind plus his player's unused general influence, discard the hero (and all cards he controls) and place this card in your marshalling point pile. Otherwise, discard this card.

#### TRIBUTE GARNERED - Permanent-event (C)

Playable on a faction in play. That faction gives an additional miscellaneous marshalling point. Cannot be duplicated on a given faction. Discard when any play deck is exhausted.

### THE UNDEEPS OF ANDUIN - Short-event (C)

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Rohan and Dagorlad, Anórien and Dagorlad, Lebennin and Ithilien, Lebennin and Harondor.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

#### THE UNDER-ROADS - Short-event (C)

The roll required for minions to move between adjacent Under-deeps sites is decreased by 3. Discards and prohibits the subsequent play of The Way is Shut.

#### USE YOUR LEGS - Permanent-event (R)

Playable on an Orc minion whose company is attacking a hero company with at least one Hobbit. For each successful strike against a Hobbit, the character is not wounded, but rather placed "off to the side" with this card. Discard if no characters are placed with this card. Make a roll (draw a #) during your end-of-turn phase. If the result is less than 7, discard this card. If target Orc is wounded or removed from active play, discard this card. If this card is discarded, the surviving Hobbits immediately form a company at the Orc's current site or new site. MPs are awarded if stored at Barad-dûr, and the Hobbits are then eliminated.

# WELL-PRESERVED - Permanent-event (U)

Magic. Shadow-magic. Playable on a wounded character in a company with a shadow-magic-using character. Wounded character becomes untapped with -1 to body. Discard at the end of his untap phase if at a Darkhaven [\*]. Unless the shadow-magic-user is a Ringwraith, he makes a corruption check modified by -3.

### THE WHITE MOUNTAINS CAVERN-WAYS - Short-event (C)

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Old Pûkel-land and Anfalas, Rohan and Lamedon, Rohan and Anfalas, Anórien and Lamedon.

Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

#### WORLD GNAWED BY THE NAMELESS - Short-event (R)

Playable during the movement/hazard phase on a company moving to an Under-deeps site. At the end of its movement/hazard phase, target company attempts to move to an additional Under-deeps site which it has not attempted to move to yet this turn. Another site card is played and a movement/hazard phase immediately follows. Return this card to your hand. All hazard creatures the company faces this turn keyed to Shadow-holds [ attack normally, not as detainment.

# MINION FACTIONS

ANGMARIM - Man Faction (R)

[MP: 1]

Unique. Playable at Carn Dûm if influence check is greater than 10. Modifications: Easterlings (+2), Hillmen (+2). Influenced as 0 once in play.

ASDRIAGS - Man Faction (U)

[MP: 2

Unique. Playable at Nûrniag Camp if influence check is greater than 10. Modifications: Nûrniags (+2), Variags of Khand (+2), Balchoth (-2).

BAIRANAX ROUSED - Dragon Faction (R)

[MP: 3]

Unique. Manifestation of Bairanax. Playable at Ovir Hollow if influence check is greater than 11. Modifications: influencer discards a major (+3) or greater item (+6). Attacks by Bairanax against any of your companies are canceled. Any company moving in Withered Heath, Gundabad, Anduin Vales, and/or Grey Mountains Narrows faces one attack: Dragon - 2 strikes at 14/7 (attacker chooses defending characters).

BLACK NÚMENÓREANS - Dúnadan Faction (U)

[MP: 2]

Unique. Playable at Gobel Mirlond if influence check is greater gran 8. Modifications: Umbarean Corsairs (+2).

CORSAIRS OF RHÛN - Man Faction (U)

[MP: 2]

Unique. Playable at Raider-hold if influence check is greater than 9. Modifications: Easterlings (+2), Men of Dorwinion (-2).

DAELOMIN ROUSED - Dragon Faction (R)

[MP: 4]

Unique. Manifestation of Daelomin. Playable at Dancing Spire if influence check is greater than 12. Modifications: influencer discards a major (+3) or greater item (+6). Attacks by Daelomin against any of your companies are canceled. Any company moving in Withered Heath, Grey Mountains Narrows, Iron Hills, and/or Northern Rhovanion faces one attack: Dragon - 3 strikes at 13/8 (attacker chooses defending characters).

# ËARCARAXË ROUSED - Dragon Faction (R)

[MP: 4]

Unique. Manifestation of Ëarcaraxë. Playable at Isle of Ulond if influence check is greater than 11. Modifications: influencer discards a major (+2) or greater item (+5). Attacks by Ëarcaraxë against any of your companies are canceled. Any company moving in Andrast Coast, Bay of Belfalas, Eriadoran Coast, and/or Andrast faces one attack: Dragon - 2 strikes at 17/7 (attacker chooses defending characters).

#### HARADRIM - Man Faction (U)

[MP: 2

Unique. Playable at Southron Oasis if the influence check is greater than 9. Modifications: Southrons (+2), Variags of Khand (-2).

#### ITANGAST ROUSED - Dragon Faction (R)

[MP: 6

Unique. Manifestation of Itangast. Playable at Gold Hill if influence check is greater than 15. Modifications: influencer discards a major (+)4 or greater item (+8). Attacks by Itangast against any of your companies are canceled. Any company moving in Withered Heath, Grey Mountains Narrows, Iron Hills, and/or Northern Rhovanion faces one attack: Dragon - 3 strikes at 18/8.

#### LEUCARUTH ROUSED - Dragon Faction (R)

[MP: 4]

Unique. Manifestation of Leucaruth. Playable at Irerock if influence check is greater than 12. Modifications: influencer discards a major (+3) or greater item (+6). Attacks by Leucaruth against any of your companies are canceled. Any company moving in Withered Heath, Grey Mountains Narrows, Iron Hills, and/or Northern Rhovanion faces one attack: Dragon - 2 strikes at 16/8.

# MORGUL-ORCS - Orc Faction (R)

[MP: 1]

Unique. Playable at Minas Morgul if influence check is greater than 8. Modifications: Ungol-orcs (-2), Orcs of Angmar (+2). Influence as 0 once in play.

### NÛRIAGS - Man Faction (U)

[MP: 2]

Unique. Playable at Variag Camp if the influence check is greater than 9. Modifications: Haradrim (+2), Southrons (-2).

#### ORCS OF DOL GULDUR - Orc Faction (R)

[MP: 1]

Unique. Playable at Dol Guldur if the influence check is greater than 8. Modifications: Orcs of Moria (-2), Orcs of the Red Eye (+2). Influenced as 0 once in play.

# PETTY-DWARVES - Dwarf Faction (R)

[MP: 3]

Unique. Playable at The Worthy Hills if the influence check is greater than 11.

# WAIN-EASTERLINGS - Man Faction (U)

[MP: 2

Unique. Playable at Easterling Camp if the influence check is greater than 9. Modifications: Easterlings (+2), Nûriags (-2).

### MINION ITEMS

ANCIENT BLACK AXE - Special Item (R)

[MP: 4; CP: 4]

Unique. Weapon. Playable at any Under-deeps site. +2 DI. Warrior only: +3 prowess (to a maximum of 11); -1 to strike's body; tap item to make a character at site automatically pass a corruption check (bearer makes a corruption check).

DWARVEN RING OF THÉLOR'S TRIBE - Special Item (U)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Tap a Dwarf bearer to search your play deck and/or discard pile for one or two minor items to put in your hand. Bearer then makes a corruption check modified by +2.

DWARVEN RING OF THRÁR'S TRIBE - Special Item (U)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Tap a Dwarf bearer to search your play deck and/or discard pile for one or two minor items to put in your hand. Bearer then makes a corruption check modified by +2.

GOBLIN EARTH-PLUMB - Minor Item (C)

[CP: 1

Playable only on an Orc or Troll. +1 to all rolls required for bearer's company to move to adjacent Under-deeps site.

HELM OF FEAR - Special Item (U)

[MP: 2

Unique. Playable at a tapped or untapped Barad-dûr and only on your Ringwraith (does not tap the site). Tap this item to cancel an attack against the Ringwraith's company. All body checks against the bearer are modified by -1.

IRON SHIELD OF OLD - Special Item (C)

[MP: 2; CP: 3]

Shield. Playable at any Under-deeps Shadow-hold [ or Ruins & Lairs [ 1]. +2 to all rolls required for bearer's company to move to an adjacent Under-deeps site. Warrior only: tap this items to make one strike against the bearer ineffectual. (E)

NECKLACE OF GIRION - Special Item (R)

[MP: 3; CP: 3]

Unique. Playable at the Lonely Mountain. Bearer receives +3 DI against Men and Man Factions. If bearer is at a Border-hold during his site phase, he can make a corruption check, and, if successful, discard this item to play up to 3 non-unique minor and/or major items with his company. Characters need not tap.

OLD TREASURE - Minor Item (C)

[CP: 1]

Hoard Item. +1 DI. Discard this item to give +4 DI to bearer until the end of the turn.

RECORDS UNREAD - Minor Item (C)

[CP: 1]

Cannot be included with a starting company. Discard: to untap a Shadow-hold [1] or to make an Information playable at any Shadow-hold [1]. Cannot be duplicated in a company.

SECRET BOOK - Minor Item (C)

[CP: 1]

Cannot be included with a starting company. Discard: to untap a Free-hold [1] or Border-hold [1] or to make Information playable at any Ruins & Lairs [1]. Cannot be duplicated in a company.

THONG OF FIRE - Greater Item (R)

[MP: 3; CP: 3]

Unique. Hoard Item. Weapon. May only be borne by a character with a prowess of 6 or more. Warrior only: +1 body; +1 prowess; if bearer chooses not to tap against a strike, he receives no prowess penalty.

THRALL-RING - Minor Item (R)

[CP: 2]

Mind Ring. -1 mind, +1 DI. Cannot be duplicated on a given character.

THRÓR'S MAP - Minor Item (U)

[CP: 1]

Unique. Discard Thrór's Map to untap a site with a Dragon automatic-attack.

TROTH-RING - Minor Item (R)

[CP: 2]

Mind Ring. -1 mind, -1 to body checks. Cannot be duplicated on a given character.

USRIEV OF TREACHERY - Major Item (C)

[MP: 1; CP: 1]

Hoard Item. Weapon. Bearer must have a prowess of 5 or greater to wield this item. Warrior only: +1 prowess to a maximum of 8 (+2 vs. Elves to a maximum of 9). Bearer may choose to face 2 strikes from 1 attack.

### HERO SITES

CIRITH GORGOR - Dark-hold [1] (Ûdun) (R)

[opponent draws/you draw: 5/3]

Nearest Haven: Lórien

Site Path: (1) (1) (1) (1) (1) (1)

Playable: Items (minor, major, greater)

Automatic-attacks (2): Orcs - 5 strikes with 8 prowess, Trolls - 2 strikes with 10 prowess.

GEANN A-LISCH - Ruins & Lairs [1] (Old Pûkel-land) (U)

[opponent draws/you draw: 2/2]

Nearest Haven: Edhellond

Site Path: (1)

Playable: Information, Items (minor, major)

Automatic-attack: Men - 4 strikes with 8 prowess.

Special: Any man hazard creature can be played here.

GOBEL MIRLOND - Border-hold [1] (Harondor) (U)

[opponent draws/you draw: 2/2]

Nearest Haven: Edhellond

Site Path: (1)

Playable: Items (minor, major)

Automatic-attack: Men - 4 strikes with 9 prowess.

NÛRNIAG CAMP - Shadow-hold [ (Nurn) (U)

[opponent draws/you draw: 5/3]

Nearest Haven: Edhellond

Site Path: (1) (1) (2)

Playable: Information, Items (minor, major)

Automatic-attack: Men - 4 strikes with 7 prowess.

RAIDER-HOLD - Border-hold [1] (Horse Plains)

[opponent draws/you draw: 4/3]

Nearest Haven: Lórien Site Path: (1)

Playable: Items (minor, major)

Automatic-attack: Men - 4 strikes with 9 prowess.

THE WORTHY HILLS - Ruins & Lairs [1] (Cardolan) (U)

[oppoent draws/you draw: 2/1] Nearest Haven: Rivendell

Site Path: (1) (1)
Playable: Information

Automatic-attack: Men - each character faces 1 strike at 9 (detainment).

Special: You may tap a sage and a scout during the site phase to untap this site.

# MINION SITES

DANCING SPIRE - Ruins & Lairs [1] (Withered Heath) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major, greater, gold ring). Automatic-attack: Dragon - 2 strikes with 11 prowess .

EAGLES' EYRIE - Free-hold [11] (Anduin Vales) (U)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Information, Items (minor, major)

Automatic-attack: Animals - 2 strikes with 10 prowess (attacker chooses defending characters).

EDHELLOND - Free-hold [1] (Anfalas) (R)

[opponent draws/you draw: 5/3] Nearest Darkhaven: Geann a-Lisch

Site Path: (1) (1)

Playable: Information, Items (minor, major, greater)

Automatic-attacks (2): Elves - 4 strikes with 7 prowess; Dúnedain - 3 strikes with 10 prowess

Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

FRAMSBURG - Ruins & Lairs [ ] (Anduin Vales) (R)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor).

Automatic-attack: Men - 1 strike with 10 prowess.

Special: The first minor item played at this site each turn does not tap the site. Contains a hoard.

THE GEM-DEEPS - Ruins & Lairs [1] (Under-deeps) (R)

[opponent draws/you draw: 3/2]

Adjacent Sites: Glittering Caves (0), The Pûkel-deeps (9), The Under-gates (6)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): Undead (1st attack) - 3 strikes with 9 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold

Special: Any Undead creature or Pûkel-creature may be played at this site.

GOLD HILL - Ruins & Lairs [11] (Withered Heath) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path: ( ( )

Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon - 1 strike with 15 prowess

GREY HAVENS - Free-hold [1] (Lindon) (R)

[opponent draws/you draw: 3/2] Nearest Darkhaven: Carn Dûm

Site Path:

Playable: Information, Items (minor, major, greater).

Automatic-attacks (2): Elves - 3 strikes with 8 prowess; Elves - 2 strikes with 10 prowess.

Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

HIMRING - Ruins & Lairs [1] (Elven Shores) (U)

[opponent draws/you draw: 3/3] Nearest Darkhaven: Geann a-Lisch

Site Path: 🗓 🖵 🖵

Playable: Items (minor, major)

Automatic-attack: Undead - 1 strike with 8 prowess, each character wounded must make a corruption check modified by -2

Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site

IREROCK - Ruins & Lairs [1] (Withered Heath) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major, greater, gold ring) Automatic-attack: Dragon - 1 strike with 14 prowess.

THE IRON-DEEPS - Dark-hold [ ] (Under-deeps) (U)

[opponent draws/you draw: 1/1]

Adjacent Sites: Carn Dûm (0), The Under-leas (5), The Under-vaults (6)

Playable: Items (minor)

Automatic-attack: Trolls - 3 strikes with 10 prowess (detainment).

ISLE OF THE ULOND - Ruins & Lairs [1] (Andrast Coast) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Geann a-Lisch

Site Path: (1)

Playable: Information, Items (minor, major)

Automatic-attack: Dragon - 1 strike with 14 prowess

Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site.

ISLES OF THE DEAD THAT LIVE - Ruins & Lairs [16] (Eriadoran Coast) (U)

[opponent draws/you draw: 2/1] Nearest Darkhaven: Geann a-Lisch

Site Path:

Playable: Items (minor, major, gold ring)

Automatic-attack: Undead - 2 strikes with 8 prowess, each character wounded must make a corruption check modified by -2.

Special: A covert company must tap an untapped character (if available) if this site is revealed as its new site.

LÓRIEN - Free-hold [1] (Wold and Foothills) (R)

[opponent draws/you draw: 4/2] Nearest Darkhaven: Dol Guldur

Site Path: 🔳 🗓 🗓

Playable: Information, Items (minor, major, greater, gold ring)

Automatic-attacks (3): Elves - 4 strikes with 8 prowess; Elves - 3 strikes with 9 prowess; Elves - 2 strikes with 10 prowess.

Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

OLD FOREST - Border-hold [1] (Cardolan) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Carn Dûm

Site Path:

Playable: Items (minor, major)

Automatic-attack: Maia - 2 strikes with 15 prowess (cannot be canceled) .

OVIR HOLLOW - Ruins & Lairs [1] (Grey Mountain Narrows) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major).

Automatic-attack: Dragon - 1 strike with 12 prowess.

THE PÛKEL-DEEPS - Ruins & Lairs [1] (Under-deeps) (R)

[opponent draws/you draw: 3/2]

Adjacent Sites: Dunharrow (0), The Gem-deeps (9), The Sulfur-deeps (9) Playable:

Items (minor, major, greater, gold ring)

Automatic-attacks (2): Pûkel-creature (1st attack) - 2 strikes with 11 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Any Undead creature or Pûkel-creature may be played at this site.

RHOSGOBEL - Free-hold [1] (Southern Mirkwood)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Information, Items (minor)

Automatic-attacks (2): Maia - 1 strike with 13 prowess; Maia - 1 strike with 13 prowess. Special: If the Wizard card Radagast is in play, the automatic-attacks are removed.

RIVENDELL - Free-hold [1] (Rhudaur) (R)

[opponent draws/you draw: 3/1] Nearest Darkhaven: Carn Dûm

Site Path: 🍱 🗘

Playable: Information, Items (minor, major, greater, gold ring)

Automatic-attacks (2): Elves - 4 strikes with 8 prowess; Dúnedain - 3 strikes with 10 prowess.

Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

THE SULFUR-DEEPS - Dark-hold [1] (Under-deeps) (U)

[opponent draws/you draw: 1/1]

Adjacent Sites: Dol Guldur (0), The Under-courts (4), The Pûkel-deeps (9), The Under-gates (4), The Under-galleries (7)

Playable: Items (minor)

Automatic-attack: Trolls - 2 strikes with 10 prowess (detainment).

TOLFALAS - Ruins & Lairs [1] (Mouths of the Anduin) (U)

[opponent draws/you draw: 2/2] Nearest Darkhaven: Minas Morgul

Site Path: (1) (1)

Playable: Items (minor, major, greater\*)

\* - Scroll of Isildur only

Automatic-attack: Undead - 3 strikes with 7 prowess, each character wounded must make a corruption check modified by -2. Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site.

THE UNDER-COURTS - Dark-hold [1] (Under-deeps) (U)

[opponent draws/you draw: 1/1]

Adjacent Sites: Barad-dûr (0), The Sulfur-deeps (4), The Under-galleries (4)

Playable: Items (minor)

Automatic-attack: Trolls - 3 strikes with 10 prowess (detainment).

THE UNDER-GALLERIES - Dark-hold [ (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: Any site in Udûn (0), The Sulfur-deeps (7), The Under-courts (4)

Playable: Information, Items (minor)

Automatic-attack: Trolls - 4 strikes with 10 prowess (detainment).

THE UNDER-GATES - Shadow-hold [ (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: Moria (0), The Gem-deeps (6), The Sulfur-deeps (4), The Under-grottos (7), The Under-leas (5)

Playable: Items (minor, major)

Automatic-attacks (2): Balrog (1st attack) - 2 strikes with 16 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [1].

Special: Non-Nazgûl creatures played at this site attack normally, not as detainment. If a manifestation of Balrog of Moria is in play or defeated, the first automatic-attack is canceled.

THE UNDER-GROTTOS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 3/1]

Adjacent Sites: Goblin-gate (0), The Under-gates (7), The Under-leas (7)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): Orcs (1st attack) - 4 strikes with 7 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +1.

THE UNDER-LEAS - Shadow-hold [ (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: Mount Gundabad (0), The Iron-deeps (5), The Under-gates (5), The Under-grottos (7), The Under-vaults (6)

Playable: Items (minor, major)

Automatic-attacks (2): Orcs (1st attack) - 5 strikes with 7 prowess (detainment against overt company); (2nd attack)

Opponent may play as an automatic- attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [1]. Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

THE UNDER-VAULTS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 2/1]

Adjacent Sites: Mount Gram (0), The Iron-deeps (6), The Under-leas (6)

Playable: Items (minor, major)

Automatic-attacks (2): Undead (1st attack) - 3 strikes with 8 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Any Undead creature may be played at this site.

WEATHERTOP - Ruins & Lairs [1] (Arthedain)

[opponent draws/you draw: 1/1] Nearest Darkhaven: Carn Dûm

Site Path: (III)
Playable: Information

Automatic-attack: Wolves - 2 strikes with 6 prowess .

WELLINGHALL - Free-hold [1] (Fangorn) (U)

[opponent draws/you draw: 3/2] Nearest Darkhaven: Dol Guldur

Site Path:

Playable: Items (minor, major)

Automatic-attacks (2): Awakened Plant - 2 strikes with 10 prowess, Awakened Plant - 2 strikes with 10 prowess.

# THE WHITE HAND

### **CHARACTERS**

ALATAR - Warrior/Scout/Ranger/Sage Fallen-wizard (C)

[GI: 17; DI: 10; P/B: 7/9; Home Site: Any non-"Dragon's lair" Ruins & Lairs [1] in a Wilderness [1]

Unique. Hazards your companies defeat (even with \*) are worth full kill marshalling points. If you have more than 7 stage points, all detainment attacks against your companies attack normally instead. If at one of his Wizardhavens [ \*\*] when a hazard creature attacks one of your companies, he may immediately join that company. Alatar must face a strike from the creature (in all cases). Following all of the creature's attacks, Alatar must tap (if untapped) and make a corruption check.

DOETH (DURTHAK) - Warrior/Sage Orc (R)

[MP: 1; Mind: 4; DI: 0; P/B: 4/9; Home Site: Any Dark-hold]

Unique. Half-orc. Discard on a body check result of 9.

EUOG (ULZOG) - Warrior/Diplomat Orc (R)

[MP: 2; Mind: 5; DI: 1; P/B: 5/9; Home Site: Any Dark-hold]

Unique. Half-orc. Leader. Discard on a body check result of 9. +2 direct influence against Orcs and Orc factions.

GANDALF - Warrior/Scout/Sage/Diplomat Fallen-wizard (C)

[GI: 18; DI: 9; P/B: 6/9; Home Site: Any Free-hold [11]]

Unique. Can use spirit-magic. May untap at the end of your organization phase. Your characters and hero allies are each worth full marshalling points. Gandalf may tap to "test" a ring in his company.

ILL-FAVOURED FELLOW - Warrior/Ranger Orc (C)

[MP: 1; Mind: 3; DI: 0; P/B: 2/9; Home Site: Any Dark-hold]

Half-orc. Discard on a body check result of 9.

LUGDUSH - Warrior/Scout Orc (U)

[MP: 1; Mind: 4; DI: 0; P/B: 5/8; Home Site: Isengard]

Unique. Uruk-hai. Discard on a body check result of 8.

PALLANDO - Warrior/Ranger/Sage/Diplomat Fallen-wizard (C)

[GI: 20; DI: 7; P/B: 5/9; Home Site: The White Towers]

Unique. Can use spirit-magic. Your Man, Dwarf, Elf, Dúnadan, Hobbit, Orc, and Troll factions are each worth 2 marshalling points. You may keep one more card than normal in your hand.

RADAGAST - Warrior/Scout/Ranger/Diplomat Fallen-wizard (C)

[GI: 22; DI: 5; P/B: 6/9; Home Site: Rhosgobel]

Unique. Your unique factions that are neither Man, Dwarf, Dúnadan, Hobbit, Orc, nor Troll are each worth 2 marshalling points. Your hero allies each are worth full marshalling points. Hero allies Radagast controls have no movement restrictions. When Radagast's new site is revealed, he may draw one additional card for each Wilderness [1] in his company's site path.

SARUMAN - Scout/Ranger/Sage/Diplomat Fallen-wizard (C)

[GI: 15; DI: 12; P/B: 6/9; Home Site: Isengard]

Unique. Can use sorcery. Your non-weapon/ non-armor/non-shield/non-helmet items are each worth full marshalling points. May tap to use a Palantír he bears. -1 to all corruption checks. At the beginning of your end-of-turn phase, you may tap Saruman to take one spell or sorcery card from your discard pile to your hand.

#### SLY SOUTHERNER - Warrior/Scout Orc (C)

[Mind: 2; DI: 0; P/B: 1/9; Home Site: Any Dark-hold]

Half-orc. Discard on a body check result of 9.

### SQUINT-EYED BRUTE - Warrior Orc (C)

[Mind: 2; DI: 0; P/B: 3/9; Home Site: Any Dark-hold]

Half-orc. Discard on a body check result of 9.

### UGLÚK - Warrior/Ranger Orc (R)

[MP: 2; Mind: 5; DI: 0; P/B: 5/9; Home Site: Isengard]

Unique. Uruk-hai. Leader. Discard on a body check result of 9. +3 direct influence against Orcs and Orc factions.

# HAZARD CREATURES

#### GOBLIN-FACES - Creature (R)

[MP: 1; P/B: 7/-; Playable: Border-lands [1], Shadow-lands [1], and Border-holds [1]]

Orcs. Men. Three strikes. Following the attack, the attacker looks at a number of cards from the top of the defender's play deck equal to the number of successful strikes of the attack. The attacker may place any of these cards face down on the bottom of the defender's play deck (in any order he chooses). He places the rest on top of the defender's deck (in any order he chooses).

### HAZARD EVENTS

### BLIND TO THE WEST - Short-event (C)

Targets and cancels one hero short-event played by a Fallen-wizard earlier in the same chain of effects. This card can be played at any time and does not count against the hazard limit. Remove this card from the game.

#### CAST FROM THE ORDER - Permanent-event (R)

Playable on a Fallen-wizard. Make a roll and add the Fallen-wizard's stage points. If the result is less than 16, discard this card. Otherwise, place this card with the Fallen-wizard. The Fallen-wizard's player must use minion sites for Border-holds [1], Free-holds [1], and hero Havens. Also, the Fallen-wizard's company is overt.

# CRUEL CLAW PERCEIVED - Permanent-event (R)

Playable on a Wizard, Fallen-wizard, or Ringwraith. His general influence is modified by -1. If he is a Fallen-wizard, this modifier is instead: -9 if his stage points (SPs) exceed 20, -7 if his SPs exceed 15, -5 if his SPs exceed 10, or -3 if his SPs exceed 5 (use the first modifier that applies).

Additionally, the Fallen-wizard's hand size is reduced by 1 if his SPs exceed 10, and by 1 more if his SPs exceed 20. Cannot be duplicated on a given character. Discard when any play deck is exhausted.

# ECHOES OF THE SONG - Short-event (C)

If your opponent has more than one stage card and 4 or more stage points, he must discard one stage card of his choice. Alternatively, force a target character to make a corruption check. Remove this card from the game.

#### FLOTSAM AND JETSAM - Permanent-event (R)

If a player has 15 or fewer cards in his play deck (20 or fewer if a Fallen-wizard), all effects are automatically canceled which allow him to search through or look at any portion of his play deck or discard pile outside of the normal sequence of play. Discard when any play deck is exhausted. Cannot be duplicated.

#### FOOL'S BANE - Permanent-event (U)

Playable on a Fallen-wizard. Influence checks he makes against hero resources are modified by: -9 if his stage points (SPs) exceed 18, -7 if his SPs exceed 12, -5 if his SPs exceed 7, -3 if his SPs exceed 3, or -1 if his SPs exceed 0 (use the first modifier that applies). Additionally, his Elf characters and Elf factions are each worth 0 marshalling points in all cases. Cannot be duplicated on a given Fallen-wizard. Discard when any play deck is exhausted.

### FOUL TOOTH UNSHEATHED - Permanent-event (C)

Playable if your opponent is a Fallen-wizard. If your opponent has 7 or more stage points and is not Alatar, hazards his companies defeat (while this card is in play) without an asterisk [\*] are worth no marshalling points. This card overrides any conflicting resources

### HEART GROWN COLD - Permanent-event (U)

Fallen-wizard players must use minion site cards for hero Havens. If a Fallen-wizard has more than 4 stage points, his player must also use minion site cards for Free-holds [1]. If a Fallen-wizard has more than 7 stage points, his player must also use minion site cards for Border-holds [1].

# IN THE GRIP OF AMBITION - Permanent-event (C)

[CP: 1; SP: 2(3)]

Corruption. Playable on a Fallen-wizard or a Wizard. He receives 1 corruption point (CP). If he is a Fallen-wizard, he receives 2 stage points. If he has more than 7 stage points, he receives an additional stage point. Cannot be duplicated on a given character. During his organization phase, target may tap to attempt to remove this card. Make a roll - if this result is greater than 8, discard this card.

### INNER ROT - Permanent-event (R)

[CP: 1(\*); SP: 2]

Corruption. Playable on a Wizard or a Fallen-wizard. He receives 1 corruption point (CP). If he is a Fallen-wizard, he receives 2 stage points and the CPs received are instead: 4 CPs if his stage points (SPs) exceed 18, 3 CPs if his SPs exceed 11, 2 CPs if his SPs exceed 5, 1 CP if his SPs exceed 0 (use the first that applies). The target makes a corruption check whenever his controlling player plays a stage card. Cannot be duplicated on a given character. During his organization phase, target may tap to attempt to remove this card. Make a roll - if this result is greater than 6, discard this card.

#### IRE OF THE EAST - Short-event (C)

Targets and cancels one minion short-event played by a Fallen-wizard earlier in the same chain of effects. This card can be played at any time and does not count against the hazard limit. Remove this card from the game.

# LONGING FOR THE WEST - Permanent-event (U)

[CP: 2]

Corruption. Playable on a Wizard or a Fallen-wizard. He receives 2 corruption points and makes a corruption check at the end of his untap phase if not at a Haven [\*\*] (or Wizardhaven). Cannot be duplicated on a given character. During his organization phase, target may tap to attempt to remove this card. Make a roll - if this result is greater than 6, discard this card.

#### MASK TORN - Permanent-event (R)

Fallen-wizards may not bring characters with more than 4 mind into play. If a Fallen-wizard has more than 9 stage points, he may not bring characters with more than 3 mind into play. Discard when any play deck is exhausted.

# NATURE'S REVENGE - Permanent-event (R)

Playable on a site in a Wilderness [ ] that normally is a Border-hold [ ] or a Shadow-hold [ ], or on a non-protected Wizardhaven [ ] in a Wilderness [ ]. All versions of the site become Ruins & Lairs [ ] and each gains an additional automatic-attack: Animals - each character faces 1 strike with 7 prowess. Discard this card when the site is discarded or returned to its location deck.

#### POWER RELINQUISHED TO ARTIFICE - Permanent-event (R)

Playable on a Wizard, Fallen-wizard, or Ringwraith. His prowess and direct influence are each modified by -1. If he is a Fallen-wizard, these modifiers are instead: -5 if his stage points (SPs) exceed 20, -4 if his SPs exceed 15, -3 if his SPs exceed 10, -2 if his SPs exceed 5 (use the first modifier that applies). For Alatar and Radagast, reduce the modifier to 0 for prowess and double it for direct influence. Cannot be duplicated on a given character. Discard when any play deck is exhausted.

### ROLLED DOWN TO THE SEA - Short-event (R)

Unique. Opponent must discard a ring from his hand or from one of his companies if available. If no rings are available as such, he must reveal his hand to you.

#### SOMETHING ELSE AT WORK - Permanent-event (R)

Playable on a character. Any influence check he makes is modified by -1 and any test for a gold ring in his company is modified by -1. If he is a Fallen-wizard, these modifiers are both instead: -4 if his stage points (SPs) exceed 14, -3 if his SPs exceed 9, -2 if his SPs exceed 4, -1 is his SPs exceed 0 (use the first modifier that applies). Cannot be duplicated on a given character. Discard when any play deck is exhausted.

# WHOLE VILLAGES ROUSED - Short-event (R)

Playable on a hero Border-hold [1] or Free-hold [1]. The site has the automatic- attacks indicated on the corresponding minion site card (detainment against hero companies) but with +2 prowess.

Alternatively, playable on a minion Shadow-hold [ or Dark-hold [ ]. The site has the automatic-attacks indicated on the corresponding hero site card (detainment against overt companies) but with +2 prowess.

# WILL YOU NOT COME DOWN? - Permanent-event (U)

[SP: 4]

Playable on a Fallen-wizard at a Wizardhaven [47]. Your opponent must choose to either: discard from play enough stage cards (of his choice) to reduce his stage point total below 7 or to receive 4 stage points. Cannot be duplicated on a given Fallen-wizard.

#### HERO ALLIES

NOBLE STEED - Ally (C)

[MP: 1; Mind: 1; P/B: 0/8]

Playable at any tapped or untapped non-Haven site in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. If each character in a company controls a Noble Steed (or Bill the Pony or Shadowfax), the company may move up to two additional regions. Tap to cancel a strike (not from an automatic-attack) against its bearer or itself.

# HERO RESOURCE EVENTS

### PROMPTINGS OF WISDOM - Permanent-event (U)

[CP: 2]

Light Enchantment. Playable during the organization phase on a ranger. Target ranger may tap to cancel all hazard effects for the rest of the turn that: force his company to return to its site of origin or that tap his company's current or new site. If so tapped, target ranger makes a corruption check. Cannot be duplicated in a given company.

#### THE WHITE COUNCIL - Permanent-event (R)

[MP: 1]

Playable during your organization phase in your marshalling point pile if your Wizard is in a Haven [ ] and you have more marshalling points than your opponent. Your opponent must be a Fallen-wizard or a Wizard. Cannot be duplicated on a given turn.

#### THE WHITE WIZARD -Permanent-event (R)

[MP: 2]

Unique. Playable on a Wizard with Sacrifice of Form. +2 to his direct influence, +1 to all of his corruption checks. Discard if Saruman is in play as an opposing Wizard.

# HERO FACTIONS

A PANOPLY OF WINGS - Animal Faction (C)

[MP: 1]

Playable at any tapped or untapped non-Haven, non-Shadow-hold, non-Dark-hold site in a Wilderness [ 1] if the influence check is greater than 11.

Standard Modifications: if Radagast is your Wizard (+3). Discard this faction to make information playable at such a site.

BEASTS OF THE WOOD - Animal Faction (C)

[MP: 1]

Playable at any tapped or untapped non-Haven, non-Darkhaven, non-Dark-hold site in Woodland Realm, Western Mirkwood, Heart of Mirkwood, Southern Mirkwood, Fangorn, or Cardolan if the influence check is greater than 11.

Standard Modifications: if Radagast is your Wizard (+3). Tap this faction to cancel an attack keyed by name to one of the regions listed above. May also be used as a minion resource card that is only playable by a character in a covert company.

WILD HORSES - Animal Faction (R)

[MP: 1]

Playable at any tapped or untapped non-Haven site in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor if the influence check is greater than 11.

Standard Modifications: Men with home sites in the regions listed above (+3). Tap this faction to allow any company with one of the regions listed above in its site path to move up to 1 additional region.

WILD HOUNDS - Animal Faction (U)

[MP: 1]

Playable at any tapped or untapped Ruins & Lairs [h] in a Wilderness [l] if the influence check is greater than 11.

Standard Modifications: if Radagast is your Wizard (+3). Discard this faction to cancel an automatic-attack at a Ruins & Lairs [1] or an attack keyed to Wilderness [1] or Ruins & Lairs [1]. May also be used as a minion resource card that is only playable by a character in a covert company.

# MINION RESOURCE EVENTS

THE BLACK COUNCIL - Permanent-event (R)

[MP: 1]

Playable during your organization phase in your marshalling points pile if your Ringwraith is in a Darkhaven [\*] and you have more marshalling points than your opponent and your opponent is a Ringwraith. Cannot be duplicated on a given turn.

COUNTERFEIT - Permanent-event (R)

Magic. Spirit-magic. Playable on an Orc character in a spirit-magic using character's company. The Orc is considered to be a Half-orc for all purposes. Unless he is a Ringwraith, the spirit-magic using character makes a corruption check modified by -3. Discard if the Orc character is in a company that does not contain a spirit-magic using character.

CREPT ALONG CLEVERLY - Short-event (C)

Ranger only. Cancels a Wolf, Animal, Spider, Dragon, Drake, or Undead attack against a ranger's company.

THE FIERY BLADE - Permanent-event (R)

Playable on your Ringwraith or a Ringwraith follower. Each strike against the Ringwraith receives -1 body (-2 body and -2 prowess against The Witch- king). Discard The Fiery Blade after a strike against the Ringwraith fails or if the Ringwraith has Morgul-blade. Cannot be duplicated.

### GOVERN THE STORMS - Short-event (R)

Magic. Sorcery. Cancel all hazard effects for the rest of the turn that: force a sorcery-using character's company to return to its site of origin or would tap its current or new site. Unless he is a Ringwraith, the sorcery using character makes a corruption check modified by -4.

#### OPEN TO THE SUMMONS - Permanent-event (U)

Playable on a *minion* company. One agent minion may be played with target company at a Darkhaven [\*] - place this card with the agent. -1 to his mind to a minimum of 1. This card may be played with a starting company in lieu of a minor item. When played as such, reveal it when starting companies are determined as if it were a character. Cannot be duplicated on a given character. (E)

### PIERCING ALL SHADOWS - Permanent-event (U)

[CP: 3]

Playable during the organization phase on a ranger. Target ranger may tap to cancel all hazard effects for the rest of the turn that: force his company to return to its site of origin or that tap his company's current or new site. If so tapped, target ranger makes a corruption check. Cannot be duplicated in a given company.

### POISON OF HIS VOICE - Short-event (U)

Magic. Spirit-magic. Playable on a hazard permanent-event on a character in a spirit-magic-using character's company. Discard target hazard.

Alternatively, playable on a spirit-magic-using Fallen-wizard. -6 to his stage points (to a minimum of 3) for the rest of the turn. Unless the spirit-magic- user is a Ringwraith, he makes a corruption check modified by -3.

### SOJOURN IN SHADOWS - Short-event (R)

Magic. Shadow-magic. Playable before strikes are assigned on a character facing an attack in a shadow-magic using character's company. Target character cannot be assigned a strike from the attack. Unless he is a Ringwraith, the shadow-magic using character makes a corruption check modified by -4.

# WHITE LIGHT BROKEN - Short-event (U)

Magic. Sorcery. Playable on a sorcery-using character. All of his corruption checks are modified by +2 for the rest of the turn. Alternatively, playable on a sorcery-using Fallen-wizard. -4 to his stage points (to a minimum of 3) for the rest of the turn. Unless the sorcery-using character is a Ringwraith, he makes a corruption check.

# MINION ITEMS

# BLASTING FIRE - Special Item (C)

[MP: 1; CP: 1]

Technology. Playable at a tapped or untapped Shadow-hold [1], Dark-hold [1], or a site with a Dwarf automatic-attack. Discard to cancel all automatic-attacks at a site against the bearer's company, any influence attempts against factions at the site this turn are modified by +2.

#### LIQUID FIRE - Special Item (R)

[MP: 1; CP: 1]

Technology. Playable at a tapped or untapped Shadow-hold [ ], Dark-hold [ ], or a site with a Dwarf automatic-attack. Discard to cause all strikes from all attacks of a non-Dragon, non-Nazgûl, non-Balrog creature keyed to a site to fail (resulting body checks for the creature are modified by -2).

### MECHANICAL BOW - Major Item (C)

[MP: 1; CP: 1; P/B: +2/-1]

Weapon. Technology. -1 to bearer's body. Warrior only: +2 prowess to a maximum of 8; -1 to the body of any strike its bearer faces if he taps to face the strike.

VILE FUMES - Special Item (U)

[MP: 1; CP: 1]

Technology. Playable at a tapped or untapped Shadow-hold [1], Dark-hold [1], or a site with a Dwarf automatic-attack. Discard during the site phase at a Border-hold or Shadow-hold [1] to make all versions of the site Ruins & Lairs [1]. Its normal automatic-attacks are replaced with: Gas - each character faces 1 strike with 7 prowess (cannot be canceled). Keep Vile Fumes with the site until the site is discarded or returned to its location deck.

# STAGE RESOURCE EVENTS: GENERAL

A MERRIER WORLD - Permanent-event (C)

[SP: 2]

Playable if you have more than 7 stage points. Hazards your companies defeat (for which you otherwise get 1 MP) are each worth full kill marshalling points. Cannot be duplicated by a given player.

A NEW RINGLORD - Permanent-event (R)

[SP: 3; CP: 1]

Playable on your Fallen-wizard if he has The One Ring at one of your Wizardhavens [1]. Only one A New Ringlord may be played in a given turn. Make a roll during each of your end-of-turn phases if your Fallen-wizard is bearing The One Ring and is at a Ruins & Lairs [1] where Information is playable. Add 1 for each A New Ringlord you have in play. If the result is less than 6, your fallen-Wizard is eliminated. If the result is greater than 9, you win the game.

#### A STRIDENT SPAWN - Permanent-event (U)

[MP: 1; SP: 4]

Unique. Playable if you are Pallando or Saruman and have 6 or more stage points and a protected Wizardhaven [ ]. Each of your Half-orcs requires one less point of influence to control. During your organization phase, you may take one Half-orc character from your discard pile to your hand. You may play Half-orc characters at your Wizardhavens [ ], and even if your Fallen-wizard is not there. Cannot be duplicated by a given player. (E)

#### AN UNTIMELY BROOD - Permanent-event (C)

[MP: 1; SP: 4]

Playable if you are Radagast or Alatar and have 6 or more stage points and a protected Wizardhaven [1]. One non-unique ally with a mind of 1 is playable at one of your tapped or untapped protected Wizardhavens [1] each of your site phases. Cannot be duplicated by a given player.

BAD COMPANY - Permanent-event (C)

[SP: 2]

You may play Orc and Troll characters and include them in your starting company. Cannot be duplicated by a given player.

BLIND TO ALL ELSE - Permanent-event (C)

[SP: 2]

Your ring items are each worth full marshalling points. Cannot be duplicated by a given player.

DELVER'S HARVEST - Permanent-event (U)

[MP: 1]

Playable during the site phase if one of your companies enters the Deep Mines site.

DOUBLE-DEALING - Permanent-event (C)

[SP: 1]

Playable on a site. If the site is a minion site, you may play appropriate hero resources there. If the site is a hero site, you may play appropriate minion resources there. Discard when this site is discarded or returned to your location deck.

### EARTH-EATER - Permanent-event (R)

[MP: 1]

Technology. Playable during the site phase if one of your companies enters the Deep Mines site and you have more Delver's Harvest cards in play than you have Earth-eater cards. Tap Earth-eater to take a minion non-unique weapon/armor/shield/helmet major item from your sideboard or discard pile to your hand.

#### THE FORTRESS OF ISEN - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on Isengard. Isengard is protected. Other Fallen-wizards may not use the Wizardhaven [ ard for Isengard. Cards that give marshalling points are not playable at the site by your opponent in all cases. A company moving to or from Isengard is not considered to be moving through Cap of Isen (including one less Border land in their site path). Discard this card when the site is discarded or returned to its location deck. (E)

### FORTRESS OF THE TOWERS - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on The White Towers. The White Towers is protected. Other Fallen-wizards may not use the Wizardhaven [ and for The White Towers. Cards that give marshalling points are not playable at the site by your opponent in all cases. A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path). Discard this card when the site is discarded or returned to its location deck. (E)

### GATHERER OF LOYALTIES - Permanent-event (C)

[SP: 3]

Playable if you have more than 3 stage points. Your unique factions are each worth 2 marshalling points. If you are Alatar, your unique Dragon factions are each worth 4 marshalling points. If you are Pallando, your unique factions normally worth 3 or more marshalling points are each worth 3 marshalling points. Cannot be duplicated by a given player.

### GNAWED WAYS - Permanent-event (R)

[SP: 1]

Playable on one of your Deep Mines sites. The Deep Mines site is now adjacent to an Under-deeps site of your choice whose surface site is in a region containing or adjacent to the region containing the Deep Mines surface site. The movement number required to move between these two Under-deeps sites is (7). This card may also be played as a hazard on one of your opponent's Deep Mines sites. Discard this card when Deep Mines is discarded or returned to its location deck. Cannot be duplicated on a given Deep Mines site.

# GREAT PATRON - Permanent-event (C)

[SP: 2]

Your characters and allies that normally give 2 or more marshalling points are each worth 2 marshalling points. Cannot be duplicated by a given player.

#### GREAT RUSE - Permanent-event (U)

[MP: 1; SP: 1]

Playable during the site phase on a Shadow-hold [ ] or Dark-hold [ ] hero site if you have an overt company there. Replace the hero site card with the corresponding minion site card. Discard when this site is discarded or returned to your location deck.

### GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens [ ] other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path). Cannot be duplicated on a given site. (E)

### HIDDEN HAVEN - Permanent-event (C)

[SP: 1]

Playable on a non-Dragon's lair Ruins & Lairs [1] in a Wilderness [1], Border-land [1], or Shadow-land [1]; the site must normally be a Ruins & Lairs [1]. This site becomes one of your Wizardhavens [14] and loses all automatic-attacks. Nothing is considered playable as written on the site card. If one of your companies is at this site, all attacks against it are canceled. Other Fallen-wizards may not use this site as a Wizardhaven [14]. Discard this card when the site is discarded or returned to its location deck. It cannot be discarded otherwise.

# LEGACY OF SMITHS - Permanent-event (C)

[SP: 4]

Playable if you have more than 6 stage points. Your non-ring items are each worth full marshalling points. Cannot be duplicated by a given player.

# MISCHIEF IN A MEAN WAY - Permanent-event (R)

[MP: 2; SP: 2]

Playable during the site phase on a Border-hold [4] site if you have 10 or more stage points. This site becomes one of your Wizardhavens [34] and loses all automatic-attacks. Nothing is considered playable as written on the site. If one of your companies is at this site, all attacks against it are canceled. Other Fallen-wizards may not use this site as a Wizardhaven [34]. Discard this card when the site is discarded or returned to its location deck. It cannot be discarded otherwise.

#### NEVER REFUSE - Permanent-event (U)

[SP: 2]

All corruption checks by your non-Wizard characters caused by your magic cards are modified by +2.

#### PLOTTING RUIN - Permanent-event (C)

[SP: 3]

Playable if you have more than 7 stage points. You must use minion site cards for Hero Havens, Free-holds [10] and Border-holds.

#### SHAMEFUL DEEDS - Permanent-event (U)

[SP: 4]

Playable if you are not Alatar and have more than 6 stage points. Hazards with an asterisk [\*] attack your companies normally, not as detainment. Such hazards your companies defeat while this card is in play give you full kill marshalling points. You receive no kill marshalling points from other hazards if this card is in play. Cannot be duplicated by a given player.

# SPELLS BORN OF DISCORD - Permanent-event (U)

[SP: 2]

Your Fallen-wizard may use sorcery, spirit-magic, and shadow-magic. Cannot be duplicated by a given player.

# THRALL OF THE VOICE - Permanent-event (C)

[SP: 1]

Instead of a normal character, during your organization phase you may bring into play one character (including a minion agent) with up to a 6 mind. Place this card with the character. -1 to his mind to a minimum of 1. Such a character may also be in your starting company.

### WAR-FORGES - Permanent-event (U)

[SP: 2]

Playable on one of your protected Wizardhavens [46] (not by Radagast). You may tap War-forges to make an additional non-hoard, non-unique minor item playable at this site this turn (if the site is tapped or not). The item may be taken fromyour discard pile or sideboard. Discard when this site is discarded or returned to your location deck. Cannot be duplicated on a given site.

### WIZARD'S MYRMIDON - Permanent-event (C)

[SP: 1]

Playable on one of your non-Fallen-wizard characters. +1 to his direct influence. The character requires 3 points of influence to control and may only be controlled by general influence or a Fallen-wizard. Cannot be duplicated by a given player.

#### WIZARD'S TROVE - Permanent-event (R)

[SP: 1]

You may play The White Tree at one of your Wizardhavens [ ] if Sapling of the White Tree is stored there. Place Wizard's Trove with The White Tree - which is worth full marshalling points. Your Wizardhaven [ ] becomes protected. Ignore the text of The White Tree

Alternatively, you may store one miscellaneous marshalling point card at one of your Wizardhavens [ ]. Any reference to the site where the card can normally be stored are transferred instead to the Wizardhaven [ ]. Place Wizard's Trove with the stored card - which is worth full marshalling points.

### STAGE RESOURCE FACTIONS

#### GREATER HALF-ORCS - Orc Faction (R)

[MP: 2; SP: 1]

Playable at one of your protected Wizardhavens [\*\*] (if tapped or untapped) if you have A Strident Spawn and Half-orcs in play and if the influence check is greater than 11.

# HALF-ORCS - Orc Faction (U)

[MP: 1; SP: 1]

Playable at one of your protected Wizardhavens [\*\*] (if tapped or untapped) if you have A Strident Spawn in play and if the influence check is greater than 9.

# STAGE RESOURCE ITEMS

KEYS OF ORTHANC - Special Item (R)

[MP: 2; SP: 1; CP: 1]

Unique. Playable at Minas Tirith. During your organization phase, you may: take The Fortress of Isen card from your play deck or discard pile to your hand or discard The Fortress of Isen card if in play by another player. Reshuffle your play deck if searched.

# KEYS TO THE WHITE TOWERS - Special Item (R)

[MP: 2; SP: 1; CP: 1]

Unique. Playable at Barrow-downs. During your organization phase, you may: take the Fortress of the Towers card from your play deck or discard pile to your hand or discard the Fortress of the Towers card if in play by another player. Reshuffle your play deck if searched.

# ALATAR-SPECIFIC STAGE RESOURCES

BOW OF ALATAR - Permanent-event (R)

[SP: 2; CP: 1]

Unique. Alatar specific. Place this card on Alatar if he is in play. If on Alatar, you may tap Bow of Alatar to allow him to face a strike from an attack against his company regardless of the attack's normal capabilities and his status. If such a strike fails, the attack's body is reduced by 1.

#### THE GREAT HUNT - Permanent-event (R)

[MP: 1; SP: 3]

Alatar specific. Playable if you are Alatar and have at least 12 stage points. Your opponent reveals cards one at a time from his play deck or his discard pile (your choice). Any hazard creature revealed immediately attacks Alatar's company. This process stops when 5 creatures or all cards of the deck (or pile) have been revealed. Reshuffle play deck if used. Thereafter, your opponent discards face-up. Whenever your opponent discards a creature during your turn, you may choose to have it attack Alatar's company instead. Cannot be duplicated.

# HUNTSMAN'S GARB - Permanent-event (U)

[SP: 1; CP: 1]

Unique. Alatar specific. Place this card on Alatar if he is in play. If on Alatar, you may tap Huntsman's Garb during your end-of-turn phase to take Risky Blow, True Fána, or The Hunt from your discard pile to your hand.

### JOIN THE HUNT - Permanent-event (U)

[SP: 2]

Unique. Alatar specific. Your weapon/shield/ armor/helmet items in Alatar's company are each worth full marshalling points. Your allies with a prowess attribute in Alatar's company are each worth full marshalling points.

# OROMË'S WARDERS - Permanent-event (R)

[SP: 3]

Unique. Alatar specific. Playable on Alatar if Join the Hunt is in play. Your weapon/shield/armor/helmet items are each worth full marshalling points. Your allies with a prowess attribute are each worth full marshalling points. Your Elf factions are each worth 2 marshalling points.

### SQUIRE OF THE HUNT - Permanent-event (U)

[SP: 2; P/B: +1/+1]

Unique. Alatar specific. Warrior only. Playable on one of your warrior characters at one of your Wizardhavens [3] (or in your starting company). +1 to his direct influence. This character requires 2 points of influence to control and may only be controlled by general influence or Alatar.

# GANDALF-SPECIFIC STAGE RESOURCES

# AWAIT THE ONSET - Permanent-event (R)

[MP: 5; SP: 3]

Gandalf specific. Playable if you are Gandalf and have at least: 12 stage points, two protected Wizardhavens [47], 4 factions, and 6 characters. Each faction you play after Await the Onset is worth 1 marshalling point regardless of other cards in play (place these factions under Await the Onset). Each of your marshalling point cards in a company not in one of your Wizardhavens [47] when the game ends is worth 1 marshalling point regardless of other cards in play. Cannot be duplicated.

#### CHAMBERS IN THE ROYAL COURT - Permanent-event (U)

[SP: 1]

Gandalf specific. Playable on one of your hero Free-hold [1] sites in play. This site becomes a Wizardhaven [1] for your companies, loses all automatic- attacks against your companies, and is one of Gandalf's home sites. Nothing is considered playable as written on the site card. If one of your companies is at this site, all attacks against it are canceled. Other Fallen-wizards may not use this site as a Wizardhaven [1]. Discard this card when the site is discarded or returned to its location deck. It cannot be discarded otherwise. Cannot be duplicated on a given site.

# GANDALF'S FRIEND - Permanent-event (U)

[SP: 1]

Unique. Gandalf specific. Playable on one of your characters at one of your Wizardhavens [ [4]] (or in your starting company). +2 to his direct influence. This character requires 1 point of influence to control and may only be controlled by general influence or Gandalf.

### GIVE WELCOME TO THE UNEXPECTED - Permanent-event (R)

[SP: 2]

Unique. Gandalf specific. Place this card on Gandalf if he is in play. If on Gandalf, your unique non-character cards normally worth 1 marshalling point are each worth 2 marshalling points.

## GREY EMBASSY - Permanent-event (U)

[SP: 3]

Unique. Gandalf specific. Place this card on Gandalf if he is in play. If on Gandalf, your unique hero factions normally worth 2 or fewer marshalling points are each worth 2 marshalling points. If on Gandalf, your unique hero factions normally worth 3 or more marshalling points are each worth 3 marshalling points.

#### THE GREY HAT - Permanent-event (U)

[SP: 1; CP: 1]

Unique. Gandalf specific. Place this card on Gandalf if he is in play. If on Gandalf, you may tap The Grey Hat during your end-of-turn phase to take New Friendship, Wizard's Test, or Hobbit-lore from your discard pile to your hand.

#### RING OF FIRE -Permanent-event (R)

[SP: 2]

Unique. Gandalf specific. Place this card on Gandalf if he is in play. If on Gandalf, you may tap Ring of Fire during your organization phase to take Narya from your discard pile to your hand.

# PALLANDO-SPECIFIC STAGE RESOURCES

#### ARCANE SCHOOL - Permanent-event (R)

[SP: 1]

Pallando specific. Sage only. Playable on a non-Hobbit, non-Dwarf sage at one of your Wizardhavens [\*\*] (or in your starting company). The character may use sorcery, spirit-magic, and shadow-magic. Cannot be duplicated on a given character.

#### PALLANDO'S APPRENTICE - Permanent-event (U)

[SP: 2]

Unique. Pallando specific. Sage only. Playable on a non-Hobbit, non-Dwarf sage character at one of your Wizardhavens [37] (or in your starting company). +1 to his direct influence. This character requires 2 points of influence to control and may only be controlled by general influence or Pallando. This character may tap to use a Palantír he bears.

#### PALLANDO'S HOOD - Permanent-event (U)

[SP: 1; CP: 1]

Unique. Pallando specific. Place this card on Pallando if he is in play. If on Pallando, you may tap Pallando's Hood during your end-of-turn phase to take Gifts as Given of Old, Wizard's Voice, or Eyes of Mandos from your discard pile to your hand.

### PROPHET OF DOOM - Permanent-event (R)

[MP: 3; SP: 3]

Pallando specific. Playable if you are Pallando and have at least 12 stage points and 5 factions in play. Pallando need not be at the appropriate site when making an influence attempt on an opponent's resource or character. Such an influence check is modified by half (rounded up) of Pallando's unused general influence (to a maximum of 10) instead of his unused direct influence. Subtract from the attempt the number of regions between Pallando's site and the site where the influence attempt would normally be made. Discard if you have fewer than 5 factions in play. Cannot be duplicated.

## STAVE OF PALLANDO - Permanent-event (R)

[SP: 2; CP: 1]

Unique. Pallando specific. Place this card on Pallando if he is in play. If on Pallando, you may tap Stave of Pallando during your end-of-turn phase to take a faction from your discard pile to your hand.

### TRUTHS OF DOOM - Permanent-event (U)

[SP: 4]

Unique. Pallando specific. Your general influence is increased by 6 points. You may only use 2 of these 6 points to control characters.

# RADAGAST-SPECIFIC STAGE RESOURCES

FRIEND OF SECRET THINGS - Permanent-event (U)

[SP: 2]

Unique. Radagast specific. Your companies with a company size of 2 or less may play allies at tapped sites.

### GIRDLE OF RADAGAST - Permanent-event (R)

[MP: 5; SP: 3]

Radagast specific. Playable on one of your protected Wizardhavens [37] if you are Radagast and have at least 12 SP and 6 allies and/or unique factions in play (the factions must be playable at sites in the Wizardhaven's [37] region or adjacent regions). The Wizardhaven's [37] region and all adjacent regions become Wilderness [37]. Cannot be duplicated.

#### GLOVE OF RADAGAST - Permanent-event (R)

[SP: 2; CP: 1]

Unique. Radagast specific. Place this card on Radagast if he is in play. Any non-unique ally with 1 mind (a copy of which he does not already control) is considered playable with Radagast at his site. This ally may be taken from your discard pile or hand.

#### MASTER OF SHAPES - Permanent-event (U)

[SP: 1; GI: 25; DI: 1; P/B: 9/10; Corruption Checks: -2]

Radagast specific. Shapeshifter. Place this card on Radagast if he is in play. Return this card to your hand: when you play another Shapeshifter card or, if you choose, during your organization phase. In addition to adopting the given attributes, Radagast's skills become Warrior/Ranger. Radagast's prowess is only modified by -1 when not tapping to face a strike. Radagast may bear, but may not use items.

# POCKETED ROBES - Permanent-event (U)

[SP: 1]

Unique. Radagast specific. Place this card on Radagast if he is in play. If on Radagast, you may tap Pocketed Robes during your end-of-turn phase to take Crept Along Cleverly, Wizard's River-horses, or Herb-lore from your discard pile to your hand.

# RADAGAST'S BLACK BIRD - Scout/Diplomat Ally (U)

[MP: 1; SP: 3; Mind: 2; DI: 3; P/B: 2/8]

Unique. Radagast specific. Playable at one of your Wizardhavens [ ]. You may return Radagast's Black Bird to your hand: during your organization phase or if its controlling character leaves active play. Radagast may play this ally at any site (tapped or untapped) and need not tap himself or the site to do so. This ally may attempt to influence factions as if he were a character. He may cancel a strike directed against him - tapping afterwards if not already tapped.

### SHIFTER OF HUES - Permanent-event (R)

[SP: 1; GI: 27; DI: 3; P/B: 6/10; Corruption Checks : -2]

Radagast specific. Shapeshifter. Place this card on Radagast if he is in play. Return this card to your hand: when you play another Shapeshifter card or, if you choose, during your organization phase. In addition to adopting the given attributes, Radagast's skills become Warrior/Diplomat. Radagast may not move. You may keep one more card than normal in your hand. Radagast can tap give +2 to the corruption checks of the characters in one company through your next organization phase (this company must be moving with at least one Wilderness of the path). Radagast may bear, but may not use, items.

### WINGED CHANGE-MASTER - Permanent-event (R)

[SP: 1; GI: 19; DI: 8; P/B: 3/9; Corruption Checks: -2]

Radagast specific. Shapeshifter. Place this card on Radagast if he is in play. Return this card to your hand: when you play another Shapeshifter card or, if you choose, during your organization phase. In addition to adopting the given attributes, Radagast's skills become Scout/Diplomat. If no other characters or allies (except his Black Bird) are in his company: Radagast may move to a new site with no region card maximum, he has no site path, and he is considered to move through no regions. Radagast may bear, but may not use, items.

# SARUMAN-SPECIFIC STAGE RESOURCES

#### THE FORGE-MASTER - Permanent-event (U)

[SP: 2]

Unique. Saruman specific. Playable on a non-Hobbit sage character or a Man. +1 to his direct influence. The character requires 2 points of influence to control and may only be controlled by general influence or Saruman. If at a Wizardhaven [4] during your organization phase, you may tap this character to place a non-unique weapon/armor/shield/helmet minor item with any character at The Forge-master's site. The recipient need not tap to receive this item, and the item may be taken from your discard pile, sideboard, or hand.

### MANY-COLOURED ROBES - Permanent-event (U)

[SP: 1; CP: 1]

Unique. Saruman specific. Place this card on Saruman if he is in play. If on Saruman, he may tap during his end-of-turn phase to take Ringlore, Lordly Presence, or First of the Order from his discard pile to his hand.

### MAN OF SKILL - Permanent-event (U)

[SP: 2]

Unique. Saruman specific. Your permanent-events that require a site where Information is playable are each worth 2 marshalling points.

# SARUMAN'S MACHINERY - Permanent-event (R)

[MP: 1; SP: 4]

Saruman specific. Playable, if you are Saruman, on your protected Isengard or your protected The White Towers. One Technology item is playable at the site during your site phase whether the site is tapped or untapped. Discard when this site is discarded or returned to your location deck. Cannot be duplicated on a given site.

#### SARUMAN'S RING - Permanent-event (R)

[SP: 2; CP: 1]

Unique. Saruman specific. Place this card on Saruman if he is in play. If on Saruman, you may tap Saruman's Ring during your end-of-turn phase to take a ring item (other than The One Ring) from your discard pile to your hand.

### THE WHITE HAND - Permanent-event (R)

[MP: 6; SP: 3; DI: +2; P/B: +1/0]

Saruman specific. Playable on Saruman if he has the following in play: at least 12 stage points, at least 3 factions, A Strident Spawn, and Saruman's Machinery. Cannot be duplicated.

# **FALLEN-WIZARD SITES**

DEEP MINES - Ruins & Lairs [1] (Under-deeps)

[opponent draws/you draw: 2/1; SP: 1]

A company may move to this site only from one of your protected Wizardhavens [4] and only if you have more than 6 stage points. The protected Wizardhaven [4] is the surface site for Deep Mines (i.e., the sites are adjacent and the movement roll required to move between them is 0). You receive the three stage points if any of your companies are at the site. May be duplicated in location deck. *Cannot be duplicated on a given Wizardhaven* [4]. (E)

ISENGARD - Wizardhaven [ ] Gap of Isen (C)

[opponent draws/you draw: 2/2]

Special: If one of your companies is at this site, all attacks against it are canceled.

RHOSGOBEL - Wizardhaven [ ] (Southern Mirkwood) (C)

[oppponent draws/you draw: 2/2; SP: 1]

Special: Only Radagast's companies may use this card. This site is a protected Wizardhaven [\*\*]. If one of your companies is at this site, all attacks against it are canceled. Any of your companies moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark domain in their site path). You receive the stage point if any of your companies are at this site. (E)

THE WHITE TOWERS - Wizardhaven [4] (Arthedain)

[opponent draws/you draw: 2/2]

Special: If one of your companies is at this site, all attacks against it are canceled.

# THE BALROG

# HERO CHARACTERS

STRIDER - Warrior/Scout/Ranger Dúnadan (R)

[MP: 3, Mind: 8; DI: 2, P/B: 6/9; Home Site: Bree]

Unique. Manifestation of Aragorn II. You may bring Aragorn II into play with Strider's company, removing Strider from the game and automatically transferring all cards on Strider to Aragorn II. +3 direct influence against the Rangers of the North faction. Tap Strider to search your discard pile for any one item, ally, or faction playable at his current site the site must be in Arthedain, Cardolan, Rhudaur, or The Shire.

# BALROG SPECIFIC MINION CHARACTERS

AZOG - Warrior/Diplomat Orc (U)

[MP: 2, Mind: 7; DI: 1, P/B: 6/9; Home Site: Moria, The Under-gates]

Unique. Balrog specific. Leader. Discard on a body check result of 9. +3 direct influence against Orcs and Orc factions. +2 direct influence against Balrog specific characters.

THE BALROG - Warrior/Ranger Balrog (C)

[DI: 6, P/B: 8/11; Home Site: The Under-gates]

Unique. Manifestation of Balrog of Moria. Discard all other manifestations of Balrog of Moria when this card comes into play. +3 to the roll for his company to move between adjacent Under-deeps sites. The Balrog's prowess is only modified by -1 when not tapping to face a strike. His prowess is modified by +2 when tapping to face a strike. He may not have any followers and may not use region or starter movement.

BOLG - Warrior/Ranger Orc (U)

[MP: 2, Mind: 7; DI: 0, P/B: 7/9; Home Site: Moria, The Under-gates]

Unique. Balrog specific. Leader. Discard on a body check result of 9. +3 direct influence against Orcs and Orc factions. +2 direct influence against Balrog specific characters.

BÛTHRAKAUR - Warrior/Scout/Ranger Troll (R)

[MP: 3, Mind: 9; DI: 0, P/B: 8/9; Home Site: Moria, The Under-gates]

Unique. Balrog specific. Leader. Manifestation of Bûthrakaur the Green. Discard on a body check result of 9. +3 direct influence against Trolls, Orcs, Troll factions, and Orc factions. +3 direct influence against Balrog specific characters.

CROOKED-LEGGED ORC - Warrior/Ranger Orc (C)

[MP: 0, Mind: 2; DI: 0, P/B: 3/7; Home Site: any non-Dark-hold Under-deeps site]

Balrog specific. Discard on a body check result of 7.

HILL-TROLL - Warrior Troll (C)

[MP: 1, Mind: 3; DI: 0, P/B: 5/7; Home Site: any non-Dark-hold Under-deeps site]

Balrog specific. Discard on a body check result of 7.

MOUNTAIN-MAGGOT - Warrior Orc (C)

[MP: 0, Mind: 1; DI: 0, P/B: 3/7; Home Site: any non-Dark-hold Under-deeps site]

Balrog specific. Discard on a body check result of 7.

UMAGAUR - Warrior/Diplomat/Sage Troll (R)

[MP: 3, Mind: 9; DI: 2, P/B: 7/9; Home Site: Moria, The Under-gates]

Unique. Balrog specific. Leader. Manifestation of Umagaur the Pale. Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions. +3 direct influence against Balrog specific characters.

### HAZARD CREATURES

BEORNING SKIN-CHANGERS - Creature or Short-event (U)

Animals. Men. Bears. Two strikes. As a creature, playable only against minion companies. May also be keyed to Anduin Vales, Western Mirkwood, Wold & Foothills; and to sites in these regions.

Alternatively, playable as a short-event against a moving hero company. Unless the company contains Beorn or an untapped warrior with prowess greater than 4, it must return to its site of origin.

CARRION FEEDERS - Creature (C)

[MP: 1; P/B: 9/-; Playable: Wilderness [ ], Shadow-lands [ ], Ruins & Lairs [ ], and Shadow-holds [ ]

Animals. Each wounded character faces one strike. All body checks resulting from successful strikes are modified by an additional +1. Each untapped character in the company may tap to cancel a strike against a wounded character.

OLOG WARLORDS - Creature (U)

[MP: 2; P/B: 10/4; Playable: Shadow-lands [ ], Dark-domains [ ], Shadow-holds [ ], and Dark-holds [ ] Trolls. Three strikes (playable only against hero companies).

SHELOB'S BROOD - Creature (C)

[MP: 1;P/B: 8/-]

Spiders. Four strikes. Playable at any Under-deeps site or surface site thereof.

#### HAZARD EVENTS

#### BLACK VAPOUR - Short-event (U)

Target any effect (declared earlier in the same chain of effects) that would cancel a Spider attack. Make a roll and add the attack's prowess. If the result is greater than 14, the effect is canceled and the attack receives +1 prowess.

Alternatively, +1 prowess to a Spider attack. This card may be revealed as an on-guard card for either effect.

### DARKNESS MADE BY MALICE - Short-event (U)

Playable on a company at or moving to a Ruins & Lairs [1] or Under-deeps site, if there are more Spawn cards in play than characters in the company. Eliminated Spawn do not count. The company must do nothing during its site phase this turn.

#### DESIRE ALL FOR THY BELLY - Short-event (R)

To play this card, you must discard a Spawn card from your hand. Reveal to yourself a number of cards from the top of opponent's play deck equal to the number of Spawn cards in play. Eliminated Spawn do not count. Choose one card and show it to your opponent. He must choose to either: remove the card from the game or decrease the number of cards he may hold in his hand by one for the rest of the game. Shuffle and replace all remaining cards back on top of his play deck. Remove this card from the game.

# DIMINISH AND DEPART - Permanent-event (R)

Playable on an Elf, Hobbit, or Wizard. All Elves and Hobbits in the target's company have +1 mind, and a Wizard in the company has -1 direct influence. Tap target character at a Haven [\*\*] during the organization phase to discard this card. Cannot be duplicated in a given company.

#### FLED INTO DARKNESS - Permanent-event (R)

Playable before the strike sequence on The Balrog facing a strike with a prowess higher than his. The strike is canceled and The Balrog taps, if untapped. The next time The Balrog would otherwise untap, make him tapped instead and discard this card. Cannot be duplicated.

# GLANCE OF ARIEN - Short-event (R)

Environment. Playable on The Balrog at or moving to a non-Under-deeps site. -2/-1 to his prowess/body until the end of the turn. This modification is -4/-2 if Gates of Morning is in play. Cannot be duplicated on a given turn.

#### IMPRISONED AND MOCKED - Permanent-event (R)

Playable before strikes are assigned on a non-detainment Orc or Troll attack with more strikes than characters and allies in the company. If the attack is not canceled or defeated, make a roll following the attack adding two for each excess strike. If the result minus five is greater than the prowess of the highest mind character in the company (of your choice), place that character "off to the side" with this card and discard all cards on that character. Otherwise, discard this card. During that character's next long-event phase, discard this card and return the character to its owner's hand.

#### MONSTROSITY OF DIVERSE SHAPE - Permanent-event (R)

[MP: 4]

Unique. Spawn. The Drowning-deeps and Remains of Thangorodrim each have an additional automatic-attack: Spawn - 2 strikes with 15/9 prowess/body. In addition, once per turn the hazard player may use one against the hazard limit to play a Wolf or Animal hazard creature from his discard pile. This card must have already attacked the company this turn.

#### PRESS GANG - Permanent-event (R)

When a character would otherwise be discarded from play, discard all cards on him, place him "off to the side" with this card, and return any character already with this card to its owner's hand. A character with this card gives his player negative character marshalling points. Cannot be duplicated.

#### THE REEK - Short-event (R)

Playable on a company at or moving to a Ruins & Lairs [1] or Under-deeps site if you discard an Animal or Spider creature from your hand. Tap all untapped characters in the company with a mind less than 2 plus the number of Spawn cards in play. Eliminated Spawn do not count. Does not affect Wizards or Ringwraiths.

# SPAWN OF UNGOLIANT - Permanent-event (R)

[MP: 4]

Unique. Spawn. The Pûkel-deeps and The Gem-deeps each have an additional automatic-attack: Spawn 3 strikes with 15/8 prowess/body. In addition, +1 to all body checks for Elves, Dwarves, Hobbits, Dúnedain, and Men resulting from Spider attacks.

### THE SUN SHONE FIERCELY - Long-event (U)

Environment. -1 prowess to all Orc, Troll, Dwarf, and Ringwraith characters not at, nor moving to or from, an Under-deeps site. This modification is -2 if Doors of Night is not in play. Cannot be duplicated.

#### UNABATED IN MALICE - Short-event (R)

Playable on an automatic-attack or an attack from Shelob; does not count against the hazard limit. The attack receives +1 strike, +1 prowess, anwe-2 body. The first attempt to cancel this attack instead cancels the affects of this card. Cannot be duplicated on a given attack.

# UNGOLIANT'S PROGENY - Permanent-event (R)

[MP: 4]

Unique. Spawn. The Wind-deeps and The Rusted-deeps each have an additional automatic-attack: Spawn 2 strikes with 16/8 prowess/body. In addition, for each Spider attack your opponent faces, you can choose for it to be at +1 prowess and detainment.

### UNGOLIANT'S FOUL ISSUE - Permanent-event (R)

[MP: 4]

Unique. Spawn. Ancient Deep-hold has an additional automatic-attack: Spawn 2 strikes with 17/7 prowess/body. In addition, non-unique Spider creatures can be keyed to Under-deeps Ruins & Lairs [1] and Shadow-holds [1].

### HERO EVENTS

#### CREPT ALONG CAREFULLY - Permanent-event (U)

Playable on a company during the organization phase. The company cannot use starter movement or move to an Under-deeps site. In addition, if they move with region movement, they are limited in all cases to 3 regions maximum and their hazard limit is reduced by one (to a minimum of two). Discard this card from play and make a roll to attempt to cancel an attack against them by an opponent's company. If the roll plus the number of rangers in the company is greater than 7, the attack is canceled. Discard when any play deck is exhausted or, if you choose, during your organization phase.

#### LONGBOTTOM LEAF - Short-event (C)

Take up to two resources from your sideboard to your play deck and reshuffle. Remove this card from the game.

# RUMOURS OF RINGS - Permanent-event (U)

During your organization phase, you may take one ring special item (except for The One Ring) from your sideboard or discard pile and place it "off to the side" with this card. This item gives no marshalling points. A maximum of two items may be with this card at one time. You may play a ring special item placed with this card as though it were in your hand. You may start the game with this card in lieu of playing a minor item.

### SHOW THINGS UNBIDDEN - Short-event (R)

Playable during the organization phase on Galadriel if untapped and at Lórien. Tap Galadriel. Opponent must choose and reveal to you 3 non-environment hazards from his hand and shuffle them into his play deck. If these are not available, opponent must reveal his hand to you and shuffle all non-environment hazards there into his play deck.

## TO FEALTY SWORN - Permanent-event (R)

[MP: 1]

Playable on a Hobbit: in the same company as Return of the King or during the same site phase his company plays a unique hero faction at a Free-hold [10] (not Bag End). The Hobbit gains the warrior skill, +2 prowess, and +5 direct influence against the Hobbits faction and characters with Bag End as a home site. Cannot be duplicated on a given Hobbit.

#### HERO ITEMS

ELVEN ROPE - Minor Item (U)

[MP: (3); CP: 1]

Tap Elven Rope and a ranger bearer during your organization phase to allow his company to move an additional region. Instead of eliminating a creature the bearer's company defeated (with a normal prowess less than 11), you may place the creature's card with Elven Rope. Discard the creature if Elven Rope's bearer becomes wounded. If stored with a creature, the creature stays with Elven Rope and you receive three miscellaneous marshalling points. Otherwise, the creature has no effect on play.

# MINION ALLIES

CAVE TROLL - Ally (C)

[MP: 1; Mind: 2; P/B: 4/8]

Playable at a tapped or untapped Under-deeps site with a Troll automatic-attack. +1 to rolls required for its controller's company to move to adjacent Under-deeps sites.

# MINION EVENTS

ANCIENT SECRETS - Short-event (C)

Tap your Ringwraith to discard one hazard permanent-event.

Alternatively, during your organization phase, tap your Ringwraith to take up to two resources from your sideboard to your play deck and reshuffle.

### GOING EVER UNDER DARK - Permanent-event (C)

Playable on a company during the organization phase. The company cannot use starter movement. In addition, if they move with region movement, they are limited in all cases to 3 regions maximum and their hazard limit is reduced by one (to a minimum of two). Discard this card from play and make a roll to attempt to cancel an attack against them by an opponent's company. If the roll plus the number of scouts in the company is greater than 7, the attack is canceled. Discard during your organization phase if you choose. Cannot be duplicated on a given company.

### GREAT ARMY OF THE NORTH - Permanent-event or Short-event (R)

[MP: (2)]

As a permanent-event, +1 to your influence attempts against Orc and Troll factions. If you have at least 4 unique Orc and/or Troll factions none playable at a Dark-hold [ ] you receive this card's marshalling points. Cannot be duplicated as a permanent-event. Alternatively, as a short-event, you may choose any Orc and Troll factions from your discard pile and shuffle them into your play deck.

### GROND - Permanent-event (R)

Playable on a unique Orc or Troll Faction. -3 prowess to automatic-attacks at Free-holds [1] and Border-holds [1] in the region the containing the site where the faction is playable, and in all adjacent regions. Only one Grond can so affect a given site.

### LONG, GRIEVOUS SIEGE - Permanent-event (R)

[MP: 1]

Playable on a unique non-Dragon faction. Place a Border-hold [1] from your location deck "off to the side" with this card. The Border-hold [1] must be in the same region or adjacent thereto as a site where the target faction is playable. Return any faction playable at the Border-hold [1] to its owner's hand. -5 to any attempt to play a faction at any version of the Border-hold. All versions of the Border-hold [1] gain an additional automatic-attack: same type as your target faction 5 strikes with 9 prowess (detainment against your companies). Cannot be duplicated on your faction.

#### NO BETTER USE - Permanent-event (R)

Playable on a character during your organization phase. One time you may tap your character to place an opponent's character "off to the side" with this card. Do this in lieu of making opponent's character's body check in company vs. company combat with your character's company. Discard all cards on opponent's character. If your character becomes wounded or leaves active play, discard this card. Opponent's character then forms a company at your character's current or new site. During the site phase at Shelob's Lair, your target character may tap and discard this card to eliminate opponent's character whom you then receive as kill marshalling points.

#### PRONE TO VIOLENCE - Permanent-event (R)

Any minion company without a Ringwraith may attack another minion company without a Ringwraith. The attacking company may contain The Balrog. Discard when any play deck is exhausted. Cannot be duplicated.

# SAURON - Permanent-event (U)

Manifestation of The Lidless Eye. Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +10 to your general influence. Discards and prevents the subsequent play of Bade to Rule. During your organization phase, you may bring a resource or character from your sideboard into your play deck and shuffle and there is no limit to the number of characters you may bring into play. Cannot be duplicated.

### WHISPERS OF RINGS - Permanent-event (U)

During your organization phase, you may take one ring special item (except for The One Ring) from your sideboard or discard pile and place it "off to the side" with this card. This item gives no marshalling points. A maximum of two items may be with this card at one time. You may play a ring special item placed with this card as though it were in your hand. You may start the game with this card in lieu of playing a minor item.

# **BALROG-SPECIFIC MINION ALLIES**

EVIL THINGS LINGERING - Sage Ally (R)

[MP: 2; Mind: 4;P/B: 9/9]

Unique. Balrog specific. Spawn. Playable at The Under-galleries, The Under-courts, or Remains of Thangorodrim. Discard this ally if its company moves using region or starter movement. If this ally's controlling character is not The Balrog, your opponent makes a roll during your organization phase and subtracts four . The controlling character is eliminated if the result is greater than his mind.

GREAT TROLL - Warrior Ally (U)

[MP: 1; Mind: 3; P/B: 6/8]

Balrog specific. Playable at a non-Darkhaven Under-deeps site and only by The Balrog. Troll. Even if tapped or wounded, you may assign a strike to this ally as though it were untapped.

NASTY SLIMY THING - Ally (R)

[MP: 1; Mind: 2; P/B: 4/9]

Unique. Balrog specific. Spawn. Playable at a non-Darkhaven Under-deeps site. Tap to cancel a Drake attack. Discard this ally if its company moves using region or starter movement.

### BALROG-SPECIFIC MINION EVENTS

A MORE EVIL HOUR - Permanent-event (R)

Balrog specific. Tap this card when an opponent plays a card normally giving him three or more marshalling points. This card does not untap. If tapped, you may discard this card during your organization phase to target a company allowed to move with region movement. The company may move up to two additional regions if moving to a site where an opponent's company is present and also, thereafter, when leaving this site.

ANGBAND REVISITED - Short-event (C)

Balrog specific. Untap a character in The Balrog's company.

BREACH THE HOLD - Permanent-event (U)

[MP: 2]

Balrog specific. Playable during the site phase on The Drowning-deeps or The Rusted-deeps if The Balrog is there. The Balrog's company faces 3 attacks (Spawn 1 strike with 15 prowess, Dwarves 4 strikes with 9 prowess, 2 strikes with 12 prowess). Following the attacks, tap The Balrog or discard this card. The roll required to move to the surface site is reduced to zero. This site is never discarded or returned to its location deck. Cannot be duplicated on a given site.

CAVERNS UNCHOKED - Permanent-event (C)

Balrog specific. Playable during the organization phase on an Under-deeps site. This site is never discarded or returned to its location deck. Each other site (of yours) in the same region as its surface site is considered adjacent to this Under-deeps site. This only applies if the other site is normally a Shadow-hold [1], Ruins & Lairs [1], or Border-hold [1].

CHALLENGE THE POWER - Permanent-event (R)

[MP: 2]

Balrog specific. Playable on The Balrog if he bears The One Ring. Make a roll adding one for each sage in his company and each Challenge the Power in play. If the result is: less than 7, The Balrog is eliminated; 7 or 8, discard this card; 9 or 10, you gain 2 marshalling points and The One Ring affects the Balrog; greater than 10, you win the game. Cannot be duplicated on a given turn.

### CLOAKED BY DARKNESS - Short-event (U)

Balrog specific. Playable on a company if Great Shadow is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. The hazard limit against the company is reduced by one to no minimum.

### CROWNED WITH STORM - Short-event (R)

Balrog specific. Playable if The Balrog's company is not at an Under-deeps site and is in company vs. company combat against a company with a Wizard. Discard all allies with no body at the site. Make a roll: for each character at the site with a mind less than 8 and for each ally normally worth less than 3 marshalling points. If the result minus 1 is greater than the character's/ally's body, he is wounded or, if already wounded, eliminated. Tap all untapped allies and characters with a mind stat.

# DARKNESS WIELDED - Short-event (R)

Balrog specific. Playable on an attack against The Balrog's company if Great Shadow is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. The attack receives -2 prowess, -1 body, and is reduced to one strike

Alternatively, cancel this attack and a latter attack of your choice against his company this turn.

#### DESCENT THROUGH FIRE - Permanent-event (R)

[MP: 3]

Balrog specific. Playable during the site phase if The Balrog is at an untapped Under-galleries or Under-courts. Tap the site. The Balrog's company faces 3 attacks (Trolls 5 strikes with 8 prowess, 4 strikes with 10 prowess, 3 strikes with 12 prowess). Following the attacks, tap The Balrog or discard this card. If not discarded, place this card in your marshalling point pile. All your characters receive +1 prowess and all your leaders receive +1 direct influence. Cannot be duplicated at a given site.

### EDDY IN FATE'S TIDE - Permanent-event (R)

[MP: 2]

Balrog specific. Playable during the site phase on an untapped site if The Balrog is there; the site cannot be an Under-deeps site or surface site thereof. Tap the Balrog and the site. This site is never discarded and never untaps for you. Before a company can play any ally or item at any version of this site, it must tap two characters during the site phase.

# FLAME OF UDÛN - Permanent-event (C)

Balrog specific. Demon Fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon Fána card, or, if you choose, during your organization phase. Discard his allies. No other characters or allies can be in his company outside of the organization phase. +3 prowess; -2 direct influence. +1 to all body checks resulting from failed strikes against The Balrog. If The Balrog attacks successfully in company vs. company combat, +1 to defending character's body check.

#### FOE DISMAYED - Short-event (C)

Balrog specific. +1 prowess against an attack for all characters in a leader's or The Balrog's company or +3 to an influence attempt by a leader or The Balrog.

#### GANGWAYS OVER THE FIRE - Permanent-event (U)

Balrog specific. At the end of its movement/hazard phase, each of your moving companies may attempt to move with Under-deeps movement to a new site they have not used yet this turn. Another site card is played and a

movement/hazard phase immediately follows. Subtract the number of complete movement/hazard phases the company has taken so far this turn from its Under-deeps movement rolls. You may start the game with this card in lieu of playing a minor item. Cannot be duplicated.

#### GREAT FISSURE - Short-event (C)

Balrog specific. Target and cancel any effect (declared earlier in the same chain of effects) that would cancel an attack by The Balrog's company against an opponent's company.

Alternatively, cancel an attack against a company at, or moving to or from, an Under-deeps site.

#### GREAT SHADOW - Permanent-event (C)

Balrog specific. Demon Fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon Fána card, or, if you choose, during your organization phase. +6 general influence; -2 prowess; -1 body. The Balrog gains the scout skill and may have followers. During your end-of-turn phase, you may take one non-short-event resource or character from your discard pile (show it to your opponent) and shuffle it into your play deck. The Balrog may tap to cancel an attack against his company.

# HEART OF DARK FIRE - Short-event (R)

Balrog specific. Playable if Strangling Coils is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. The Balrog receives +5 direct influence this turn while Strangling Coils is in play. Cannot be duplicated on a given turn.

# INVADE THEIR DOMAIN - Permanent-event (R)

[MP: 3]

Balrog specific. Playable during the site phase on the Blue Mountain or Iron Hill Dwarf-hold if The Balrog is there and Breach the Hold is on its adjacent Under-deeps site. The Balrog's company faces 3 attacks (Dwarves 5 strikes with 9 prowess, 4 strikes with 10 prowess, 3 strikes with 12 prowess). Following the attacks, tap The Balrog or discard this card. If this card is not discarded, discard all unique factions playable at the site. Discard this card when the site is discarded or returned to its location deck. Cannot be duplicated on a given site.

#### LORD AND USURPER - Permanent-event (R)

[MP: 5]

Balrog specific. Playable during the site phase on Invade Their Domain. The company faces 2 attacks (Dwarves 4 strikes with 9 prowess, 3 strikes with 10 prowess). Following the attacks, tap a character or discard this card. If this card is not discarded, discard all unique factions playable at the site. All versions of the associated site become a Shadow-hold [1], may have no factions played there, and lose all Dwarf automatic-attacks. Other versions gain an automatic-attack: Orcs 4 strikes with 7 prowess. Cannot be duplicated on a given card.

#### MAKER'S MAP - Permanent-event (R)

[MP: 2

Balrog specific. Playable during the site phase on an untapped ranger at an untapped site where Information is playable. Tap the ranger and the site. +2 to all rolls for his company to move to adjacent Under-deeps sites.

#### MEMORIES OF OLD TORTURE - Permanent-event (R)

[MP: 1]

Balrog specific. Playable on a Man, Drake, Orc, Troll, or Giant hazard creature attack with one strike for each of its attacks. All attacks of the creature are canceled. The creature becomes an ally under the control of any character in the company. The character need not tap. The ally has a mind of 1, body of 7, and prowess equal to its normal prowess minus 7. It gives 1 ally marshalling point. Discard this card and the ally if the company moves through a Free-domain [ ] or Dark-domain [ ].

#### MINE OR NO ONE'S - Short-event (R)

Balrog specific. +10 to an influence attempt by The Balrog against an opponent's: item, ally, Troll faction, or Orc faction. Cannot be duplicated on a given attempt.

# OBEY HIM OR DIE - Permanent-event (C)

Balrog specific. Playable during the organization phase on a leader in The Balrog's company. The leader receives +2 direct influence and cannot be discarded by a body check. Discard whenever there is a character in his company with a higher mind. Cannot be duplicated on a given character.

# ORDERS FROM THE GREAT DEMON - Permanent-event (C)

Balrog specific. Playable on a company. May be played with a starting company in lieu of a minor item. This company may contain an additional leader who does not count against the company size maximum.

#### OUT HE SPRANG - Permanent-event (C)

Balrog specific. If Great Shadow is not in play, The Balrog may move with region movement (overriding his card) to an Under-deeps surface site or from an Under-deeps surface site. Based on his marshalling point (MP) total, he may use the following number of regions: 0-8 MP 1 region; 9-16 MP 2 regions; 17-24 MP 3 regions; 25+ MP 4 regions. This region allowance may not be modified by any other effects except A More Evil Hour.

#### PEOPLE DIMINISHED - Permanent-event (R)

[MP: 2]

Balrog specific. Playable during the site phase on an untapped Free-hold [1] or Border-hold [1]. Tap the site. The company faces 3 attacks (Men 4 strikes with 8 prowess, 3 strikes with 10 prowess, 2 strikes with 12 prowess). Following the attacks, tap a character or discard this card. If this card is not discarded, discard all unique factions playable at the site. -5 to each attempt against any faction at any version of this site. This site is never discarded and never untaps for you. Cannot be duplicated on a given site.

### ROAM THE WASTE - Short-event (U)

Balrog specific. Playable during the organization phase if Strangling Coils is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. Each of your companies this turn is considered to have one fewer Wilderness [ and one fewer Shadow-land [ in its site path.

## ROOTS OF THE EARTH - Permanent-event (C)

[MP: 1(3)]

Balrog specific. Playable during the site phase on an Under-deeps site normally a Ruins & Lairs [ ] if The Balrog is there. The Balrog's company faces an attack (Drake 2 strikes with 13 prowess). Following the attack, tap The Balrog or discard this card. The associated site is a Darkhaven [ \*] and loses all automatic-attacks. All other versions of the site become a Shadow-hold [ all and gain an additional automatic-attack: Orcs 5 strikes with 9 prowess. If Breach the Hold is on the same site, this card gives 3 marshalling points. This site is never discarded or returned to its location deck. Cannot be duplicated on a given site.

#### SCOURGE OF FIRE - Short-event (R)

Balrog specific. Playable if Flame of Udûn is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. Choose and discard one item an opponent's company bears if The Balrog is untapped and in company vs. company combat with that company. Cannot be duplicated on a given turn.

# STRANGLING COILS - Permanent-event (C)

Balrog specific. Demon Fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon Fána card, or, if you choose, during your organization phase. +3 direct influence; -1 body. The Balrog gains the diplomat skill and may have followers. Once during his movement/hazard phase, you may untap all tapped characters in The Balrog's company. If then untapped, tap The Balrog.

#### TEMPEST OF FIRE - Permanent-event (U)

[MP: 3]

Balrog specific. Playable during the site phase on an untapped Border-hold [1] or Shadow-hold [1]; the site cannot be an Under-deeps site or surface site thereof. Tap the site. The company faces three attacks (Men at a Border-hold [1], Orcs at a Shadow-hold [1] 5 strikes with 8 prowess, 4 strikes with 9 prowess, 3 strikes with 10 prowess). Following these attacks: discard this card or tap a character, place this card in your marshalling point pile, and return each unique faction playable at the site to its owner's hand.

# TERROR HERALDS DOOM - Short-event (U)

Balrog specific. Playable during the organization phase if Flame of Udûn is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. +2 to all influence attempts this turn by any of your companies.

### VANGUARD OF MIGHT - Short-event (R)

Balrog specific. Playable if a company at or moving to an Under-deeps site is facing an attack and Flame of Udûn is not in play. If not in the company, The Balrog immediately joins the company. This is considered movement for The Balrog with no movement/hazard phase. The Balrog must face a strike from the attack, regardless of any conflicting effects. Following the attack, if untapped, tap The Balrog.

# BALROG-SPECIFIC MINION FACTIONS

A FEW RECRUITS - Orc Faction (C)

[MP: 1]

Balrog specific. Playable at a tapped or untapped non-Dragon's Lair: Ruins & Lairs [1], Shadow-hold [1], or Dark-hold [1]; the site cannot be an Under-deeps site or surface site thereof if the influence check is greater than 8. Modifications: The Balrog (+3), leader (+2).

# **BALROG-SPECIFIC MINION ITEMS**

STABBING TONGUE OF FIRE - Special Item (R)

[MP: 1]

Unique. Balrog specific. Playable at any tapped or untapped non-Darkhaven Under-deeps site. May only be borne by The Balrog. This item affects The Balrog. +1 prowess when tapping to face a strike. +1 to all body checks resulting from failed strikes against The Balrog. If The Balrog attacks successfully in company vs. company combat, +1 to the defending character's body check.

WHIP OF MANY THONGS - Special Item (R)

[MP: 1]

Unique. Balrog specific. Playable at any tapped or untapped non-Darkhaven Under-deeps site. May only be borne by The Balrog. This item affects The Balrog. +1 prowess when tapping to face a strike. If The Balrog is in company vs. company combat, tap this item to cancel all effects of one weapon of your choice (even declared in the same chain of effects) in an opponent's company until the end of the combat. This does not discard the weapon.

# **BALROG SITES**

ANCIENT DEEP-HOLD - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: no surface site, one Under-deeps Ruins & Lairs [1] chosen by you when playing this card (8)

Playable: Information, Items (minor, major, greater, gold ring)

Automatic-attacks (3): Undead (1st attack) 4 strikes with 7 prowess; Undead (2nd attack) 3 strikes with 8 prowess; Undead (3rd attack) 2 strikes with 10 prowess. Each character wounded must make a corruption check modified by -2.

Special: Any Undead and Spider creatures may be keyed to this site. This site is never discarded or returned to its location deck.

BARAD-DÛR - Dark-hold [ (Gorgoroth) (U)

[opponent draws/you draw: 4/2]

Playable: Items (minor, major, greater)

Automatic-attacks (3): Orcs 4 strikes with 7 prowess; Trolls 3 strikes with 9 prowess; Maia (cannot be canceled) 1 strike with 24 prowess. Any character wounded by the Maia's attack is automatically eliminated.

Special: Creatures keyed to this site attack normally, not as detainment.

CARN DÛM - Dark-hold [ (Angmar) (U)

[opponent draws/you draw: 3/2] Playable: Items (minor, major)

Automatic-attacks (2): Orcs 4 strikes with 7 prowess; Nazgûl (cannot be canceled) 1 strike with 15 prowess

Special: Creatures keyed to this site attack normally, not as detainment.

CIRITH GORGOR - Dark-hold [1] (Udûn) (U)

[opponent draws/you draw: 3/2]

Playable: Items (minor, major, greater)

Automatic-attacks (2): Orcs 5 strikes with 8 prowess; Trolls 2 strikes with 10 prowess

Special: Creatures keyed to this site attack normally, not as detainment.

CIRITH UNGOL - Dark-hold [ ] (Imlad Morgul) (U)

[opponent draws/you draw: 3/2] Playable: Items (minor, major)

Automatic-attacks (1): Orcs 4 strikes with 7 prowess

Special: Creatures keyed to this site attack normally, not as detainment.

DOL GULDUR - Dark-hold [ ] (Southern Mirkwood) (C)

[opponent draws/you draw: 3/2]

Playable: Information, Items (minor, major)

Automatic-attacks (3): Orcs 3 strikes with 7 prowess; Trolls 2 strikes with 8 prowess; Nazgûl (cannot be canceled) 1 strike with

15 prowess

Special: Creatures keyed to this site attack normally, not as detainment.

THE DROWNING-DEEPS - Ruins & Lairs [ (Under-deeps) (U)

[opponent draws/you draw: 2/1]

Adjacent Sites: Blue Mountain Dwarf-hold (13), The Under-vaults (8), Remains of Thangorodrim (9)

Playable: Items (minor, major)

Automatic-attacks (2): Drake (1st attack) 2 strikes with 11 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Coastal Seas [

Special: Creatures keyed to Coastal Sea [ and any Drakes may be keyed to this site.

THE GEM-DEEPS - Ruins & Lairs [1] (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Glittering Caves (0), The Pûkel-deeps (8), The Under-gates (6)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): Undead (1st attack) 3 strikes with 9 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Any Undead creature or Pûkel-creature may be keyed to this site.

THE IRON-DEEPS - Dark-hold [ ] (Under-deeps) (C)

[opponent draws/you draw: 3/2]

Adjacent Sites: Carn Dûm (0), The Under-leas (6), The Under-vaults (7)

Playable: Items (minor, major)

Automatic-attacks (2): Trolls (1st attack) 3 strikes with 9 prowess; (2nd attack) Opponent may play as an automatic-

attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [11].

Special: Creatures keyed to this site attack normally, not as detainment. Any Drake creature (except Sea Serpent) may be keyed to this site.

MINAS MORGUL - Dark-hold [ ] (Imlad Morgul) (U)

[opponent draws/you draw: 4/2]

Playable: Items (minor, major, greater)

Automatic-attacks (2): Undead 3 strikes with 8 prowess; Nazgûl (cannot be canceled) 1 strike with 15 prowess

Special: Creatures keyed to this site attack normally, not as detainment.

MORIA - Darkhaven [☀] (Redhorn Gate) (C)

[opponent draws/you draw: 1/1]

Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Creatures keyed to this site are detainment. If one of your companies is at this site, all attacks against it are canceled.

THE PÛKEL-DEEPS - Ruins & Lairs [1] (Under-deeps) (C)

[opponent draws/you draw: 2/2]

Adjacent Sites: Dunharrow (0), The Gem-deeps (8), The Sulfur-deeps (9) Playable:

Items (minor, major, gold ring)

Automatic-attacks (2): Pûkel-creature (1st attack) 2 strikes with 11 prowess; (2nd attack) Opponent may play as an

automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [in].

Special: Any Undead creature or Pûkel-creature may be keyed to this site.

REMAINS OF THANGORODRIM - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: no surface site, The Drowning-deeps (9)

Playable: Information, Items (minor, major, greater)

Automatic-attacks (2): Drake (1st attack) 2 strikes with 12 prowess; (2nd attack) Opponent may play as an automatic-attack one

hazard creature from his hand normally keyed to Coastal Sea [

Special: Creatures keyed to Coastal Seas [ may be keyed to this site.

THE RUSTED-DEEPS - Ruins & Lairs [1] (Under-deeps) (U)

[opponent draws/you draw: 2/1]

Adjacent Sites: Iron Hill Dwarf-hold (13), The Wind-deeps (8)

Playable: Items (minor, major)

Automatic-attacks (2): Drake (1st attack) 2 strikes with 11 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold

Special: Any Dragon creature (except Ëarcaraxë) may be keyed to this site.

THE SULFUR-DEEPS - Dark-hold [ (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Dol Guldur (0), The Under-gates (6), The Pûkel-deeps (9), The Under-galleries (9), The Under-courts (7)

Playable: Items (minor, major)

Automatic-attacks (2): Troll (1st attack) 2 strikes with 9 prowess; (2nd attack) Opponent may play as an automatic-attack one

non-unique hazard creature from his hand normally keyed to a Shadow-hold  $[m{4}]$ .

Special: Creatures keyed to this site attack normally, not as detainment.

THE UNDER-COURTS - Dark-hold [ (Under-deeps) (U)

[opponent draws/you draw: 3/2]

Adjacent Sites: Barad-dûr (0), The Under-galleries (6), The Sulfur-deeps (7)

Playable: Items (minor, major)

Automatic-attacks (2): Trolls (1st attack) 3 strikes with 10 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Creatures keyed to this site attack normally, not as detainment.

THE UNDER-GALLERIES - Dark-hold [ (Under-deeps) (U)

[opponent draws/you draw: 2/2]

Adjacent Sites: Any site in Udûn (0), The Under-courts (6), The Sulfur-deeps (9)

Playable: Information, Items (minor, major)

Automatic-attacks (2): Trolls (1st attack) 4 strikes with 9 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold

Specials Creatures leaved to this site attack normally not as detainment

Special: Creatures keyed to this site attack normally, not as detainment.

# THE UNDER-GATES - Darkhaven [\*] (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Moria (0), The Gem-deeps (6), The Sulfur-deeps (6), The Under-leas (4), The Under-grottos (6)

Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Creatures keyed to this site are detainment. If one of your companies is at this site, all attacks against it are canceled.

## THE UNDER-GROTTOS - Ruins and Lairs (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Goblin-gate (0), The Under-leas (6), The Under-gates (6)

Playable: Items (minor, gold ring)

Automatic-attacks (2): Undead (1st attack) 4 strikes with 7 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold

Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +1.

# THE UNDER-LEAS - Shadow-hold [ (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Mount Gundabad (0), The Wind-deeps (5), The Iron-deeps (6), The Under-grottos (6), The Under-gates

(4), The Under-vaults (5)

Playable: Items (minor) Automatic-attacks (2): Orcs (1st attack) 5 strikes with 7 prowess (detainment); (2nd attack)

Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [1]. Special: Creatures keyed to this site attack normally, not as detainment.

# THE UNDER-VAULTS - Ruins & Lairs [1] (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: Mount Gram (0), The Iron-deeps (7), The Under-leas (5), The Drowning-deeps (8)

Playable: Items (minor, major)

Automatic-attacks (2): Undead (1st attack) 3 strikes with 8 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Any Undead creature may be keyed to this site.

# THE WIND-DEEPS - Ruins & Lairs [1] (Under-deeps) (C)

[opponent draws/you draw: 1/1]

Adjacent Sites: The Wind Throne (0), The Under-leas (5), The Rusted-deeps (8)

Playable: Items (minor, major)

Automatic-attacks (2): Orcs (1st attack) 3 strikes with 7 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [1].

Special: Any Drake creature (except Sea Serpent) may be keyed to this site.

# STANDARD PROMO CARDS

#### **BLACK ARROW**

Type: Minor Item (hero)

Text:Warrior only. Tap Black Arrow to give -1 to the prowess and body of any one attack against bearer's company. When Black Arrow is

tapped, discard it if its bearer is not a man.

CP: 1

#### THE IRON CROWN

Type: Greater Item (hero)

DI: [+4] P/B: -/(+1)

Text: Unique. Whenever bearer makes an influence check, he must also make a corruption check. If the bearer is not a Hobbit: he recieves +1 to body to a maximum of 10; he recieves +4 to direct influence; and he may tap The Iron Crown to cancel an attack by Orcs, Trolls, or Men against his company.

CP: 5

### FURY OF THE IRON CROWN

Type: Hazard Short-Event

Text: Unique. May not be played if The Iron Crown is in play. The prowess of one strike of an attack by an Orc, Troll, Man, or Nazgul creature is increased by +4. After the attack is resolved, if the creature is not a Nazgul: the creature is removed from play (defender receives the marshalling points); and , in addition, if the defender has The Iron Crown in his hand, he may immediately play it with a character in the defending company.

#### **NEEKER-BREEKERS**

Type: Hazard Creature

MP: 1

Keyable to: (1), (1), (1), (1), (1).

P/B: 7/-

Text: Animals. Each character in the company faces one strike. His prowess against such a strike is equal to his mind attribute. Any character that would normally be wounded is only tapped instead - no body checks are made. *Does not affect Wizards.* (E) From ME:The Wizards (Unlimited)

#### FATTY BOLGER

Type: Hero Character

MP: 1 Mind: 3 DI: 0

Race: Scout Hobbit

P/B: 1/8

Text: Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +1. He can tap to cancel a strike against another Hobbit in his company.

Home Site: Bag End

### **IREFUL FLAMES**

Type: Hazard Permanent-Event

Text: Affects the following sites: The Lonely Mountain, Irerock, Zarak Dum, and Gold Hill. For any item to be played at one of these sites, its player must remove an item in his hand from play that would itself be playable at the site. Cannot be revealed as an on-guard card. Discard Ireful Flames when any playdeck is exhausted.

#### **STORMCROW**

Type: Hazard Permanent-Event

Text: The direct influence of each Wizard is reduced by 2 (by 4 if Doors of Night is in play). Discard all resource permanent-events that have been played on each company with a Wizard (i.e., on the company as a whole, not individual characters, e.g., Fellowship). No such cards may be played on each Wizard's company. Discard this card when any play deck is exhausted. Cannot be duplicated.

#### ANGMAR ARISES

Type: Hazard Permanent-event

Text: Any creature that can be keyed to a Shadow-land [ may be keyed to Forochel, Arthedain, Angmar, Gundabad, or Rhudaur. Any creature that can be keyed to a Dark-domain [ may be keyed to Angmar or Gundabad. Discard this card when a creature keyed to one of these regions (not to the region symbol) is defeated.

#### MORE ALERT THAN MOST

Type: Resource Permanent-event

Text: The number of strikes of any attack that chooses defending characters is reduced by one (to a minimum of one); by -2 if Gates of Morning is in play. Discard when such an attack is defeated. Cannot be duplicated.

#### NEVER SEEN HIM

Type: Hazard Permanent-event

Text: Playable on an agent. Target agent may take an extra agent action (which does not count against the hazard limit) each time he normally takes an agent action. Cannot be duplicated on a given agent.

## BILL FERNY

Type: Minion agent

MP: 1 Mind: 3 DI: 1

Race: Warrior/Scout Man Text:Unique. Agent.

Home Site: Bree, Cameth Brin

## THE ARKENSTONE

Type: Greater Item (minion)

MP: 3 DI: [+5]

Text: Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all cards he controls).

CP: 3

#### DEADLY DART

Type: Minor Item (minion)

Text: Scout only: Tap Deadly Dart to give -1 body and -1 strike (to a minimum of one) to an automatic attack or to a hazard creature keyed to a site. Tap its bearer or discard Deadly Dart when it is tapped. May also be used as a hero resource (i.e. included in a Wizard's deck), but may not be included with a hero starting company.

# SPECIAL GERMAN PROMO CARDS

(Translation c/o Nigel Buckle)

BAUGÚR - Warrior Orc (P)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Isengard]

Unique. Half-orc. Agent. Leader. Discard on a body check result of 8. +2 direct influence against Orcs and Orc factions. Agent only: May not move to Free-holds [1] and Border-holds [1].

BELEGENNON - Legendary (Greater) Item (P)

[MP: 2(4); CP: 2(3)]

Unique. Hoard item. Armor. +1 body (to a maximum of 9). A stored Reforging may be placed with this item to "restore" it. Once restored, Belegennon gives 4 MP and 3 CP. Warrior only (restored): If bearer chooses not to tap against a strike, he receives no prowess penalty.

DAS PACK VOR DER TÜR - Hazard Long-event (P)

Playable if Doors of Night are in play. Each non-unique Animal, Spider and Wolf creature may be played in Border-lands, Border-holds [1] or Ruins & Lairs [1]. The creature must be playable in a non-Coastal Sea region.

FRECA - Warrior/Diplomat Man (P)

[MP: 2; Mind: 5; DI: 2; P/B: 4/8; Home Sites: Edoras, Dunnish Clan-hold]

Unique. Agent. +1 direct influence against the Riders of Rohan and Dunlendings factions.

HORN DER HERAUSFORDERUNG - Legendary (Greater) Item (P)

[MP: 1(3); CP: 1(2)]

Unique. Hoard item. +2 direct influence. A stored Reforging may be placed with this item to "restore" it. Once restored, Horn der Herausforderung gives 3 MP and 2 CP. If its bearer is the first to face a strike, that character may choose to face all strikes of an attack. The character faces a separate strike sequence for each strike.

RINGIL - Legendary (Greater) Item (P)

[MP: 2(4); CP: 2(3)]

Unique. Hoard item. Weapon. +1 body. Warrior only: +1 prowess (to a maximum of 8). A stored Reforging may be placed with this item to "restore" it. Once restored, Ringil gives 4 MP, 3 CP and +5 prowess (to a maximum of 11).

SCHWERTMEISTER - Resource Permanent-event (P)

[MP: 1]

Sage only. Playable on an untapped sage at an untapped site where Information is playable during site phase. Tap the site and the sage. Gives the sage warrior skill. If the sage is already a warrior, he can use two weapons (both modifiers count). If he uses two weapons, he can not use a shield. Cannot be duplicated on a given character.

WOLF - Warrior/Diplomat Man (P)

[MP: 1; Mind: 4; DI: 2; P/B: 3/7; Home Sites: Edoras, Dunnish Clan-hold]

Unique. Agent. +2 direct influence against the Dunlendings faction.

ZWERGENAXT - Major Item (P)

[MP: 2; CP: 2]

Weapon. Warrior only. +2 prowess (to a maximum of 7); +3 prowess if held by a Dwarf (to a maximum of 8).

(See last page for list of abbreviations)
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BRIGHT GOLD RING         120         CUNNING FOES         .74           BRING OUR CURSES HOME         .74         CUP OF FAREWELL         .82           BROAD-HEADED SPEAR         .120         DAELOMIN         .10           BROIN         .91         DAELOMIN AHUNT         .54           BUHR WIDU (TD, LE)         .68, 127         DAELOMIN AT HOME         .54           BÜRAT         .136         DAELOMIN ROUSED         .147           BUERLARY         .60         DAGGER OF WESTERNESSE         .36           BÜRHAKAUR         .107         DAIN II         .4           BÜTHRAKAUR         .171         DALE (TD, LE)         .68, 128           BÜTHRAKAUR THE GREEN         .73         DAMROD         .4           BY THE RINGWRAITH'S WORD         .107         DANCING SPIRE (TW, AS)         .42, 125           BY THE RINGWRAITH'S WORD         .107         DANCING SPIRE (TW, AS)         .42, 151           CALL OF HOME (TW, LE)         .16, 100         DARK NUMBERS         .82           CALL OF THE SEA         .16         DARK NUMBERS         .26           CALL OF THE SEA         .16         DARK TRYST         .144           CAMETH BRIN (TW, LE)         .42, 127         DARKNESS MADE BY MALICE <t< td=""><td></td><td></td><td></td><td></td></t<>				
BRING OUR CURSES HOME       .74       CUP OF FAREWELL       .82         BROAD-HEADED SPEAR       .120       DAELOMIN       .10         BROIN       .91       DAELOMIN AHUNT       .54         BUHR WIDU (TD, LE)       .68, 127       DAELOMIN AT HOME       .54         BÛR WIDU (TD, LE)       .68, 127       DAELOMIN ROUSED       .147         BURGLARY       .60       DAGGER OF WESTERNESSE       .36         BURNING RICK, COT, AND TREE       .107       DAIN II.       .4         BÛTHRAKAUR       .171       DALE (TD, LE)       .68, 128         BÛTHRAKAUR THE GREEN       .73       DAMROD       .4         BY THE RINGWRAITH'S WORD       .107       DANCING SPIRE (TW, AS)       .42, 151         CALENDAL       .91       DARK NUMBERS       .82         CALL OF HOME (TW, LE)       .16, 100       DARK QUARRELS       .26         CALL OF THE SEA       .16       DARK TRYST       .144         CAMETH BRIN (TW, LE)       .42, 127       DARKNESS MADE BY MALICE       .172         CARAMBOR       .91       DARKNESS WIELDED       .177         CARRIO DÛM (TW, LE, BA)       .42, 127, 180       DARKNESS WIELDED       .177         CARRION BIRDS       .50       DAS P				
BROAD-HEADED SPEAR       120       DAELOMIN       10         BROIN       91       DAELOMIN AHUNT       54         BUHR WIDU (TD, LE)       68, 127       DAELOMIN AT HOME       54         BÛRAT       136       DAELOMIN ROUSED       147         BURGLARY       60       DAGGER OF WESTERNESSE       36         BURNING RICK, COT, AND TREE       107       DAIN II       4         BÛTHRAKAUR       171       DALE (TD, LE)       68, 128         BÛTHRAKAUR THE GREEN       73       DAMROD       4         BY THE RINGWRAITH'S WORD       107       DANCING SPIRE (TW, AS)       42, 151         CALL OF HOME (TW, LE)       16, 100       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
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BUHR WIDU (TD, LE)       68, 127       DAELOMIN AT HOME       54         BÛRAT       136       DAELOMIN ROUSED       147         BURGLARY       60       DAGGER OF WESTERNESSE       36         BURNING RICK, COT, AND TREE       107       DAIN II       4         BÛTHRAKAUR       171       DALE (TD, LE)       68, 128         BÛTHRAKAUR THE GREEN       73       DAMROD       4         BY THE RINGWRAITH'S WORD       107       DANCING SPIRE (TW, AS)       42, 151         CALENDAL       91       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
BÛRAT       136       DAELOMIN ROUSED       147         BURGLARY       60       DAGGER OF WESTERNESSE       36         BURNING RICK, COT, AND TREE       107       DAIN II       4         BÛTHRAKAUR       171       DALE (TD, LE)       68, 128         BÛTHRAKAUR THE GREEN       73       DAMROD       4         BY THE RINGWRAITH'S WORD       107       DANCING SPIRE (TW, AS)       42, 151         CALENDAL       91       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
BURGLARY	,			
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BÛTHRAKAUR       171       DALE (TD, LE)       68, 128         BÛTHRAKAUR THE GREEN       73       DAMROD       4         BY THE RINGWRAITH'S WORD       107       DANCING SPIRE (TW, AS)       42, 151         CALENDAL       91       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
BÛTHRAKAUR THE GREEN       .73       DAMROD       .4         BY THE RINGWRAITH'S WORD       .107       DANCING SPIRE (TW, AS)       .42, 151         CALENDAL       .91       DARK NUMBERS       .82         CALL OF HOME (TW, LE)       .16, 100       DARK QUARRELS       .26         CALL OF THE SEA       .16       DARK TRYST       .144         CAMETH BRIN (TW, LE)       .42, 127       DARKNESS MADE BY MALICE       .172         CARAMBOR       .91       DARKNESS UNDER TREE       .100         CARN DÛM (TW, LE, BA)       .42, 127, 180       DARKNESS WIELDED       .177         CARRION BIRDS       .50       DAS PACK VOR DER TÜR       .186			Dale (TD, LE)	68, 128
BY THE RINGWRAITH'S WORD       107       DANCING SPIRE (TW, AS)       42, 151         CALENDAL       91       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
CALENDAL       91       DARK NUMBERS       82         CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
CALL OF HOME (TW, LE)       16, 100       DARK QUARRELS       26         CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN DÛM (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186			, ,	
CALL OF THE SEA       16       DARK TRYST       144         CAMETH BRIN (TW, LE)       42, 127       DARKNESS MADE BY MALICE       172         CARAMBOR       91       DARKNESS UNDER TREE       100         CARN Dûm (TW, LE, BA)       42, 127, 180       DARKNESS WIELDED       177         CARRION BIRDS       50       DAS PACK VOR DER TÜR       186				
CAMETH BRIN (TW, LE)       .42, 127       DARKNESS MADE BY MALICE       .172         CARAMBOR       .91       DARKNESS UNDER TREE       .100         CARN DÛM (TW, LE, BA)       .42, 127, 180       DARKNESS WIELDED       .177         CARRION BIRDS       .50       DAS PACK VOR DER TÜR       .186	,			
CARAMBOR         91         DARKNESS UNDER TREE         100           CARN DÛM (TW, LE, BA)         42, 127, 180         DARKNESS WIELDED         177           CARRION BIRDS         50         DAS PACK VOR DER TÜR         186	CAMETH BRIN (TW, LE)	42, 127	DARKNESS MADE BY MALICE	172
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THE NAMES AMONG THEM       110       THRELIN				
THE NAZGÛL ARE ABROAD       19       THRICE OUTNUMBERED       1         THE OLD THRUSH       30       THRÓR'S MAP (TD, AS)       67, 1         THE ONE RING (TW, LE)       39, 123       THUNDER'S COMPANION (TD, LE)       52,         THE ORACLE'S RING       123       TIDINGS OF BOLD SPIES       1         THE PALE SWORD       19       TIDINGS OF DEATH       1         THE PRECIOUS       19       TIDINGS OF DOUBT AND DANGER       1         THE PÛKEL-DEEPS (DM, AS, BA)       88, 153, 182       TIMES ARE EVIL       TO FEALTY SWORN       1         THE REACH OF ULMO       78       TO FEALTY SWORN       1         THE REEK       173       TO GET YOU AWAY       TO GET YOU AWAY         THE REVILED RING       125       TO SATISFY THE QUESTIONER       1				
THE OLD THRUSH       30       THRÓR'S MAP (TD, AS)       67, 1         THE ONE RING (TW, LE)       39, 123       THUNDER'S COMPANION (TD, LE)       52,         THE ORACLE'S RING       123       TIDINGS OF BOLD SPIES       1         THE PALE SWORD       19       TIDINGS OF DEATH       1         THE PRECIOUS       19       TIDINGS OF DOUBT AND DANGER       1         THE PÛKEL-DEEPS (DM, AS, BA)       88, 153, 182       TIMES ARE EVIL       TO FEALTY SWORN       1         THE REACH OF ULMO       78       TO FEALTY SWORN       1         THE REEK       173       TO GET YOU AWAY       TO GET YOU AWAY       1         THE REVILED RING       125       TO SATISFY THE QUESTIONER       1				
THE ONE RING (TW, LE).       39, 123       Thunder's Companion (TD, LE).       52,         THE ORACLE'S RING.       123       Tidings of Bold Spies.       1         THE PALE SWORD.       19       Tidings of Death.       1         THE PRECIOUS.       19       Tidings of Doubt and Danger.       1         THE PÛKEL-DEEPS (DM, AS, BA).       88, 153, 182       Times Are Evil.       1         THE REACH OF ULMO.       78       To Fealty Sworn.       1         THE REEK.       173       To Get You Away.       1         THE REVILED RING.       125       To Satisfy the Questioner.       1				
THE ORACLE'S RING       123       TIDINGS OF BOLD SPIES       1         THE PALE SWORD       19       TIDINGS OF DEATH       1         THE PRECIOUS       19       TIDINGS OF DOUBT AND DANGER       1         THE PÛKEL-DEEPS (DM, AS, BA)       88, 153, 182       TIMES ARE EVIL       1         THE REACH OF ULMO       78       TO FEALTY SWORN       1         THE REEK       173       TO GET YOU AWAY       1         THE REVILED RING       125       TO SATISFY THE QUESTIONER       1			· /	
THE PALE SWORD         19         TIDINGS OF DEATH         1           THE PRECIOUS         19         TIDINGS OF DOUBT AND DANGER         1           THE PÛKEL-DEEPS (DM, AS, BA)         88, 153, 182         TIMES ARE EVIL         1           THE REACH OF ULMO         78         TO FEALTY SWORN         1           THE REEK         173         TO GET YOU AWAY         1           THE REVILED RING         125         TO SATISFY THE QUESTIONER         1	,		, , ,	
THE PRECIOUS				
THE PÛKEL-DEEPS (DM, AS, BA)       88, 153, 182       TIMES ARE EVIL         THE REACH OF ULMO       78       TO FEALTY SWORN       1         THE REEK       173       TO GET YOU AWAY       1         THE REVILED RING       125       TO SATISFY THE QUESTIONER       1				
THE REACH OF ULMO         .78         TO FEALTY SWORN         .1           THE REEK         .173         TO GET YOU AWAY         .1           THE REVILED RING         .125         TO SATISFY THE QUESTIONER         .1				
The Reek	, ,			
The Reviled Ring				
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THE KUDDLE V-AME  64 TO THE LITTEDMOCT HOUNDATIONS	THE RIDDLE GAME		TO THE UTTERMOST FOUNDATIONS	

TOKEN OF GOODWILL	86	VARIAG CAMP (TW, LE)	48, 134
TOKEN TO SHOW	146	VARIAGS OF KHAND (TW, LE)	35, 119
TOLFALAS (TW, AS)	48, 154	Veils Flung Away	104
"Tom" (Tûma)	14	VEILS OF SHADOW	114
Tom Bombadil	25	Vein of Arda	86
TOOKISH BLOOD	20	VELOCITY OF HASTE	59
TORQUE OF HUES	40	VILE FUMES	162
TOWER GUARD OF MINAS TIRITH	34	Vilya	32
Tower Raided	142	VOICES OF MALICE	114
Traitor	20	Vôteli	
Treason the Greatest Foe		Vygavril	
Treebeard		Wacho	
Tribal Banner		Wain-easterlings (Hero, Minion)	
TRIBAL TOTEM		WAITING SHADOW	,
Tribute Garnered		Wake of War (TW, LE)	
TRICKERY		Wandering Eldar	
TRIFLING RING		WAR-FORGES	
TROLL LOUT		WARGS (TW, LE)	
TROLL-CHIEF		WARGS OF THE FOROCHEL	
TROLL-PURSE		WARD NOW BE HEART AND LIMB	
TROLLS FROM THE MOUNTAINS		WAR-WARG	
Tros Hesnef		WAR-WOLF	
TROTH-RING.		Washed and Refreshed	
TROUBLE ON ALL BORDERS		WATCHER IN THE WATER	
TRUE COLD-DRAKE		WAYBREAD	
True Fána		Waylaid, Wounded, and Orc-dragged	
True Fire-drake (TD, LE)		WE HAVE COME TO KILL	
Truths of Doom		Weariness of the Heart (TW, LE)	
Tûma		WEATHERTOP (TW, AS)	
TURNING HOPE TO DESPAIR		Webs of Fear & Treachery	
TWICE-BAKED CAKES		Weigh All Things to a Nicety	
TWILIGHT (TW, LE)		WELLINGHALL (TW, AS)	
TWISTED TALES		WELL-PRESERVED	
TWO OR THREE TRIBES PRESENT		Were-worm	
"Two-headed" Troll	105	WHEN I KNOW ANYTHING	
UCHEL	94	WHEN YOU KNOW MORE	86
Ufthak	95	Where There's a Whip	115
Uglúk	157	WHICH MIGHT BE LIES	80
Ulkaur the Tongueless	95	WHILE THE YELLOW FACE SLEEPS	115
Umagaur	171	Whip	125
UMAGAUR THE PALE	73	WHIP OF MANY THONGS	180
Umbarean Corsairs	119	Whispers of Rings	175
Unabated in Malice	173	White Light Broken	161
Under His Blow	114	WHITE MOUNTAIN WOLVES	119
Ungoliant's Foul Issue	173	WHITE MOUNTAINS	32
Ungoliant's Progeny	173	Whole Villages Roused	159
Ungol-orcs	119	Wielded Twice	65
Unhappy Blows	140	WILD FELL BEAST	
Urlurtsu Nurn (DM, LE)		WILD HORSES	
Uruk-hai		WILD HOUNDS	
Uruk-lieutenant		Wild Trolls	
Use Palantír		WILL NOT COME DOWN	
Use Your Legs		WILL SHAKEN	
USRIEV OF TREACHERY		WILL YOU NOT COME DOWN?	
ÛVATHA THE HORSEMAN		"WILLIAM" (WÛLUAG)	
ÛVATHA THE RINGWRAITH		WINDS OF WRATH	
ÛVATHA UNLEASHED		WINDS OF WRATH WINGED CHANGE-MASTER	
VALE OF ERECH (TW, LE)		WINGED CHANGE-MASTER WINGED COLD-DRAKE	
VALIANT SWORD		WINGED COLD-DRAKE	
VALIANT SWORDVANGUARD OF MIGHT		WINGED FIRE-DRAKE	
		WISDOM TO WIELD WISP OF PALE SHEEN	
VANISH IN SUNLIGHT			
VANISHMENT	32	Wit	65

WITCH-KING OF ANGMAR	14
WITHDRAWN TO MORDOR	86
WITHERED LANDS	60
WIZARD UNCLOAKED	65
WIZARD'S FIRE	32
WIZARD'S FLAME	32
WIZARD'S LAUGHTER	32
WIZARD'S MYRMIDON	165
WIZARD'S RING	40
WIZARD'S RIVER-HORSES	32
WIZARD'S STAFF	67
WIZARD'S TEST	32
WIZARD'S TROVE	165
WIZARD'S VOICE	32
Woffung	72
Wolf	186
Wolf-riders	53
Wolves	15
Wondrous Maps6	
Wood elves	

# Abbreviations:

TW:	Middle-earth: The Wizards
TD:	Middle-earth: The Dragons
DM:	Middle-earth: Dark Minions
LE:	Middle-earth: The Lidless Eye
AS:	Middle-earth: Against The Shadow
WH:	Middle-earth: The White Hand
BA:	Middle-earth: The Balrog
P:	Promotional cards

WOODMEN (TW, LE)	35, 119
WOODMEN-TOWN (TW, LE)	49, 135
WORDS OF MENACE AND DECEIT	115
WORDS OF POWER AND TERROR	20
WORLD GNAWED BY THE NAMELESS	147
WORM'S STENCH	60
Wormsbane	67
Wormtongue	72
WORN AND FAMISHED	60
WOSE PASSAGE-HOLD (TW, LE)	49, 135
Woses of Old Pûkel-land	35
Woses of the Drúadan Forest	35
Woses of the Eryn Vorn (LE, AS)	120, 142
Wound of Long Burden	80
Wraith-lord	80
WRATH OF THE WEST	104
Wûluag	136
YOUR WELCOME IS DOUBTFUL	80
ZARAK DÛM (TD, LE)	69, 135
ZWERGENAXT	186