



BUHR WIDU

SOUTHERN RHOVANION

Nearest Haven: Lórien
Playable: Items (minor, major)
Automatic-attacks:
 Troll — 1 strike with 10 prowess
Special: This site is always returned to the location deck, never to the discard pile.
"...from their tree-felling they created the grassy East Bight, where stood Buhr Widu, their lord's hold and capital."
 —Kuduk Lore

ART BY ERIC DAVID ANDERSON

DALE

NORTHERN RHOVANION

Nearest Haven: Lórien
"Bard had rebuilt the town in Dale and men had gathered to him from the Lake and from South and West, and all the valley had become tilled again and rich, and the desolation was now filled with birds and blossoms in spring and fruit and feasting in autumn."
 —Hob

ART BY ERIC DAVID ANDERSON

FRAMSBURG

ANDUIN VALES

Nearest Haven: Lórien
Playable: Items (minor)
Automatic-attacks: 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 [4], Shadow-hold [4], single Wilderness [4], or Shadow-land [4].
Special: Contains a hoard.

ART BY DOUGLAS CHAFFEE

GOLD HILL

WITHERED HEATH

Nearest Haven: Lórien
Playable:
 Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 15 prowess
"...a steep, ore-rich knoll situated amidst a dry lake in the Withered Heath's southeastern lowlands."
 —Kuduk Lore

ART BY DAVID MONETTE

GONDMAEGLOM

GREY MOUNTAIN NARROWS

Nearest Haven: Lórien
Playable: Items (minor, major, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 14 prowess
"The lofty peak of the central Grey Mountains harbors a vast cache of stolen treasure within its stony bones."
 —Kuduk Lore

ART BY J. WALLACE JONES

ISLE OF THE ULOND

ANDRAST COAST

Nearest Haven: Edhellond
Playable:
 Information, Items (minor, major)
Automatic-attacks:
 Dragon — 1 strike with 14 prowess
"Deep, sea-washed chambers of coral lie beneath the island's cliffs and resound with the echoes of the violent tides."
 —Kuduk Lore

ART BY J. WALLACE JONES

OVIR HOLLOW

GREY MOUNTAIN NARROWS

Nearest Haven: Lórien
Playable: Items (minor, major)
Automatic-attacks:
 Dragon — 1 strike with 12 prowess
"...tucked in a ring of volcanic rock within a high vale and surrounded by a natural, flower-filled moat."
 —Kuduk Lore

ART BY ROB ALEXANDER

THARBAD

CARDOLAN

Nearest Haven: Rivendell
Playable: Items (minor)
Automatic-attacks:
 Men — 3 strike with 6 prowess
Special: Items may be played here even if the site is tapped.
"...as far as Tharbad, where the old North Road crossed the river by a ruined town."
 —LotR

ART BY ROB ALEXANDER













LORE OF THE AGES



PERMANENT-EVENT

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.

"...the words took shape, and visions of far lands and bright things that he had never yet imagined opened out before him..." —*LotRII*

ART BY DONATO GUANCIA

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MANY FOES HE FOUGHT



SHORT-EVENT

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.

"...and they shot a rain of arrows; always at Boromir." —*LotRIII*

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MANY TURNS AND DOUBLINGS



SHORT-EVENT

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).

"He was taking a wandering course with many turns and doublings, to put off any pursuit." —*LotRI*

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MAP TO MITHRIL



PERMANENT-EVENT

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.

(+3)

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MARVELS TOLD



SHORT-EVENT

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.

"He tarried there from errantry, and melodies they taught to him, and sages old him marvels told..." —*LotRII*

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MASTER OF ESGAROTH



SHORT-EVENT

Playable at the end of the organization phase on a moving company. If the company moves to a Border-hold [3], it can take a second movement/hazard phase immediately following its first movement/hazard phase.

"...What help we can offer shall be yours, and we trust to your gratitude when your kingdom is regained." —*Hob*

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MASTER OF WOOD, WATER, OR HILL



SHORT-EVENT

Ritual. Tap a sage to change one Wilderness [4] to a Border-land [3] or Shadow-land [4] or one Shadow-land [4] to a Wilderness [0] or one Border-land [3] to a Wilderness [4]. Sage makes a corruption check.

"...No one has ever caught old Tom walking in the forest, wading in the water, leaping on the hill-tops under light and shadow. He has no fear." —*LotRI*

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MATHOM LORE



PERMANENT-EVENT

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.

"...anything that Hobbits had no immediate use for, but were unwilling to throw away, they called a mathom." —*LotRI*

ART BY ROBIN WOOD

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MORE SENSE THAN YOU



SHORT-EVENT

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.

"...For they sniff danger ahead which you walk right into; and if they run to save themselves, then they run the right way." —*LotRI*

ART BY MARGARET OLSEN-BARR

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4 EÄRCARAXË



CREATURE

Unique. May be played at Isle of the Uland. 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.

"Wary of solitude, the Sea-fang paradoxically shuns companionship..." —Kuduk Lore

17/7

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3 GOTHMOG



CREATURE

Unique. Troll. One strike. May also be played following an Orc or Troll attack in a Shadow-land [1] or Shadow-hold [1].

"There they had been mustered for the sack of the City and the rape of Gondor, waiting on the call of their Captain. He now was destroyed; but Gothmog the lieutenant of Morgul had flung them into the fray..." —LotRV

14/9

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1 HOBGOBLINS



CREATURE

Orcs. Two strikes.

Two Wildernesses [1] in site path are required.

"...Before you could get round Mirkwood in the North you would be right among the slopes of the Grey Mountains, and they are simply stiff with goblins, hobgoblins, and orcs of the worst description..." —Hob

10/-

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1 ICE-DRAKE



CREATURE

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

"The lossalóki ingest frigid water or ice and spew it forth as a lethal blast." —Kuduk Lore

15/-

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6 ITANGAST



CREATURE

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.

"The Guest-eater...invited Northman chiefs to a feast at which they were the highlight of the menu." —Kuduk Lore

18/8

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1 LAND-DRAKE



CREATURE

Drake. One strike. Attacker chooses defending characters.

"These smallest worms of the kemenlóki startle upon little provocation, and they leap and climb like huge felines." —Kuduk Lore

8/-

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1 LESSER SPIDERS



CREATURE

Spiders. Four strikes.

"As he drew nearer, he saw that it was made by spider-webs one behind and over and tangled with another. Suddenly he saw, too, that there were spiders huge and horrible sitting in the branches above him..." —Hob

7/-

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1 LIGHT-DRAKE



CREATURE

Drake. Two strikes.

"The kalalóki boast whip-like tails with serrated spines, each housing a retractable membrane filled with electrically charged fluid. The sting of one knife-like spine delivers the impact of a lightning bolt!" —Kuduk Lore

8/-

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1 MARSH-DRAKE



CREATURE

Drake. Two strikes.

"The hissalóki rarely ignite their breath, preferring to allow the corrosive gases to burn prey via chemical rather than combative means." —Kuduk Lore

11/-

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1 MORGUL-RATS



CREATURE

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

"Scavengers of the battlefield by night, these ferile rodents carry the stink of black sorcery in their bite." —Kuduk Lore

2/5

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1 RAIN-DRAKE



CREATURE

Drake. One strike.

Three Wildernesses [W] in site path are required.

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

"There are strange things living in the pools and lakes in the hearts of mountains..." —Hob

15/-

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1 SAND-DRAKE



CREATURE

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.

"The chameleon of Harad roosts in the sandy wilds of the Dune Sea, although it hunts along trade routes and near oases." —Kuduk Lore

12/-

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5 SCATHA



CREATURE

Unique. May be played at Gondmaeglam.

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.

"...son of Glaurung's first brood, whom they name simply 'the Worm'." —Kuduk Lore

15/9

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3 SCORBA



CREATURE

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.

"As lâhe as a viper, Scorba the Rubine employs cunning and trickery to toy with his foes before slaying them." —Kuduk Lore

12/8

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2 SEA SERPENT



CREATURE

Drake. Two strikes.

"The multi-chambered lungs of the nēnilōki permit them to swim beneath the waves for an hour or more, while their long throats provide them the means to store enough water to spew in devastating blasts of spray." —Kuduk Lore

14/6

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1 THUNDER'S COMPANION



CREATURE

Giants. Three strikes.

Two Wildernesses [W] in site path are required.

"They could hear the giants guffawing and shouting all over the mountainsides." —Hob

9/-

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1 TRUE COLD-DRAKE



CREATURE

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

"The helkalōki comprise the oldest strain of dragon, bred by Morgoth as the ultimate expression of violence incarnate." —Kuduk Lore

14/-

ART BY KEVIN WARD

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1 TRUE FIRE-DRAKE



CREATURE

Drake. Two strikes.

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

"Fire leaped from the dragon's jaws." —Hob

13/-

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2 WERE-WORM



CREATURE

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 [0] in site path are required.

"...if I have to walk from here to the East of East and fight the wild Were-worms in the Last Desert."

—Hob

13/6

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2 WILD FELL BEAST



CREATURE

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 [0] in site path are required.

"A creature of an older world maybe it was, whose kind, lingering in forgotten mountains cold beneath the Moon, outstayed their day, and in hideous eyrie bred this last untimely brood, apt to evil."

—LetRV

12/6

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1 WINGED COLD-DRAKE



CREATURE

Drake. Two strikes. Attacker chooses defending characters.

Three Wildernesses [0] in site path are required.

"Armoured by scales as tough as true-silver, winged cold-drakes display a slender grace when swooping with the winds."

—Kaduk Lore

13/-

ART BY DAMON WILKIE

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1 WINGED FIRE-DRAKE



CREATURE

Drake. Two strikes. Attacker chooses defending characters.

Three Wildernesses [0] or two Shadow-lands [0] in site path are required.

"As like as not it is the marauding fire of the Dragon, the only king under the Mountain we have ever known."

—Hob

12/-

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1 WOLF-RIDERS



CREATURE OR SHORT-EVENT

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.

"But in those days they sometimes used to go on raids...they often got the wargs to help and shared the plunder with them. Sometimes they rode on wolves like men do on horses."

—Hob

8/-

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4 AGBURANAR AHUNT



LONG-EVENT

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.

13/8

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4 AGBURANAR AT HOME



PERMANENT-EVENT

Unique. Unless Agburanar Ahunt is in play, Caves of Ulind 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.

"Slow and silent he crept back to his lair and half closed his eyes."

—Hob

16/9

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3 BAIRANAX AHUNT



LONG-EVENT

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.

12/6

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3 BAIRANAX AT HOME



PERMANENT-EVENT

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.

"Well, thief! I smell you and I feel your air. I hear your breath..."

—Hob

15/7

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BLACK BREATH



PERMANENT-EVENT

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 character would normally heal, he instead makes a roll (or draws a #); if this result is greater than 10, he heals normally and this card is removed. This 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.

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CRUEL CARADHRAS



SHORT-EVENT

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 Minas 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.

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4 DAELOMIN AHUNT



LONG-EVENT

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.

11/7

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4 DAELOMIN AT HOME



PERMANENT-EVENT

Unique. Unless *Daelomin Ahunt* is in play, *Dancing Spire* has an additional automatic-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.

"The general opinion was that catching a dragon napping was not as easy as it sounded..." —Hob

14/8

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DEFTNESS OF AGILITY



SHORT-EVENT

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.

"Not Gollum himself could have twisted more quickly or more fiercely." —LotRIV

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DRAGON'S BLOOD



SHORT-EVENT

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.

"The enchanted blood of the Great Worms becomes increasingly caustic and corrosive with age." —Kuduk Lore

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DRAGON'S BREATH



SHORT-EVENT

Playable on an attack by a True Fire-drake, by a Winged Fire-drake, or by any manifestation of Itangast, Leucoruth, 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 of using prowess against the strike, each character uses his body modified by +1 if he has a shield, by +1 if he has a helmet, and by +3 if he taps. The target attack which follows receives +1 body and -2 prowess. Cannot be duplicated on a given attack.

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DRAGON'S CURSE



PERMANENT-EVENT

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.

ART BY JOHN HOWE

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DRAGON-SICKNESS



SHORT-EVENT

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

"...being of the kind that easily catches such disease he fell under the dragon-sickness, and took most of the gold and fled with it..." —Hob

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DRAGON'S TERROR



SHORT-EVENT

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.

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EÄRCARAXĒ AHUNT



LONG-EVENT

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 Pükel-land, Eredhwaith, Anfalas, and any Coastal Sea [C] region (or region type).

15/6

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EÄRCARAXĒ AT HOME



PERMANENT-EVENT

Unique. Unless *EärcaraxĒ 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 [C] region in its site path is increased by one.

18/7

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EXILE OF SOLITUDE



SHORT-EVENT

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 *EärcaraxĒ at Home* attempt to capture all non-Wizard characters defending against her strikes.

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FEVER OF UNREST



SHORT-EVENT

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

"Perpetually angry and always prowling, the Worm of Ire suffers a restlessness that drives her onward to the spore of her hated Dwarfen enemies."
—Kuduk Lore

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FOOLISH WORDS



PERMANENT-EVENT

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.

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FRENZY OF MADNESS



SHORT-EVENT

Playable on a Shadow-hold [A] not in Gorgoroth, Nurn, Udün, 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).

"...her sight blasted by inner lightnings, her mind in agony..."
—LotRIV

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FROM THE PITS OF ANGBAND



LONG-EVENT

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.

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HALF AN EYE OPEN



SHORT-EVENT

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.

"...they keep half an eye open watching while they sleep, if they are suspicious."
—Hob

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HOST OF BATS



LONG-EVENT

Against each company, one Orc hazard creature may be played that does not count against 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 [A] or a Darkhold [B] makes an additional body check modified by -2.

Cannot be duplicated.

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ICY TOUCH



PERMANENT-EVENT

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.

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INCITE DENIZENS



SHORT-EVENT

Creates an additional automatic-attack at a Ruins & Lairs [A] 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.

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INCITE MINIONS



SHORT-EVENT

Creates an additional automatic-attack at a Shadow-hold [A] or Dark-hold [B] 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.

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IREFUL FLAMES



PERMANENT-EVENT

Affects the following sites: The Lonely Mountain, Iserock, 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.

"...It has been said that dragon-fire could melt and consume the Rings of Power..." —*LotRI*

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ITANGAST AHUNT



LONG-EVENT

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 16/7.

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

16/7

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ITANGAST AT HOME



PERMANENT-EVENT

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.

"It does not do to leave a live dragon out of your calculations..." —*Hob*

19/8

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KNOWN TO AN OUNCE



PERMANENT-EVENT

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.

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LEFT BEHIND



SHORT-EVENT

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.

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4 LEUCARUTH AHUNT



LONG-EVENT

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.

14/7

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4 LEUCARUTH AT HOME



PERMANENT-EVENT

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.

"...the dreadful echoes, from far down in the depths, of a bellowing and a trampling that made the ground beneath them tremble." —Hob

17/8

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MANY SORROWS BEFALL



SHORT-EVENT

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).

"Many sorrows befell them afterwards, and they were parted long." —LotRI

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MEMORIES STOLEN



PERMANENT-EVENT

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.

8

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NO ESCAPE FROM MY MAGIC



PERMANENT-EVENT

Playable on any 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.

10

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NOOSE OF THE SEA



LONG-EVENT

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).

7

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PARSIMONY OF SECLUSION



SHORT-EVENT

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.

"...all the land was desolate and empty." —Hob

7

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PASSION OF WRATH



SHORT-EVENT

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.

"At the twanging of the bows and the shrilling of the trumpets the dragon's wrath blazed to its height till he was blind and mad with it." —Hob

6

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PERIL RETURNED



LONG-EVENT

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.).

"A shadow came out of dark places far away, and the bones were stirred in the mounds." —LotRI

6

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PROWESS OF AGE



SHORT-EVENT

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.

"...Then I was but young and tender. Now I am old and strong, strong, strong."
—Hob

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PROWESS OF MIGHT



SHORT-EVENT

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.

"I am armoured above and below with iron scales and hard gems. No blade can pierce me."
—Hob

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RUMOR OF WEALTH



SHORT-EVENT

Playable on a Ruins & Lairs [W] that is not a Dragon's lair. Any one Dragon hazard creature (except Eärcaraxë) 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.

"So the rumour of the wealth of Erebor spread abroad and reached the ears of the Dragons..."
—LotR

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5 SCATHA AHUNT



LONG-EVENT

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.

13/8

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5 SCATHA AT HOME



PERMANENT-EVENT

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.

"Above him the sleeping dragon lay, a dire menace even in his sleep."
—Hob

16/9

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3 SCORBA AHUNT



LONG-EVENT

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: Númeriadur, Arthedain, and Rhudaur.

10/7

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3 SCORBA AT HOME



PERMANENT-EVENT

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.

"The dragon is still alive and in the halls under the Mountain then—or so I imagine from the smoke..."
—Hob

13/8

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SEARCHING EYE



SHORT-EVENT

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.

"...up he soared blazing into the air and settled on the mountain-top in a spout of green and scarlet flame."
—Hob

7

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SHADOW OF MORDOR



PERMANENT-EVENT

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.

"...Alas! Mordor draws all wicked things..."
—LotR

9

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SLEEPLESS MALICE



LONG-EVENT

One Undead hazard creature against each company doesn't count against its hazard limit. Additionally, if *Doors of Night* is in play, any Undead hazard creature may be played keyed to Ruins & Lairs [L]. Cannot be duplicated.

"The night was rulling against the morning of which it was bereaved, and the cold was cursing the warmth for which it hungered." —*LotRI*

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5 **SMAUG AHUNT**



LONG-EVENT

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 characters).

If *Doors of Night* is in play, this attack also affects: Brown Lands, Southern Rhovanion, Dorwinion, Dagorlad, and Horse Plains.

15/7

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5 **SMAUG AT HOME**



PERMANENT-EVENT

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.

"I have been that way twice, when I knew there was a dragon at the other end..." —*Hob*

18/8

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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.

"...Rich are the hours, though short they seem, in Caras Galadon..." —*LotRII*

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STORMCROW



PERMANENT-EVENT

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.

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SUBTLETY OF GUILF



SHORT-EVENT

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 *Itanagast* 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 *Itanagast* by one until the end of the turn.

Cannot be duplicated on a given character or company.

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TIMES ARE EVIL



LONG-EVENT

All offering attempts and influence attempts are modified by -3.

"...they hid themselves in fear and would not come forth until the day was up, and the reckless strangers were gone." —*LotRV*

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VELOCITY OF HASTE



SHORT-EVENT

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).

"...so great was his speed, they could see him as a spark of fire rushing towards them and growing ever huger and more bright..." —*Hob*

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WINDS OF WRATH



SHORT-EVENT

Playable only if *Doors of Night* is in play. Replace the new site card of a moving company with a Coastal Sea [C] in its site path with a card from your location deck that has a Coastal Sea [C] in its site path.

"The winds of wrath came driving him, and blindly in the foam he fled from west to east and errandless..." —*LotRII*

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WITHERED LANDS

SHORT-EVENT

Environment. Playable only if *Doors of Night* is in play. Treat one target Wilderness [0] as two Wildernesses [0] or one Shadow-land [0] as two Wildernesses [0] or one Border-land [0] as two Wildernesses [0] until the end of the turn.

"...there were Dragons in the wastes beyond..."
—*LoTR*

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WORM'S STENCH

SHORT-EVENT

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 turn against the company.

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WORN AND FAMISHED

LONG-EVENT

Each non-Wizard character that is not in a Haven [•], Free-hold [•], or Border-hold [H] 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.

"We are worn and famished after our long road and we have sick comrades." —*Hob*

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