





**THE UNDER-GATES**

UNDER-DEEPS

**Adjacent Sites:** Moria (0), The Gern-deeps (6), The Sulfur-deeps (5), The Under-grottos (8), The Under-leas (6).

**Playable:** Items (minor, major, gold ring)

**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 Ruins & Lairs [A]

**Special:** If *Balrog of Moria* is in play or if it or *Durin's Bane* has been defeated, the first automatic attack is canceled.

1

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**THE UNDER-GROTTO**

UNDER-DEEPS

**Adjacent Sites:** Goblin-gate (0), The Under-leas (8), The Under-gates (8)

**Playable:** Items (minor, major, gold ring)

**Automatic-attacks (2):**  
 Orcs (1st) — 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 [A]

**Special:** When a gold ring is tested in a company at this site, the result of the roll is modified by +2.

1

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**THE UNDER-LEAS**

UNDER-DEEPS

**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):**  
 Orcs (1st attack) — 5 strikes with 7 prowess  
 (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Ruins & Lairs [A]

**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).

1

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**THE UNDER-VAULTS**

UNDER-DEEPS

**Adjacent Sites:** Mount Gram (0), The Iron-deeps (7), The Under-leas (7)

**Playable:** Items (minor, major, gold ring)

**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 Shadow-holds [A]

**Special:** Any Undead creature may also be played at this site.

2

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**URLURTSU NURN**

NURN

**Nearest Haven:** Edhellond

**Playable:** Information, Items (minor, major)

**Automatic-attacks:**  
 Orcs — 4 strikes with 7 prowess

*"Neither he nor Frodo knew anything of the great slave-worked fields away south in this wide realm, beyond the fumes of the Mountain by the sad waters of Lake Nâmen..."*  
 —LotRVI

3

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**FOLCO BOFFIN**

SCOUT HOBBIT

**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.

*"Some of Frodo's friends came to stay and help him with the packing..."*  
 —LotRI

Home Site: Bag End

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**ANARIN**

SCOUT/DIPLOMAT ELF

**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.

*"...out of the thicket of young trees an Elf stepped, clad in grey, but with his hood thrown back; his hair glinted like gold in the morning sun."* —LotRII

Home Site: Moria

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**BADUILA**

WARRIOR/SCOUT/RANGER MAN

**Unique.** Agent. Agent only: if Baduila is discarded at target company's new site, company must return to its site of origin.

*"They are valliant men and keep open the High Pass and the Ford of Carrock. But their tolls are high... and they are not overfond of dwarves."*  
 —LotRII

Home Site: Goblin-gate, Mount Gundabad

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**BILL FERNY**

WARRIOR/SCOUT MAN

**Unique.** Agent.

*"...as for Ferny, he would sell anything to anybody; or make mischief for amusement."*  
 —LotRI

Home Site: Bree, Cameth Brin

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2 DĀSAKŪN

5 1



WARRIOR/RANGER MAN

**Unique, Agent.**  
*"...a fierce people...wholly under the shadow of Dol Guldur..."*  
 —LotR

Home Site: Easterling Camp, Variag Camp, Shrel-Kain

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1 DEALLUS

3 1



WARRIOR/DIPLOMAT MAN

**Unique, Agent.**  
*"Red-haired and gifted with a marvelous tongue, Deallus of Dunfearan was the embodiment of the high hills' soft beauty and strong, deep spirit."*  
 —Kuduk Lore

Home Site: Dunnish Clan-hold, Bree, Cameth Brin

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1 DRÓR

4 2



WARRIOR/DIPLOMAT DWARF

**Unique, Agent.** +2 direct influence against Dwarves and Dwarf Factions.  
*"Ever low he sat, always abiding by greed... oaths are broken, vows refused, or solemn agreements abused."*  
 —Kuduk Lore

Home Site: Blue Mountain Dwarf-hold

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3 ELERÍNA

8 3



SCOUT/SAGE/DIPLOMAT MAN

**Unique, Agent.** Can use shadow-magic and spirit-magic. Agent only: may tap for an extra strike.  
*"When the kingdom ended the Dúnedain passed into shadows and became a secret and wandering people, and their deeds and labours were seldom sung or recorded."*  
 —LotR

Home Site: Carn Dûm, Mount Gram

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2 ELWEN

5 2



WARRIOR/DIPLOMAT ELF

**Unique, Agent.** +2 direct influence against Elves and Elf Factions. Agent only: may move to a Haven [\*].  
*"...Elves of this land were of a race strange to us of the silvan folk..."*  
 —LotRII

Home Site: Dol Amroth, Minas Tirith

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1 EUN

3 0



WARRIOR/SCOUT MAN

**Unique, Agent.**  
*"Few knew the ancient paths and secrets of the White Mountains like Eun of Erech, a fair lass whose eyes reflected the fires hidden in the heart of the Black Stone of her home."*  
 —Kuduk Lore

Home Site: Vale of Erech, Lond Galen

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2 FIRIEL

6 3



SAGE/DIPLOMAT DÚNADAN

**Unique, Agent.** Can use shadow-magic. +2 direct influence against Dúnedain and factions that can be played in Anfalas, Anórien, Belfalas, Lamedon, and Lebennin.  
*"She made many voyages to the South, sailing even in the most dangerous of times."*  
 —Kuduk Lore

Home Site: Pelargir, Vale of Erech

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1 FORI THE BEARDLESS

4 1



WARRIOR/SCOUT DWARF

**Unique, Agent.** +2 direct influence against Dwarves and Dwarf Factions.  
*"Grór, Dáin's third son, went away with many followers to the Iron Hills..."*  
 —LotR

Home Site: Iron Hill Dwarf-hold

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2 GERGELI

5 2



SCOUT/DIPLOMAT MAN

**Unique, Agent.**  
*"Wise-men say that Gergeli paddled every stream between the shrouded summits of the Hithaeglir and the jagged teeth of the Orocarni."*  
 —Kuduk Lore

Home Site: Shrel-Kain, Lake-town, Easterling Camp

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1 **GISULF**

4  
1



WARRIOR/RANGER MAN

**Unique. Agent.**  
*"Moving like a spy deer, old Gisulf the Woodman ran hard to his home at Woodmen-town. But a dark pact compelled him to shield his kinsmen from the grave news of Shadows haunting the sacred grove around Watchman's Well."*  
 —Kuduk Lore

Home Site: Woodmen-town, Lake-town, Dale

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3 **GOLODHROS**

9  
4



WARRIOR/SAGE/DIPLOMAT DUNADAN

**Unique. Agent.** Can use spirit-magic.  
 Agent only: may tap to make an influence check on an ally, faction, or character.  
*"Though an urbane courtier, Golodhros still maintained a home ... not far from the black vale of Imlad Morgul. ... How he could safely visit there, no one knew."*  
 —Kuduk Lore

Home Site: Minas Morgul, Cirith Ungol, Barad-dûr

5/9  
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1 **HERION**

3  
0



WARRIOR/RANGER MAN

**Unique. Agent.**  
*"Grandson of a renowned seafarer, Herion spent his early years in the verdant highlands near his wife's home in the Pinnath Gelin. Her murder embittered him, and he returned to the sea to seek his reckless revenge."*  
 —Kuduk Lore

Home Site: Lond Galen, Dol Amroth

5/7  
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2 **IVIC**

6  
2



WARRIOR/DIPLOMAT MAN

**Unique. Agent.**  
*"Southrons were bold men and grim, and fierce in despair..."*  
 —LotR

Home Site: Southron Oasis, Varing Camp, Pelargir

5/8  
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1 **JÜOMA**

3  
1



WARRIOR/RANGER MAN

**Unique. Agent.**  
*"The Lossoth house in the snow..."*  
 —LotR

Home Site: Lossadan Camp, Bree

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1 **LEAMON**

3  
0



WARRIOR MAN

**Unique. Agent.**  
*"Leamon grew up at Cameth Brin, in the shadow of the great 'Troll Tower,' and he carried an ageless spear a forefather won from a Dunadan venturer of fabled Lond Daer."*  
 —Kuduk Lore

Home Site: Cameth Brin, Durnish Clan-hold

5/8  
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1 **LOBELIA SACKVILLE-BAGGINS**

3  
1



SCOUT HOBBIT

**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.  
*"Bilbo believed that she had acquired a good many of his spoons, while he was away on his former journey."*  
 —LotRI

Home Site: Bag End, Bree

0/9  
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-1 **MY PRECIOUS**

4  
0



SCOUT HOBBIT

**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 MPs.

Home Site: Goblin-gate, Moria, Shelob's Lair, Mt. Doom

2/9  
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1 **NIMLOTH**

4  
1



SCOUT/RANGER ELF

**Unique. Agent.** +2 direct influence against Elves and Elf Factions.  
 Agent only: may move to a Haven [• 1].  
*"'White Blossom,' they called her, for she was named after the kinswoman of Celeborn, the mother of Dior the Jewel-bearer's children: Eluréd, Eluin, and fair Elwing, mother of Elrond."*  
 —Kuduk Lore

Home Site: Thranduil's Halls, Sarn Goriwing

3/8  
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2 ÔM-BURI-ÔM

5 2

SCOUT/RANGER MAN

**Unique.** Agent. +3 direct influence against Wose Factions.

"Here was one of those old images brought to life..." —LotRV

Home Site: Drúadan Forest, Wose Passage-hold, Stone-circle

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2 PÔN-ORA-PÔN

5 2

SCOUT/RANGER/DIPLOMAT MAN

**Unique.** Agent. +3 direct influence against Wose Factions.

"...maybe a creature descended in true line through endless years from models used by forgotten craftsmen long ago." —LotRV

Home Site: Drúadan Forest, Wose Passage-hold, Stone-circle

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2 RÂISHA

5 1

WARRIOR/SCOUT MAN

**Unique.** Agent.

"Not all of those Southerners mean well..." —LotRI

Home Site: Varing Camp, Easterling Camp, Southron Oasis

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2 SÚRION

6 2

WARRIOR/SAGE/DIPLOMAT DÚNADAN

**Unique.** Agent. +2 direct influence against Dúnedain and factions that can be played in Anfalas, Anórien, Belfalas, Lamedon, and Lebennin.

"...gravely courteous, saluting...after the manner of Gondor with bowed head and hands upon the breast..." —LotRV

Home Site: Minas Tirith, Pelargir

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2 TALADHAN

6 1

SCOUT/RANGER/SAGE MAN

**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.

Home Site: Sarn Goriwing, Dol Guldur

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3 THE GRIMBURGOTH

8 2

WARRIOR/RANGER/SAGE MAN

**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.

"A madness filled him, and his heart was thereafter governed by fear. ...and in time he settled with his kinsman Khumál in Dol Guldur." —Kuduk Lore

Home Site: Dol Guldur

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1 WOFFUNG

4 1

WARRIOR/DIPLOMAT MAN

**Unique.** Agent.

"Shadowy Woffung called himself a juggler, but by trade he practiced anything bequeathing him easy wealth." —Kuduk Lore

Home Site: Lake-town, Dale, Shrel-Kain

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2 WORMTONGUE

5 2

SCOUT/SAGE/DIPLOMAT MAN

**Unique.** Agent. +4 direct influence against Riders of Rohan and any character or minion that has Edoras as a home site.

"At his feet upon the steps sat a wizened figure of a man, with a pale wise face and heavy-lidded eyes." —LotRIII

Home Site: Edoras, Dunharrow, Isengard

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1 LINDION THE ORONÍN

2

WARRIOR ALLY

**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.

"The fays of the mountains pipe melodies that harmonize with wind and weather, pleasing to the ears of all creatures aloft on wings." —Kuduk Lore

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1 MISTRESS LOBELIA



3

SCOUT ALLY

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.

0/9

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1 NOBLE HOUND



1

ALLY

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).

3/6

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5 AIGLOS



[1]

SPECIAL ITEM

Unique. Playable at any Under-deeps Dark-hold [1] or Shadow-hold [1]. 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. "...for the Spear of Gil-galad and the Sword of Elendil, Aiglos and Narsil, none could withstand." —*LotRII*

+2S/+1

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4 DRAGON-HELM



[1]

SPECIAL ITEM

Unique. Playable at any Under-deeps Dark-hold [1] or Shadow-hold [1]. Helmet. Warrior only: +1 prowess; +2 body (to a maximum of 10); +3 direct influence. Tap *Dragon-helm* to cancel one attack by Dragons or Drakes. "It was Túrin who, grim in heart, wore the Dragon-helm of Dor-lómin in battle on the marches of Doriath and fought beside Beleg Cúthalion." —*Kuduk Lore*

+1/+2

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2 DWARVEN LIGHT-STONE



SPECIAL ITEM

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 Orc or Troll attack or 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.). "...as once shone in Khazad-dûm; and when we wished we would drive away the night..." —*LotRIII*

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FORGOTTEN SCROLLS



MINOR ITEM

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 cancelled): 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.

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3 GEMS OF ARDA



SPECIAL ITEM

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 a non-special item with him 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.

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LEAF BROOCH



SPECIAL ITEM

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. "It looked like the new-opened leaf of a beech tree, fair and strange in that treeless plain." —*LotRIV*

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LOST TOME



MINOR ITEM

Lost Knowledge. Cannot be included with a starting company. After this item is played, the bearer faces an attack (cannot be cancelled): 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.

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3(7) MITHRIL



SPECIAL ITEM

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.

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4 NECKLACE OF GIRION



SPECIAL ITEM

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 [○] 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.

"...the necklace of Girion, lord of Dale, made of five hundred emeralds green as grass..." —Hob

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2 NOLDO-LANTERN



SPECIAL ITEM

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 minimum of one) to any Undead, Nazgûl, Orc, or Troll attack.

"...one of them uncovered a small lamp that gave out a slender silver beam." —LotR II

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1 PHIAL OF GALADRIEL



SPECIAL ITEM

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 [1], Shadow-land [4], Dark-hold [1], or Shadow-hold [4] 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.

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ANCIENT STAIR



SHORT-EVENT

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-deeps site, at the end of the turn the company may replace its site card with the site card at which it began the turn.

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AN UNEXPECTED PARTY



PERMANENT-EVENT

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.

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(1) ARMORY



PERMANENT-EVENT

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 [1], 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.

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AWAIT THE ADVENT OF ALLIES



PERMANENT-EVENT

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 is wounded. Cannot be duplicated on a given character.

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BALANCE BETWEEN POWERS



PERMANENT-EVENT

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 from 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.

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3 MALLORN



PERMANENT-EVENT

Unique. Playable only if *Earth of Galadriel's Orchard* is stored at Bag End. Bag End becomes a Haven [H] 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.

"In the Party Field, a beautiful young sapling leaped up: it had silver bark and long leaves and burst into golden flowers in April."  
—LotRVI

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MEMORIES RECALLED



SHORT-EVENT

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.

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MORE ALERT THAN MOST



PERMANENT-EVENT

The number of strikes of any attack that chooses defending characters is reduced by one (to a minimum of one)—by two if *Gates of Morning* is in play. Discard when such an attack is defeated. Cannot be duplicated.

"They came scurrying around the corner in full cry, and found Goblin-cleaver and Foe-hammer shining cold and bright right in their astonished eyes."  
—Hob

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NO WAITING TO WONDER



SHORT-EVENT

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).

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ORDERED TO KILL



PERMANENT-EVENT

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.

"Worm killed your Chief, poor little fellow; your nice little Boss. Didn't you, Worm? Stabbed him in his sleep, I believe."  
—LotRVI

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PALM TO PALM



PERMANENT-EVENT

Playable on a company without a Wizard at a Haven [H]. 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.

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(4) PASS THE DOORS OF DOL GULDUR



PERMANENT-EVENT

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 [H]—only if stored do you receive its marshalling points. If stored, all automatic-attacks at all Dark-holds [D] and all Shadow-holds [S] 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.

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REBUILD THE TOWN



PERMANENT-EVENT

Playable on a non-Dragon's lair, non-Under-deeps Ruins & Lairs [U]. The site becomes a Border-hold [B] and loses all automatic-attacks. Discard *Rebuild the Town* when the site is discarded or returned to its location deck.

"...the desolation was now filled with birds and blossoms in spring and fruit and feasting in autumn."  
—Hob

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SAW FURTHER AND DEEPER



PERMANENT-EVENT

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.

"...he welcomed Mithrandir at the Grey Havens, knowing whence he came and whither he would return."  
—LotR

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1 WHEN YOU KNOW MORE



PERMANENT-EVENT

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.

"When you know more you will understand why you have angered my companions. We intend no evil..." —LotRIII

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WITHDRAWN TO MORDOR



SHORT-EVENT

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 the agent to its owner's hand.

Alternatively, an on-guard card is discarded.

"He was loth to speak and his tale was unclear, but it is beyond all doubt that he went to mordor, and there all that he knew was forced from him." —LotRIII

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2 BÚTHRAKAUR THE GREEN



CREATURE

Unique. Troll. 1 strike. Also playable at Moria and The Under-gates. If *Doors of Night* is in play, playable at any Under-deeps site. Any non-unique Orc or Troll hazard creature can be played (not counting against the hazard limit) on a company that has faced *Báthrakaur* that turn.

"The Uruk flew to the floor and offered the troll-king anything and any kin in return for his pitiful salvation." —Kudak Lore

15/6

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1 CHILL DOUSER



CREATURE

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.

"...then a chill blast came in which the torches flickered and went out, and could not be rekindled." —LotRV

8/-

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5 DURIN'S BANE



CREATURE

Unique. Manifestation of Balrog of Moria. Balrog. 2 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-deeps site.

"...even as mithril was the foundation of their wealth, so also it was their destruction; they delved too greedily and too deep, and disturbed that from which they fled, Durin's Bane." —LotRIII

18/9

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1 LITTLE SNUFFLER



CREATURE

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.

"...a small breed, black-skinned, with wide and snuffling nostrils: evidently a tracker of some kind." —LotRIII

5/10

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3 NAMELESS THING



CREATURE

Drake. 3 attacks of 2 strikes each. A character can tap to cancel one of these attacks. Playable at any Under-deeps site. If *Doors of Night* is in play, also playable at an adjacent site of any Under-deeps site or keyed to a Coastal Sea [C].

"Far far below the deepest delvings of the Dwarves, the world is gnawed by nameless things..." —LotRIII

10/4

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4 SPIDER OF THE MÓRLAT



CREATURE OR PERMANENT-EVENT

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, Dagerlad, or Brown Lands faces a Spider attack of 2 strikes with 10 prowess. You can return *Spider of the Mórlat* as a permanent-event to your hand—which counts as one against the hazard limit.

16/9

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1 STIRRING BONES



CREATURE

Undead. Two strikes.

Two Wildermesses [W] in site path are required.

"Round the corner a long arm was groping, walking on its fingers towards Sam, who lay nearest, and towards the hilt of the sword that lay upon him." —LotRI

9/-

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2 **UMAGAUR THE PALE**



**CREATURE**

**Unique.** Troll. 1 strike. Also playable at Moria and The Under-gates. If *Doors of Night* is in play, playable at any Under-deeps 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.

*"Then came Umagaur the Warlord, 'Werewolf-slayer,' self-proclaimed 'Troll-king of the Huhaeglit.' And in his wrath he slew most of the Dwarf-company."*

—Kuduk Lore

14/8

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1 **WISP OF PALE SHEEN**



**CREATURE**

**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 cancelled).

*"...a wisp of pale sheen that...twisted like ghostly sheets unfurled by hidden hands."*

—LotRIV

6/—

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**AN ARTICLE MISSING**



**SHORT-EVENT**

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).

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**ANGMAR ARISES**



**PERMANENT-EVENT**

Any creature that can be keyed to a Shadow-land [S] may be keyed to Forochel, Arthedain, Angmar, Gundabad, or Rhudaur. Any creature that can be keyed to a Dark-domain [D] 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.

*"...the power of Angmar arose again, and the Witch-king came down upon Arthedain..."*

—LotR

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**AN UNEXPECTED OUTPOST**



**SHORT-EVENT**

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).

*"...in the high regions the West Wind still blew, but down on the stones behind the fences of the Black Land the air seemed almost dead, chill and yet stifling."*

—LotRVI

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**AWARE OF THEIR WAYS**



**SHORT-EVENT**

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.

*"Quickly now he drew off the cloth, wrapped the stone in it and kneeling down, laid it back by the wizard's hand."*

—LotRIII

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**BRING OUR CURSES HOME**



**PERMANENT-EVENT**

**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.

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**CHANCE OF BEING LOST**



**SHORT-EVENT**

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 must 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.

*"...they all left the path and plunged into the forest together."*

—Hob

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**CUNNING FOES**



**SHORT-EVENT**

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.

*"At that moment there was a twang of bowstrings: several arrows whistled over them, and some fell among them..."*

—LotRII

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### DOUBLED VIGILANCE



PERMANENT-EVENT

Playable on a Shadow-hold [4] (or on a Ruins & Lair [4] or Border-hold [1] 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.

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### DRUMS



LONG-EVENT

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 Udûn. Cannot be duplicated.

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### EARTH-TREMORS



LONG-EVENT

Any company moving to or from an Under-deeps site 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.

"...the earth shook, the plain heaved and cracked."  
—LotRVI

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### ENDLESS WHISPERS



PERMANENT-EVENT

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.

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### EXHALATION OF DECAY



SHORT-EVENT

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.

"...wavering and blowing like a noisome exhalation of decay, a corpse-light, a light that illuminated nothing."  
—LotRIV

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### EYES OF THE SHADOW



PERMANENT-EVENT

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.

"...a whole regiment of birds had broken away suddenly from the main host..."  
—LotRIII

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### FACES OF THE DEAD



SHORT-EVENT

Playable on a non-Wizard character moving with at least two Wildernesses [1] 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 into a different company. This new company immediately returns to his original company's site of origin.

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### FLIES AND SPIDERS



PERMANENT-EVENT

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 & Lair [4]. 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.

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### FOES SHALL FALL



PERMANENT-EVENT

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.

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### GNAW WITH WORDS



SHORT-EVENT

Tap a sage if another sage is in his company or at his current site or at his new site.

Alternatively, tap a diplomat if another diplomat is in his company or at his current site or at his new site.

"Small comfort will those two have in their companionship: they will gnaw one another with words. ... If Wormtongue ever comes out of Orihanc alive, it will be more than he deserves." —*LotRIII*

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### GOOD SENSE REVOLTS



SHORT-EVENT

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.

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### GREAT NEED OR PURPOSE



LONG-EVENT

Each agent may take an extra agent action each time he normally takes an agent action. Cannot be duplicated.

"So he is seeking it, seeking it, and all his thought is bent on it. It is his great hope and our great fear." —*LotRI*

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### GREAT SECRETS BURIED THERE



PERMANENT-EVENT

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-bound 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.

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### HELMS OF IRON



PERMANENT-EVENT

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.

"...on the front of their iron helms was an S-rune, wrought of some white metal." —*LotRIII*

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### IN DARKNESS BIND THEM



PERMANENT-EVENT

Any creature that can be keyed to a Shadow-land [S] may be keyed to Ithilien, Harondor, Horse Plains, Khand, Imlad Morgul, Num, Gorgoroth, Udûn, or Dagorlad. Any creature that can be keyed to a Dark-domain [D] may be keyed to Khand, Imlad Morgul, Num, Gorgoroth, Udûn, or Dagorlad. Discard this card when a creature keyed to one of these regions (not to the region symbol) is defeated.

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### IN GREAT WRATH



SHORT-EVENT

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.

"...the noise of hoofs broke out, and gathering to a gallop, went hammering away into the darkness." —*LotRI*

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### INNER CUNNING



PERMANENT-EVENT OR SHORT-EVENT

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 [S] or a Dark-hold [D], the site where he came into play (which is not represented by a card) may legally be any Shadow-hold [S] or a Dark-hold [D]. Discard when the agent is revealed.

Alternatively, as a short-event, take any agent who has a home site that is a Shadow-hold [S] or Dark-hold [D] from your play deck into your hand (reveal it to your opponent and reshuffle your play deck).

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### IN THE HEART OF HIS REALM



PERMANENT-EVENT

Each company moving in a Dark-domain [D] 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 [D] or Gorgoroth, or moving with a Dark-domain [D] or Gorgoroth in his site path, loses his sage skill. No character at a site in a Dark-domain [D] or Gorgoroth, or moving with a Dark-domain [D] or Gorgoroth in his site path, can use spells, light enchantments, or rituals. Discard when any play deck is exhausted.

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### PIERCED BY MANY WOUNDS



SHORT-EVENT

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.

"...he was pierced by many black-feathered arrows..."  
—LotRIII

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### PLAGUE OF WIGHTS



LONG-EVENT

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 Shadow Host that had hung back at the last came up like a grey tide, sweeping all away before it."  
—LotRI

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### RANK UPON RANK



PERMANENT-EVENT

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.

"...rank upon rank...passing outwards in an endless stream."  
—LotRIV

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### REACHING SHADOW



PERMANENT-EVENT

Any creature that can be keyed to a Shadow-land [S] 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 [D] 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.

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### REDOUBLED FORCE



PERMANENT-EVENT

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.

"The bodyguard of Bolg came howling against them, and drove in upon their ranks like waves upon cliffs of sand."  
—Hob

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### RELUCTANT FINAL PARTING



PERMANENT-EVENT

Discard any ally if its current site is an Under-deeps site or if its current site's nearest Haven [H] is not the same as the nearest Haven [H] for the site at which the ally can be played. Discard this card when any play deck is exhausted. Cannot be duplicated.

"A deep loneliness and sense of loss was on them. They stood silent, reluctant to make the final parting..."  
—LotRI

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### REVEALED TO ALL WATCHERS



SHORT-EVENT

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.

"If there are any to see, then I at least am revealed to them," he said. "I have written Gandalf is here in signs that all can read from Rivendell to the Mouths of Anduin."  
—LotRII

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### SCIMITARS OF STEEL



PERMANENT-EVENT

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.

"Day drew on. The goblins gathered again in the valley. There a host of Wargs came ravaging and with them came the bodyguard of Bolg, goblins of huge size with scimitars of steel."  
—Hob

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### SEEK WITHOUT SUCCESS



SHORT-EVENT

Discard a ranger agent at target company's new site. Company must immediately return to its site of origin.

"...Together we sought for Gollum down the whole length of Wilderland, without hope, and without success."  
—LotRI

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### SEIZED BY TERROR



SHORT-EVENT

Playable on a non-Wizard character moving in a Shadow-land [A] or Dark-domain [X]. 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. This new company immediately returns to his original company's site of origin.

"Terror seized him. He shrank back, and for a moment he stood trembling in the hall."  
—LotRI

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### SHADOW OUT OF THE DARK



PERMANENT-EVENT

Playable on a face-up Agent who can use shadow-magic. If agent is revealed and not in a Free-hold [I] or Haven [•], 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.

"A shadow came out of dark places far away... Barrow-wights walked in the hollow places with a clink of rings on cold fingers, and gold chains in the wind."  
—LotRI

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### SPELLS OF THE BARROW-WIGHTS



PERMANENT-EVENT

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 [u] or Shadow-hold [d]. 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.

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### SUDDEN FURY



SHORT-EVENT

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.

"Gollum and Frodo were locked together. Gollum was tearing at his master, trying to get at the chain and the ring. ... He fought back with a sudden fury that amazed Sam, and Gollum also."  
—LotRVI

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### THE BLACK ENEMY'S WRATH



LONG-EVENT

Each Under-deeps site, Dark-hold [I], and Shadow-hold [d] 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.

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### THE MOON IS DEAD



PERMANENT-EVENT

All Undead attacks receive +1 strike and +1 prowess. All Undead automatic-attacks are duplicated (i.e., each must be faced twice, including all modifications). Discard this card when an Undead attack is defeated. Cannot be duplicated.

"Cold be hand and heart and bone...till the Sun fails and the Moon is dead."  
—LotRI

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### THE REACH OF ULMO



PERMANENT-EVENT

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.

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### THE WAY IS SHUT



LONG-EVENT

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.

"Many coiling arms seized the doors on either side, and with horrible strength, swung them around. With a shattering echo they slammed, and all light was lost."  
—LotRII

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### TO GET YOU AWAY



PERMANENT-EVENT

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 (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.

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**TRIBAL BANNER**



SHORT-EVENT

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.

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**TRIBAL TOTEM**



SHORT-EVENT

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.

"...a big fighting-orc...bearing the token of the Eye."  
—LotRVI

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**TROLL-PURSE**



PERMANENT-EVENT

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.

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**TWISTED TALES**



SHORT-EVENT

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.

"Too long have you sat in shadows and trusted to twisted tales and crooked promptings."  
—LotRIII

ART BY APRIL LEE

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**TWO OR THREE TRIBES PRESENT**



SHORT-EVENT

Playable on a company moving with at least two Wildernesses [O], one Shadow-land [A], or one Dark-domain [R] 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.

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**WAYLAIED, WOUNDED, AND ORC-DRAGGED**



PERMANENT-EVENT

Playable on a Hobbit facing a strike from an Orc attack. Target Hobbit receives +2 prowess against the strike. If strike is successful, he is not harmed and is taken prisoner at a Dark-hold [R], Shadow-hold [A], or Ruins & Lairs [L]. 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 than 7, discard the ring. Rescue-attacks (3): Orcs — 3 strikes with 6 prowess, Orcs — 4 strikes with 7 prowess, Orcs — 5 strikes with 8 prowess.

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**WHICH MIGHT BE LIES**



SHORT-EVENT

Playable on a stored resource permanent-event that required an information site to be played. Discard event.

"...But Saruman said nay, and repeated what he had said to us before: that the One would never again be found in Middle-earth."  
—LotRIII

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**WILL NOT COME DOWN**



SHORT-EVENT

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.

"...He has gone up into the high places, among the birches that he loves best, and he will not come down."  
—LotRIII

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**WOUND OF LONG BURDEN**



PERMANENT-EVENT

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 [H] 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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