



AMON HEN

ROHAN

Nearest Darkhaven: Minas Morgul
Playable: Information, Items (minor)
Automatic-attacks:
 Undead — 1 strike with 6 prowess; each character wounded must make a corruption check modified by -2

"...great works that could still be seen in this strange border-land of the Emyn Muil; the stone king and the seats of Lhas and Hen..." —*LotRI*

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BAG END

THE SHIRE

Nearest Darkhaven: Carn Dûm
Playable: Information, Items (minor, major, greater*, gold ring)
 *—hero item only
Automatic-attacks (2):
 (1st) Hobbits — 5 strikes with 5 prowess
 (2nd) Dúnedain — 3 strikes with 11 prowess

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BANDIT LAIR

BROWN LANDS

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, gold ring)
Automatic-attacks:
 Men — 3 strikes with 6 prowess

"For in the time of rain homeless and desperate men went astray, some refugees of battle and defeat and lands laid waste, others outlaws driven into the wild for evil deeds." —*Kuduk Lore*

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BARAD-DÛR

GORGOROTH

Nearest Darkhaven: Minas Morgul
Special: Treat this site as a Darkhaven during the Untap Phase. Any gold ring item at this site is automatically tested during the site phase (the site need not be entered). All ring tests at this site are modified by -3.

"...rising black, blacker and darker than the vast shades amid which it stood, the cruel pinnacle and iron crown of the highest tower of Barad-dûr." —*LotRV*

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BARROW-DOWNS

CARDOLAN

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major)
Automatic-attacks:
 Undead — 1 strike with 8 prowess; each character wounded must make a corruption check modified by -2

"There was no tree nor any visible water; it was a country of grass...and high lonely cries of strange birds." —*LotRI*

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BEORN'S HOUSE

ANDUIN VALES

Nearest Darkhaven: Dol Guldur
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 10 prowess (detainment against covert company)

"...a courtyard, three walls of which were formed by the wooden house and its long wings." —*Hob*

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BLUE MOUNTAIN DWARF-HOLD

NUMERIADOR

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dwarves — 4 strikes with 10 prowess

"There remained Dwarves on the eastern side of Ered Lindon, not far from Nenuial." —*Kuduk Lore*

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BREE

ARTHEDAIN

Nearest Darkhaven: Carn Dûm
Playable: Information, Items (minor, gold ring)
Automatic-attacks: Dúnedain — each character faces 1 strike with 7 prowess (detainment against covert company)
Special: Agent minions may be brought into play under direct influence at this site.

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BUHR WIDU

SOUTHERN RHIOVANION

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major)
Automatic-attacks:
 Troll — 1 strike with 10 prowess
"...there, in Mirkwood's East Bight, stood the ancient capital of a Northman kingdom."
—Kuduk Lore

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CAMETH BRIN

RHUDDAUR

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major*)
 *—weapon, armor, shield, or helmet only
Automatic-attacks: Men — each character faces 1 strike with 7 prowess (detainment against covert company)
"...between the Etenmoors, the Weather Hills, and the Misty Mountains..."
—LotR

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CARN DÛM

ANGMAR

Site Path From Dol Guldur: 1 1 1 1
Site Path From Geann a-Lûch: 1 1 1 1
Special: Unless this site is a character's home site, a non-Orc, non-Troll character may not be brought into play at this site. Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled.

7
2

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CAVES OF ÛLUND

WITHERED HEATH

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 13 prowess
"...you don't know how far they go back, sometimes, or where a passage behind may lead to, or what is waiting for you inside..."
—Hob

7
2

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CIRITH GORGOR

UDÛN

Nearest Darkhaven: Minas Morgul
"This was Cirith Gorgor, the Haunted Pass, the entrance to the land of the Enemy."
—LotRVI

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2

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CIRITH UNGOL

IMLAD MORGUL

Nearest Darkhaven: Minas Morgul
"It was indeed one of the works of Gondor long ago, an eastern outpost of Ithilien..."
—LotRVI

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DALE

NORTHERN RHIOVANION

Nearest Darkhaven: Dol Guldur
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 5 prowess (detainment against covert company)
"You should see the waterways of Dale...and the mountains, and the pools...and the stone-paved roads of many colors!"
—LotRII

7
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DEAD MARSHES

DAGORLAD

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major)
Automatic-attacks: Undead — 2 strikes with 8 prowess; each character wounded must make a corruption check modified by -2
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.
"...the Marshes have grown...swallowed up the graves...always creeping, creeping..."
—LotRIV

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DIMRILL DALE

REDHORN GATE

Nearest Darkhaven: Dol Guldur
Playable: Information
Automatic-attacks:
 Orcs — 1 strike with 6 prowess
"...we shall come down by the Dimrill Stair into the deep vale of the Dwarves. There lies the Mirror-mere..."
—LotRII

7
2

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DOL AMROTH

BELFALAS

Nearest Darkhaven: Minas Morgul
Playable: Information, Items (minor, major, gold ring)
Automatic-attacks (2): (1st) Men — each character faces 1 strike with 8 prowess (detainment against covert company)
 (2nd) Dúnedain — 3 strikes with 10 prowess (against overt company only)

ART BY TED NASMITH

DOL GULDUR

SOUTHERN MIRKWOOD

Site Path From Minas Morgul: [4 icons]
Site Path From Carn Dûm: [4 icons]
Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled.

ART BY ROB ALEXANDER

DRÚADAN FOREST

ANORHEN

Nearest Darkhaven: Minas Morgul
Automatic-attacks: Men — 3 strikes with 6 prowess
*"...the forgotten wain-road long ago had run down...but now for many lives of men trees had had their way with it, and it had vanished, broken and buried under the leaves of uncounted years."
 —LotRV*

ART BY GAIL MCINTOSH

DUNHARROW

ROHAN

Nearest Darkhaven: Minas Morgul
Playable: Information
Automatic-attacks: Men — each character faces 1 strike with 6 prowess (detainment against covert company)
*"But in Dunharrow the people may long defend themselves, and if the battle go ill, thither will come all who escape."
 —LotRIII*

ART BY TED NASMITH

DUNNISH CLAN-HOLD

DUNLAND

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major*)
 *—weapon, armor, shield, or helmet only
Automatic-attacks: Men — each character faces 1 strike with 7 prowess (detainment against covert company)
*"Dunland...a green and pleasant country. September came in with golden days and silver nights..."
 —LotRVI*

ART BY STEPHEN GLADSTONE WALLIS

EASTERLING CAMP

HORSE PLAINS

Nearest Darkhaven: Dol Guldur
Automatic-attacks: Men — each character faces 1 strike with 5 prowess (detainment against covert company)
*"They journeyed in great wains, and their chiefs fought in chariots."
 —LotR*

ART BY ANNE LEE

EDORAS

ROHAN

Nearest Darkhaven: Minas Morgul
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 10 prowess (detainment against covert company)
*"I see a white stream that comes down from the snows...Where it issues from the shadow of the vale a green hill rises upon the east. A dike and mighty wall and thorny fence encircle it."
 —LotRIII*

ART BY ALAN LEE

ETTENMOORS

RHUDAUR

Nearest Darkhaven: Carn Dûm
Playable: Items (minor)
Automatic-attacks (2):
 (1st) Troll — 1 strike with 9 prowess
 (2nd) Wolves — 2 strikes with 8 prowess
*"...a ridge of high land; its dark edge against the sky was broken in many bare points like teeth of a blunted saw."
 —LotRII*

ART BY GAIL MCINTOSH

GEANN A-LISCH

OLD PÜKEL-LAND

Site Path From Carn Dûm: [4 icons]
Special: No character may be brought into play at this site (unless this site is the character's home site). Resources may never be stored at this site. Geann a-Lisch counts as a Ruins & Lair (L) for the purposes of playing and interpreting hazards. Its site path for this purpose, if needed, is the one from Carn Dûm.

ART BY DAVID KOSKARIAN

GLADDEN FIELDS

ANDUIN VALES

Nearest Darkhaven: Dol Guldur
Playable: Items (gold ring)
Automatic-attacks:
 Undead — 1 strike with 8 prowess; each character wounded must make a corruption check modified by -2

"...And there in the dark pools amidst the Gladden Fields...the Ring passed out of knowledge and legend..." —*LotRI*

1

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GLITTERING CAVES

GAP OF ISEN

Nearest Darkhaven: Geann a-Lisch
Playable: Items (minor, major)
Automatic-attacks:
 Pükel-creature — 1 strike with 9 prowess

"...immeasurable halls, filled with an everlasting music of water that tinkles into pools..." —*LotRIII*

1

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GOBEL MÍRLOND

HARONDOR

Nearest Darkhaven: Minas Morgul
Playable: Items (minor, major*)
 *—weapon, armor, shield, or helmet only
Automatic-attacks: Men — each character faces 1 strike with 8 prowess (detainment against covert company)

"...one of the most ancient Númenórean colonies along the Bay of Belfalas, founded during the noonday of Númenor's imperial expansion." —*Kuduk Lore*

2

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GOBLIN-GATE

HIGH PASS

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, gold ring)
Automatic-attacks:
 Orcs — 3 strikes with 6 prowess
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

"...and the way went down and down, and it was most horribly stuffy." —*Hob*

2

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GONDMAEGLOM

GREY MOUNTAIN NARROWS

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 14 prowess

"And the halls and cavernous streets under the earth with arches curved like trees..." —*LotRII*

2

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HAUDH-IN-GWANÛR

HARONDOR

Nearest Darkhaven: Minas Morgul
Playable: Items (minor, major)
Automatic-attacks:
 Undead — 1 strike with 10 prowess; each character wounded must make a corruption check modified by -2

"Long it stood, Haudh in Gwanûr, high upon the shore of the river, and the enemies of Gondor feared to pass it." —*LotR*

2

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HENNETH ANNÛN

ITHILJEN

Nearest Darkhaven: Minas Morgul
Automatic-attacks: Dúnedain — each character faces 1 strike with 7 prowess (detainment against covert company)

"It faced westward. The level shafts of the setting sun beat upon it, and the red light was broken into many flickering beams of ever-changing colour." —*LotRIV*

1

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HERMIT'S HILL

WOLD & FOOTHILLS

Nearest Darkhaven: Dol Guldur
Playable: Items (minor)
Automatic-attacks:
 Men — 3 strikes with 6 prowess
Special: During the site phase, a covert company may discard two minor items they bear to make any one gold ring item (regardless of its text restrictions) playable at this site this turn.

1

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IRON HILL DWARF-HOLD

IRON HILLS

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dwarves — 4 strikes with 10 prowess

"But nothing will we give, not even a loaf's worth, under threat of force." —*Hob*

2

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ISENGARD

GAP OF ISEN

Nearest Darkhaven: Geann a-Lisch
Playable: Information, Items (minor, major, gold ring)
Automatic-attacks:
 Wolves — 3 strikes with 7 prowess
"...yet it seemed a thing not made by the craft of Men, but riven from the bones of the earth in the ancient torment of the hills." —LotRIII

7
1

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LAKE-TOWN

NORTHERN RHIOVANNION

Nearest Darkhaven: Dol Guldur
Playable: Information
Automatic-attacks: Men — each character faces 1 strike with 6 prowess (detainment against covert company)
"...tall piles on which were built the greater houses, and...long wooden quays with many steps and ladders going down to the surface of the lake." —Hob

7
2

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LOND GALEN

ANFALAS

Nearest Darkhaven: Geann a-Lisch
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 6 prowess (detainment against covert company)
"In the years of their power the Nímenóreans had maintained many forts and havens upon the western coasts of Middle-earth..." —LotR

7
2

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LOSSADAN CAIRN

FOROCHIEL

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major, greater*)
 *—Palantiri only
Automatic-attacks:
 Undead — 2 strikes with 8 prowess; each character wounded must make a corruption check modified by -2
"...a great storm of wind arose, and came with blinding snow out of the North..." —LotR

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1

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LOSSADAN CAMP

FOROCHIEL

Nearest Darkhaven: Carn Dûm
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 5 prowess (detainment against covert company)
"...and they drew the king and those that survived of his company out over the ice in their sliding carts..." —LotR

1
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MINAS MORGUL

IMLAD MORGUL

Site Path From Dol Guldur:
 ■ ■ ■ ■ ■
Special: Any Gold Ring stored at this site is automatically tested (modify the roll by -2). Any attack against a minion company at this site is canceled.
"...the topmost course of the tower revolved slowly, first one way and then another, a huge ghostly head leering into the night..." —LotRIV

7
2

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MINAS TIRITH

ANÓRIEN

Nearest Darkhaven: Minas Morgul
Playable: Information, Items (minor, major, gold ring)
Automatic-attacks (2): (1st) Men — each character faces 1 strike with 9 prowess (detainment against covert company)
 (2nd) Dúnedain — 4 strikes with 10 prowess (against overt company only)

8
1

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MORIA

REDHORN GATE

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major, greater, gold ring)
Automatic-attacks:
 Orcs — 4 strikes with 7 prowess
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

8
2

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MOUNT DOOM

GORGOROTH

Nearest Darkhaven: Minas Morgul
Playable: Information
Automatic-attacks:
 Orcs — 1 strike with 6 prowess
Special: Any sage may tap to test a ring at this site, modifying the result by -3.
"Ever and anon the furnaces far below its ashens cone would grow hot and...four forth rivers of molten rock from chasms in its sides..." —LotRVI

1
2

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MOUNT GRAM



ANGMAR

Nearest Darkhaven: Carn Dûm
"...the Orcs, who had, as later appeared, long been secretly occupying strongholds in the Misty Mountains... suddenly revealed themselves." —LotR

Playable: Items (minor, major)
Automatic-attacks: Orcs — each character faces 1 strike with 7 prowess (detainment against overt company)

"Messengers had passed to and fro between all their cities and strongholds... they gathered in secret ways, and in all the mountains their was a forging and an arming." —Hob

1

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MOUNT GUNDABAD



GUNDABAD

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major)
Automatic-attacks: Orcs — each character faces 1 strike with 7 prowess (detainment against overt company)

"Messengers had passed to and fro between all their cities and strongholds... they gathered in secret ways, and in all the mountains their was a forging and an arming." —Hob

2

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NÛRNIAG CAMP



NÛRN

Nearest Darkhaven: Minas Morgul
"The nomadic tribes roaming on horseback the eastern plains of Nûrn chose a fate seemingly preordained for them: to gallop forever beneath the Shadow darkening their lands." —Kuduk Lore

1

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OST-IN-EDHIL



HOELIN

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, gold ring)
Automatic-attacks: Wolves — 3 strikes with 5 prowess

"...he told of the Elven-smiths of Ereinion and their friendship with Moria, and their eagerness for knowledge, by which Sauron ensnared them." —LotRI

2

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PELARGIR



LEBENNIN

Nearest Darkhaven: Minas Morgul
Playable: Items (minor, major, gold ring)
Automatic-attacks (2): (1st) Men — each character faces 1 strike with 7 prowess (detainment against covert company)
 (2nd) Dûnedain — 3 strikes with 10 prowess (against overt company only)

2

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RAIDER-HOLD



HORSE PLAINS

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major*)
 *—weapon, armor, shield, or helmet only
Automatic-attacks: Men — each character faces 1 strike with 7 prowess (detainment against covert company)

"Often they made raids through the forest..." —Kuduk Lore

2

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RUINED SIGNAL TOWER



ENEDHWAITH

Nearest Darkhaven: Geann a-Lisich
Playable: Items (minor, major)
Automatic-attacks: Spiders — 2 strikes with 8 prowess

"...beacons built on the tops of outlying hills... points where fresh horses were always in readiness..." —LotRV

1

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SARN GORIWING



HEART OF MIRKWOOD

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major)
Automatic-attacks: Orcs — 3 strikes with 5 prowess

"...the doubled waters poured out again over high waterfalls and ran away hurriedly..." —Hob

1

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SHELOB'S LAIR



ISLAND MORGUL

Nearest Darkhaven: Minas Morgul
Playable: Items (minor, major)
Automatic-attacks (2): (1st) Orcs — 2 strikes with 8 prowess
 (2nd) Spider (cannot be canceled) — 1 strike with 16 prowess; any character wounded is immediately eliminated
Special: Contains a hoard. Non-Nazgûl creatures played at this site attack normally, not as detainment.

1

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THRANDUIL'S HALLS

WOODLAND REALM

Nearest Darkhaven: Dol Guldur
Playable: Information.
 Items (minor, major, gold ring)
Automatic-attacks (2): (1st) Elves — each character faces 1 strike with 9 prowess (detainment against covert company)
 (2nd) Elves — 3 strikes with 10 prowess (against overt company only)

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URLURTSU NURN

NURN

Nearest Darkhaven: Minas Morgul
Special: If your Ringwraith is at this site, he may tap during the organization phase to bring one Orc or Troll character from your discard pile into play at this site (as another company). The character must move to a different site from that of your Ringwraith this turn or be discarded at the end of the movement/hazard phase.

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VALE OF ERECH

LAMEDON

Nearest Darkhaven: Minas Morgul
Playable: Items (gold ring)
Automatic-attacks: Men — each character faces 1 strike with 7 prowess (detainment against covert company)
 "For at Erech there stands yet a black stone that was brought, it was said, from Númenor by Eildur; and it was set upon a hill..."
 —LotRV

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VARIAG CAMP

KHAND

Nearest Darkhaven: Minas Morgul
Automatic-attacks: Men — each character faces 1 strike with 5 prowess (detainment against covert company)
 "...a great peril to Gondor...a threat to the fiefs of the south that would prove deadly..."
 —LotR

ART BY APRIL LEE

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WOODMEN-TOWN

WESTERN MIRKWOOD

Nearest Darkhaven: Dol Guldur
Automatic-attacks: Men — each character faces 1 strike with 6 prowess (detainment against covert company)
 "Most of the Men of the northern regions of the Westlands were descended from the Edain of the First Age, or their close kin. ...Of this kind were...the Woodmen of Western Mirkwood."
 —LotR

ART BY LEE DANFORTH

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WOSE PASSAGE-HOLD

OLD PUKEL-LAND

Nearest Darkhaven: Geann a-Lisch
Automatic-attacks: Men — 3 strikes with 5 prowess
 "...they found themselves in a rock-chamber, wide and rough, with an uneven sloping roof."
 —LotRV

ART BY EACI DAVID ANDERSON

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ZARAK DÛM

ANGMAR

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major)
Automatic-attacks: Dragon — 1 strike with 11 prowess
 "While an armed host lies before our doors, we look upon you as foes and thieves."
 —Hob

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ADÛNAPHEL THE RINGWRAITH

WARRIOR/SCOUT/DIPLOMAT RINGWRAITH

Unique. Manifestation of Adûnaphel. Can use spirit-magic: +2 direct influence in Heralded Lord mode. -2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [X], she may tap to cancel one hazard creature attack not played at a site against any one of your companies.

Home Site: Urlurtsu Nurn

ART BY HEATHER HEDGECOCK

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AKHÓRAHIL THE RINGWRAITH

SAGE RINGWRAITH

Unique. Manifestation of Akhórahil. Can use sorcery, spirit-magic, and shadow-magic: +3 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. As your Ringwraith, when he uses a magic card, return it to the play deck and reshuffle.

Home Site: Any site in Nurn

ART BY STEPHEN GOSHAW-WALSH

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DWAR THE RINGWRAITH

5



WARRIOR/SCOUT/SAGE RINGWRAITH

Unique. *Manifestation of Dwar of Wine.* Can use sorcery. -3 direct influence in Heralded Lord mode. -1 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [★], he may tap to give +1 prowess and +1 body to all characters in any one of your companies until the end of the turn.

Home Site: Any site in Udûn

9/10

ART BY DONATO GRACIOLA

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HOARMÚRATH THE RINGWRAITH

3



SCOUT/RANGER/SAGE RINGWRAITH

Unique. *Manifestation of Hoarmúráth of Dûr.* Can use sorcery. +1 direct influence in Heralded Lord mode. +2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [★], you may keep one more card than normal in your hand.

Home Site: Any site in Udûn

8/9

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INDÛR THE RINGWRAITH

5



WARRIOR/DIPLOMAT RINGWRAITH

Unique. *Manifestation of Indûr Dawndead.* Can use sorcery and spirit-magic. -1 direct influence in Heralded Lord mode. -3 prowess in Fell Rider mode. As your Ringwraith, at the beginning of each of his end-of-turn phases, he may tap to take a magic card from your discard pile to your hand.

Home Site: Any site in Udûn or Imlad Morgul

9/10

ART BY TOM KEO

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KHAMÛL THE RINGWRAITH

4



WARRIOR/RANGER/DIPLOMAT RINGWRAITH

Unique. *Manifestation of Khamûl the Easterling.* Can use sorcery. -2 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. -2 to the body of any Elf character targeted by a strike from Khamûl. As your Ringwraith, one Ringwraith follower in his company may be controlled with no influence. You may bring this follower into play during your organization phase.

Home Site: Dol Guldur

9/9

ART BY JOHN HOWE

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REN THE RINGWRAITH

4



SAGE/DIPLOMAT RINGWRAITH

Unique. *Manifestation of Ren the Unclean.* Can use sorcery and shadow-magic. -2 direct influence in Heralded Lord mode. +2 prowess in Fell Rider mode. As your Ringwraith, if at a Darkhaven [★], he may tap during your organization phase to modify all corruption checks made this turn by minions in any one of your companies by +2.

Home Site: Any site in Gorgoroth

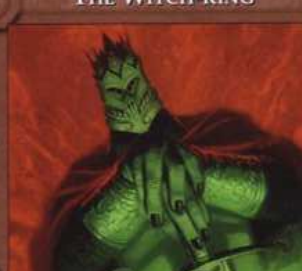
8/10

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THE WITCH-KING

3



WARRIOR/SAGE/DIPLOMAT RINGWRAITH

Unique. *Manifestation of The Witch-king of Angmar.* Can use spirit-magic and shadow-magic. +3 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. As your Ringwraith, up to two Ringwraith followers in his company may be controlled with no influence. You may bring these followers into play during separate organization phases.

Home Site: Any site in Imlad Morgul

9/12

ART BY DANIEL HORSE

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ÛVATHA THE RINGWRAITH

5



WARRIOR/SCOUT/RANGER RINGWRAITH

Unique. *Manifestation of Ûvatha the Horseman.* Can use spirit-magic. -3 direct influence in Heralded Lord mode. -1 prowess in Fell Rider mode. He may join another Ringwraith's company during your organization phase and requires no influence to control. As your Ringwraith, if at a Darkhaven [★], he may tap during your organization phase to move one resource event card from your discard pile to your play deck and reshuffle.

Home Site: Any site in Khand

9/9

ART BY QUENTIN BOSSIOR

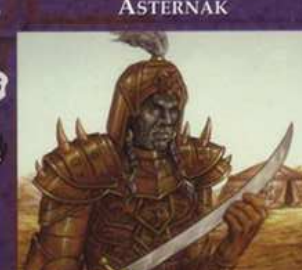
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ASTERNAK

2

5

2



WARRIOR/DIPLOMAT MAN

Unique. +2 direct influence against any faction playable at Variag Camp.

"'Killer and slave-trader, Aternak knew all the roads and ways in both Khand and Núrn.'"

—Kuduk Lore

Home Site: Variag Camp

5/7

ART BY STEPHEN F. SCHWARTZ

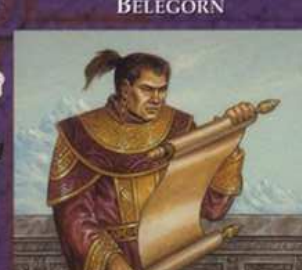
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BELEGORN

2

5

2



SAGE/DIPLOMAT DUNADAN

Unique. Can use spirit-magic.

"...some single power and will was directing the assault from many quarters upon the survivors of Númenor."

—LotR

Home Site: Carn Dûm

3/7

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3 LIEUTENANT OF DOL GULDUR



WARRIOR/SAGE TROLL

Unique. *Olog-hai. Leader. Manifestation of Gorfaur the Lame. Discard on a body check result of 9. +2 direct influence against Trolls, Ores, Troll factions, and Ore factions. When he is at Dol Guldur, you may keep one more card than normal in your hand.*

Home Site: Dol Guldur

ART BY ANGELO MONTANI

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3 LIEUTENANT OF MORGUL



WARRIOR/RANGER TROLL

Unique. *Half-troll. Leader. Manifestation of Gothmog. Discard on a body check result of 9. +3 direct influence against Trolls, Ores, Troll factions, and Orc factions. When he is at Minas Morgul, you may keep one more card than normal in your hand.*

Home Site: Minas Morgul

ART BY OMAR RAYYAN

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LUITPRAND



SCOUT MAN

Unique. *"The men of the lake-town Esgaroth were mostly indoors, for the breeze was from the black East and chill, but a few were walking on the quays, and watching, as they were fond of doing, the stars..."* —Hob

Home Site: Lake-town

ART BY STEPHEN F. SCHWARTZ

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MUZGASH



WARRIOR ORC

Unique. *Uruk-hai. Discard on a body check result of 8. "Loghif and Muzgash ran through..."* —LotRV

Home Site: Any site in Imlad Morgul

ART BY STEPHEN GRAHAM WALSH

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NÁIN



WARRIOR/SAGE DWARF

Unique. *+1 direct influence against Dwarves and Dwarf factions. +1 prowess against Ores and Elves. "The lust for gold was ever in his mind..."* —LotR

Home Site: Dol Guldur

ART BY OMAR RAYYAN

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NEVIDO SMÔD



WARRIOR/RANGER MAN

Unique. *+2 direct influence against any faction playable at Easterling Camp. "...the Balchoth, having built many great boats and rafts on the east shores of Anduin, swarmed over the River and swept away the defenders..."* —LotR

Home Site: Easterling Camp

ART BY BRIAN DUFFIE

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ODOACER



RANGER MAN

Unique. *+3 direct influence against the Woodmen faction. "...as the Shadow grew deep in Greenwood... many evil things reappeared, signs of the arising of Sauron..."* —LotR

Home Site: Woodmen-town

ART BY RON CHIBRONA

4/6

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OLD TROLL



WARRIOR TROLL

Discard on a body check result of 8. +1 direct influence against Trolls, Ores, Troll factions, and Orc factions. -1 to all corruption checks. *"Troll sat alone on his seat of stone, And munched and mumbled a bare old bone..."* —LotRI

Home Site: Any Dark-hold

ART BY HEATHER HUTTON

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ORC BRAWLER



WARRIOR ORC

Discard on a body check result of 7 or 8. -1 to all corruption checks. *"...long-armed crook-legged Orcs..."* —LotRIII

Home Site: Any Dark-hold

ART BY DOUGLAS BREEMAN

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1 SHÁMAS

WARRIOR/DIPLOMAT MAN

Unique. +1 direct influence against Man factions. Additionally, +2 direct influence against the Dunlendings faction.

"Only in Dunland did Men of this race hold to their old speech and manners: a secret folk, unfriendly to the Dúnedain, hating the Rohirrim." —*LotR*

Home Site: Dúnnish Clan-hold

2/8 ART BY BRIAN DOZEE

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1 SNAGA

WARRIOR ORC

Unique. *Uruk-hai.* Discard on a body check result of 9.

"I'm not going down those stairs again...be you captain or no, Nar!" —*LotRVI*

Home Site: Any site in Imlad Morgul

5/9 ART BY Q. HENNER/R. GALLOIS

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2 TARCIL

WARRIOR/RANGER/DIPLOMAT DÚNDADAN

Unique.

"The power and wealth...continued to increase; but their years lessened as their fear of death grew, and their joy departed." —*LotR*

Home Site: Minas Morgul

4/8 ART BY MICHAEL KUCHARSKI

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3 THE MOUTH

WARRIOR/DIPLOMAT MAN

Unique. *Manifestation of Mouth of Sauron.* +2 direct influence against any faction. Tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle. Return *The Mouth* to your hand when *Mouth of Sauron* is played; you may automatically transfer one item he bears to a character in the same company (discard the rest).

Home Site: Barad-dûr

6/8 ART BY ALAN RAHIMOWITZ

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2 THRELIN

WARRIOR/DIPLOMAT DWARF

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

"...all other good things seemed profitless, and they were filled with wrath and desire for vengeance on all who deprived them." —*LotR*

Home Site: Minas Morgul

4/7 ART BY CHRISTINA WALD

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2 TROLL-CHIEF

WARRIOR TROLL

Olog-hai. Leader. Discard on a body-check result of 9. +3 direct influence against Trolls, Orcs, Troll factions, and Orc factions.

"They are mighty. But Trolls are only counterfeits, made by the Enemy in the Great Darkness, in mockery of Ents..." —*LotRIII*

Home Site: Any Dark-hold

6/9 ART BY OMAR RAYAN

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1 TROLL LOUT

WARRIOR TROLL

Discard on a body check result of 8. -1 to all corruption checks.

"My lud," said Troll, "this bone I stole. But what be bones that lie in a hole? Thy nuncle was dead as a lump o' lead. Afore I found his shinbone." —*LotRI*

Home Site: Any Dark-hold

4/9 ART BY DOUGLAS BECKMAN

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2 TROS HESNEF

WARRIOR MAN

Unique. +1 direct influence against any faction playable at Easterling Camp. -1 to all corruption checks.

"Exiled with his family at the age of fifteen, he returned a year later and assassinated the High Chieftain Fos Ari. This slaying spawned a reign of sorrow and bloodshed." —*Kuduk Lore*

Home Site: Easterling Camp

5/7 ART BY STEPHEN A. DANIEL

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1 UCHEL

RANGER MAN

Unique. +4 direct influence against the Hillmen faction.

"The king, the king!... We will take their king. Death to the Forgoth! Death to the Stronheads! Death to the robbers of the North!" —*LotRIII*

Home Site: Cameth Brin

2/7 ART BY RON CHODONA

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4 HILLMEN



MAN FACTION

Unique. Manifestation of hero Hillmen. Playable at Cameth Brin if the influence check is greater than 10.

Standard Modifications: Dunlendings (+2), Angmarim (+2).

"...in secret league with Angmar... Rhudaur was occupied by evil Men..." —LotR

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2 HILL TROLLS



TROLL FACTION

Unique. Playable at Ettenmoors if the influence check is greater than 9. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. **Standard Modifications:** Stone-trolls (+2).

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4 ICE-ORCS



ORC FACTION

Unique. Playable at any Ruins & Lairs [M] in Forochel or Wühered Heath if the influence check is greater than 10. Once in play, the number required to influence this faction is zero.

Standard Modifications: Wargs of the Forochel (+2).

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3 MEN OF DORWINION



MAN FACTION

Unique. Manifestation of hero Men of Dorwinion. Playable at Shrel-Kain if the influence check is greater than 10.

Standard Modifications: Easterlings (-2), Balchoth (-2).

"The men of Dorwinion possessed heads hard enough to retain lucidity while they inhibited their heady vintages." —Kuduk Lore

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2 MISTY MOUNTAIN WARGS



WOLF FACTION

Unique. Playable at Ettenmoors if the influence check is greater than 9. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. **Standard Modifications:** Goblins of Goblin-gate (+2), Wargs of Forochel (+2).

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2 NÜRNIAGS



MAN FACTION

Unique. Playable at Nürniag Camp if the influence check is greater than 9.

Standard Modifications: Nürniags (+2), Balchoth (-2), Variags of Khand (+2).

"...strong and war-hardened and asked for no quarter." —LotRV

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2 ORCS OF ANGMAR



ORC FACTION

Unique. Playable at Mount Gram if the influence check is greater than 8. Once in play, the number required to influence this faction is zero.

Standard Modifications: Morgul-orcs (+2), Orcs of Gundabad (-2).

"Collectively known as the Urak-Enzaite, this Orc army was a loose collection of nine tribal confederacies..." —Kuduk Lore

ART BY STEPHEN DANIEL

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1 ORCS OF GORGOROTH



ORC FACTION

Unique. Playable at Barad-dûr if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. **Standard Modifications:** Orcs of Udûn (+2), Orcs of Mirkwood (-2).

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3 ORCS OF GUNDABAD



ORC FACTION

Unique. Playable at Mount Gundabad if the influence check is greater than 9. Once in play, the number required to influence this faction is zero.

Standard Modifications: Grey Mountain Goblins (+2), Orcs of Angmar (-2).

"...Orcs, multiplying again in the Misty Mountains, begin to ravage the lands..." —LotR

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2 ORCS OF MIRKWOOD



ORC FACTION

Unique. Playable at Sarn Goriwng if the influence check is greater than 8. Once in play, the number required to influence this faction is zero.

Standard Modifications: Orcs of Red Eye (-2), Orcs of Gorgoroth (+2).

"With the Necromancer came the Orcs; not called by Dol Guldur's master, but drawn to evil..."
—Kuduk Lore

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3 ORCS OF MORIA



ORC FACTION

Unique. Playable at Moria if the influence check is greater than 10. Once in play, the number required to influence this faction is zero.

Standard Modifications: Goblins of Goblin-gate (+2), Orcs of Dol Guldur (-2).

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1 ORCS OF THE ASH MOUNTAINS



ORC FACTION

Unique. Playable at Cirith Gorgor if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Orcs of the Ephel Dúath (-2), Soga-hai (+2).

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1 ORCS OF THE EPHEL DÚATH



ORC FACTION

Unique. Playable at Cirith Ungol if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Soga-hai (+2), Orcs of Angmar (-2).

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1 ORCS OF THE RED EYE



ORC FACTION

Unique. Playable at Barad-dûr if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Orcs of Mirkwood (-2), Orcs of Udûn (-2), Uruk-hai (+2).

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1 ORCS OF UDÛN



ORC FACTION

Unique. Playable at Cirith Gorgor if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points.

Standard Modifications: Orcs of Gorgoroth (+2), Orcs of the Red Eye (-2).

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5 SCATHA ROUSED



DRAGON FACTION

Unique. Manifestation of Scatha. Playable at Gondmaeglam if the influence check is greater than 13. **Modifications:** influencer discards a major item (+3) or a greater item (+6).

All attacks by manifestations of Scatha against any of your companies are canceled. Any company moving in Withered Heath, Woodland Realm, Northern Rhovanion, and/or Grey Mountain Narrows faces one attack: Dragon — three strikes at 15/9 prowess/body.

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3 SCORBA ROUSED



DRAGON FACTION

Unique. Manifestation of Scorba. Playable at Zarak Dûm if the influence check is greater than 11. **Modifications:** influencer discards a major item (+3) or a greater item (+6).

All attacks by manifestations of Scorba against any of your companies are canceled. Any company moving in Angmar, Gundabad, and/or Forochel faces one attack: Dragon — three strikes at 12/8 prowess/body (attacker chooses defending characters).

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5 SMAUG ROUSED



DRAGON FACTION

Unique. Manifestation of Smaug. Playable at The Lonely Mountain if the influence check is greater than 12. **Modifications:** influencer discards a major item (+3) or a greater item (+6).

All attacks by manifestations of Smaug against any of your companies are canceled. Any company moving in Withered Heath, Northern Rhovanion, Grey Mountain Narrows, and/or Iron Hills faces one attack: Dragon — two strikes at 17/8 prowess/body (attacker chooses defending characters).

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2 MAGIC RING OF WEALS



SPECIAL ITEM

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Bearer can use sorcery. If the bearer can already use sorcery, at the beginning of each of his end-of-turn phases, he may tap to take one sorcery card from your discard pile or play deck into your hand. Reshuffle your play deck. Cannot be duplicated on a given character.

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2 MINOR RING



SPECIAL ITEM

Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +2 to direct influence. Cannot be duplicated on a given character.

"...magic rings as you call them, and they were, of course, of various kinds: some more potent and some less."
—LotRI

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ORC-DRAUGHTS



MINOR ITEM

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

"Uglúk thrust a flask between his teeth and poured some burning liquid down his throat; he felt a fierce glow flow through him. The pain in his legs and ankles vanished."
—LotRIII

(+1)

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ORC-LIQUOR



MINOR ITEM

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

"He was healing...orc-fashion; and his treatment worked swiftly."
—LotRIII

(+2)

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3(5) PALANTÍR OF AMON SÚL



GREATER ITEM

Unique. Palantír. If the bearer's company is ever below 2 characters and it moves, discard this item. With its bearer able to use a Palantír, tap Palantír of Amon Sûl to look at your opponent's hand or tap it to use the abilities of either the minion Palantír of Annúminas or minion Palantír of Elostirion if either one is in play. Bearer then makes a corruption check.

5 marshalling points if stored at Barad-dûr

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3 PALANTÍR OF ANNÚMINAS



GREATER ITEM

Unique. Palantír. With its bearer able to use a Palantír, tap Palantír of Annúminas to take a sage only card from your play deck and/or discard pile into your hand. Reshuffle your play deck. Bearer then makes a corruption check.

"...the Men of Westerosse were diminished, and their city of Annúminas...fell into ruin."
—LotRII

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3 PALANTÍR OF ELOSTIRION



SPECIAL ITEM

Unique. Palantír. Playable at The White Towers. Discard if the bearer moves. If the bearer is a sage: your hand size increases by one and the bearer is able to use this Palantír this turn if he taps. With its bearer able to use a Palantír, tap Palantír of Elostirion to draw a card. Bearer then makes a corruption check.

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3 PALANTÍR OF MINAS TIRITH



SPECIAL ITEM

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

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3 PALANTÍR OF ORTHANC



SPECIAL ITEM

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

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3(5) **PALANTÍR OF OSGILIATH**



GREATER ITEM

Unique. Palantír. If the bearer's company is ever below 4 characters and it moves, discard this item. With its bearer able to use a Palantír, tap *Palantír of Osgiliath* to force the discard of any hazard permanent-event or to duplicate the effect of any minion Palantír in play. Bearer then makes a corruption check. 5 marshalling points if stored at Barad-dûr.

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2 **PALTRY RING**



SPECIAL ITEM

Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +3 to prowess against detainment attacks. Cannot be duplicated on a given character.

"Only the Dark Lord, obsessed with his Ruling Ring, would name this enchanted adornment paltry—few others should scorn its fabled magic." —Kudak Lore

(+3) 1

ART BY MARK MAXWELL

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2 **PERFECT GOLD RING**



GOLD RING ITEM

May only be played at a Dragon's Lair where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: a Magic Ring (1,2,3,4,5,6,7); a Spirit Ring (8, 9,10,11,12+); a Lesser Ring (any result). You may search your play deck and discard pile for a Lesser Ring to be played.

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POISON



MINOR ITEM

Discard to give -1 to the prowess and -2 to the body of one strike against the bearer. Cannot be duplicated against a given strike.

"...a spittle of venom, and a green ooze trickling from below..." —LotRIV

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2(5) **RED BOOK OF WESTMARCH**



SPECIAL ITEM

Unique. Playable at Bag End. May be stored at Barad-dûr for 5 marshalling points.

"There was a big book with plain red leather covers; its tall pages were now almost filled." —LotRVI

ART BY DOUGLAS SHULER 2

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2 **SABLE SHIELD**



MAJOR ITEM

Unique. Shield. If a strike against the bearer is successful, he is not wounded. Instead, the attacker makes a roll (draws a #)—if this result is greater than 6, discard *Sable Shield*.

"...boiling and crawling with black shapes, some squat and broad, some tall and grim, with high helms and sable shields." —LotRIII

ART BY N. TAYLOR BLANCHARD 2

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SAW-TOOTHED BLADE



MINOR ITEM

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

"He had a black knife with a long jagged blade in his hand. 'Lie quiet, or I'll tickle you with this,' he hissed." —LotRIII

+1/- 1

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3(5) **SCROLL OF ISILDUR**



GREATER ITEM

Unique. When a Gold Ring is tested in a company bearing the *Scroll of Isildur*, the random value obtained is modified by +1. May be stored at Barad-dûr for 5 marshalling points.

"...there lies...unread. I guess, by any save Saruman and myself, since the kings failed, a scroll that Isildur made himself." —LotRII

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SHADOW-CLOAK



MINOR ITEM

Tap *Shadow-cloak* to cancel one hazard creature strike against bearer keyed by type to a Shadow-land [▲], Shadow-hold [▲], Dark-domain [■], or Dark-hold [■]. Cannot be duplicated on a given character.

"...a great silent shape, cloaked in a grey shadow...some nameless menace of power and doom." —LotRIV

ART BY DEBORH HUGHES 1

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CATCH AN ELUSIVE SCENT



SHORT-EVENT

Scout only. Playable during the site phase on an untapped scout. Tap the scout. Another character in his company may play any minor, major, or gold ring item normally playable at the site. This does not tap the site, and *Catch an Elusive Scent* can be played at a site that is already tapped.

2

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COME BY NIGHT UPON THEM



SHORT-EVENT

Playable on a Border-hold [1]. -1 to the prowess of all automatic-attacks at the site (-2 if *Doors of Night* is in play). The first item played at the site does not tap the site.

7

"...they had planned with the goblins' help to come by night upon some of the villages..." —Hob

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CRACK IN THE WALL



SHORT-EVENT

Sage only. Playable during the organization phase on an untapped sage in a moving company. Tap the sage. Unless the site is in a Free-domain [C], no hazard creatures may be played at the company's new site.

12

"...a crack in the wall at the back of the cave got bigger and bigger, and opened wider..." —Hob

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CROOKED PROMPTINGS



SHORT-EVENT

Diplomat only. +3 to any one influence check by a character in a diplomat's company or +2 to a corruption check by a character in his company.

7

"Appoint a faithful steward. Let your counsellor Grima keep all things till your return..." —LotR III

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DEEPER SHADOW



LONG-EVENT

Magic. Shadow-magic. Playable during the movement/hazard phase on a moving shadow-magic-using character. In character's site path, change a Ruins & Lairs [L] to a Shadow-hold [A] or one Wilderness [W] to a Shadow-land [A]. Alternatively, decrease the hazard limit against his company by one (to no minimum). Unless he is a Ringwraith, he makes a corruption check modified by -3.

6

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DIVERSION



SHORT-EVENT

Playable on an unwounded character facing an attack. The attack is canceled and the character is wounded (no body check is required).

6

"When the battle was over, we found that Gollum was gone..." —LotR II

ART BY LISIANNE LAKE

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DOWN DOWN TO GOBLIN-TOWN



SHORT-EVENT

Playable during the organization phase on a moving company. If the company moves to a Ruins & Lairs [L], no hazard creatures may be played (by type or name) keyed to regions against his company.

11

"The passages there were crossed and tangled in all directions, but the goblins knew their way..." —Hob

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DWAR UNLEASHED



SHORT-EVENT

Playable during the organization phase on Dwar the Ringwraith's company (if Dwar is your Ringwraith). His own company may use region movement this turn.

6

"He was tall and black-like, and he stooped over me..." —LotR I

ART BY BRAD WILLIAMS

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FELL RIDER



PERMANENT-EVENT

Fell Rider mode. Playable at a Darkhaven [S] during the organization phase on your Ringwraith's own company. +2 prowess, -3 direct influence to your Ringwraith. Discard all allies and Ringwraith followers in the company; none may join the company. Your Ringwraith may move to a non-Darkhaven site. Discard this card during any of your following organization phases your Ringwraith is at a Darkhaven [S]. Cannot be duplicated on a given company.

6

+2/-

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FOCUS PALANTÍR



PERMANENT-EVENT

Sage only. Playable on a Palantír with a sage in the company. The bearer of the Palantír now has the ability to use the Palantír. Discard Focus Palantír if the Palantír's company moves.

"Then there came a faint glow and stir in the heart of it..." —*LotRIII*

ART BY BRAD WILLIAMS

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FORCED MARCH



SHORT-EVENT

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

ART BY ALAN LEE

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FOUL TROPHIES



PERMANENT-EVENT

Playable on an untapped Orc or Troll character in a company that has just defeated an attack by Elves, Dwarves, Dúnedain, or Men. Tap the character. Discard this card to modify another attack by Elves, Dwarves, Dúnedain, or Men against the character's company. The attack is reduced to one strike with +3 prowess and -2 body. Only one Foul Trophies may be so discarded against a given attack.

ART BY ERIC DAVID ANDERSON

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FREEZE THE FLESH



PERMANENT-EVENT

2

Magic, Shadow-magic. Playable on a character that was eliminated by a body check this turn if a shadow-magic-using character is in his company. Return the character to the company and tap him. Target character has -2 mind to a minimum of 1, -1 prowess, and -2 body. The character's company is now overt. Unless he is a Ringwraith, the shadow-magic-using character makes a corruption check modified by -4.

-1/-2

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GIFTS AS GIVEN OF OLD



SHORT-EVENT

Provides +3 to an influence attempt against a faction.

"The Lord Sauron the Great, so he said, wished for our friendships. Rings he would give for it, such as he gave of old." —*LotRII*

ART BY JOHN C. DUSE

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GOLD CHAINS IN THE WIND



SHORT-EVENT

Magic, Shadow-magic. Playable on a shadow-magic-using character facing an attack before strikes are assigned. An ally with a prowess of 5 is created which leaves the game when the attack is finished. In all cases, the ally must face one of the attack's strikes. Unless he is a Ringwraith, character makes a corruption check modified by -4.

ART BY ZINA SAUNDERS

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HERALDED LORD



PERMANENT-EVENT

Heralded Lord mode. Playable on your Ringwraith's company at a Darkhaven [*] during the organization phase. -2 prowess, +3 direct influence to entire company. His own company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [*].

-2/-

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HIDDEN WAYS



SHORT-EVENT

Ranger only. Playable during the organization phase on an untapped ranger whose company is moving. Tap the ranger. No hazard creatures may be keyed by type to Wilderness [0] against the ranger's company this turn.

"Wait till we get to the Under-way. There's a place there where we can talk a bit..." —*LotRII*

ART BY ALAN LEE

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HIDE IN DARK PLACES



SHORT-EVENT

Scout only. Playable during the organization phase on a scout whose company is not moving. All hazard creature attacks against the scout's company this turn are canceled.

"...fled waiting back to hide in holes and dark lightless places far from hope." —*LotRVI*

ART BY KARA FOOTE

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LEG IT DOUBLE QUICK



SHORT-EVENT

Playable at the end of the movement/hazard phase on a moving company. Tap all untapped characters in the company. The company may move to an additional site this turn. Another site card may be played and another movement/hazard phase immediately follows for that company.

"The cursed horse-breeders will hear of us by morning. Now we'll have to leg it double quick."
—LotRIII

ART BY FRIEDRICH A. HAAR

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MESSENGER OF MORDOR



SHORT-EVENT

Magic. Spirit-magic. Playable on a spirit-magic-using character at a Darkhaven [*], Shadow-hold [d], or Dark-hold [ll]. Any items and resource events with his company that can be stored at a Darkhaven [*] may now be so stored. Unless he is a Ringwraith, character makes a corruption check modified by -4.

ART BY NICHOLAS JADUSCHKE

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MORGUL-BLADE



PERMANENT-EVENT

Playable on your Ringwraith or a Ringwraith follower. Each strike against the Ringwraith receives -1 body and -1 prowess. Discard Morgul-blade after a strike against the Ringwraith fails. Cannot be duplicated on a given Ringwraith.

"...It was deeply buried, and it was working inward."
—LotRII

ART BY AUDREY CORMAN

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MOTIONLESS AMONG THE SLAIN



SHORT-EVENT

Playable on an attack. You assign all strikes of the attack regardless of the attack's normal capabilities and character status. +1 to all body checks by your characters resulting from the attack.

"...some dozen Orcs that had lain motionless among the slain leaped to their feet..." —LotRIII

ART BY STEPHEN DANIEL

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NEWS MUST GET THROUGH



SHORT-EVENT

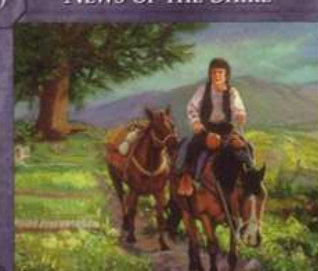
Playable on a company at a Darkhaven [*], Shadow-hold [d], or Dark-hold [ll]. Any resource events with the company that can be stored at a Darkhaven [*] may now be so stored.

"News must get through to Lagbár, or we'll both be for the Black Pits."
—LotRVI

ART BY BRIAN DUFFIE

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(3) NEWS OF THE SHIRE



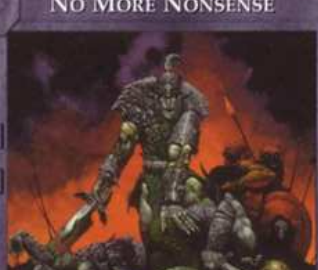
PERMANENT-EVENT

Playable during the site phase on an untapped character at Bag End. Tap the character. No marshalling points are received until this card is stored at Barad-dûr during his organization phase. Only the first News of the Shire stored is worth 3 marshalling points, all others are only worth 1 marshalling point each. If stored, The Shire becomes a Border-land [ll] and Bag End becomes a Border-hold [ll].

ART BY BRIAN WILLIAMS

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NO MORE NONSENSE



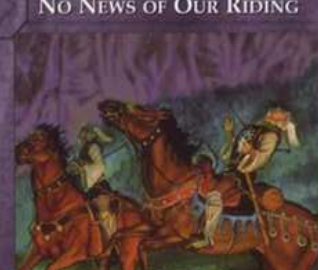
PERMANENT-EVENT

Playable on a leader during the organization phase. Make a roll (draw a #) for the leader. Choose another character in the company and do the same. If the leader's result plus his prowess is greater than the other character's result plus his prowess, discard any hazard permanent-events on the other character and the leader receives +2 direct influence. Otherwise, the leader receives -2 direct influence. Cannot be duplicated on a given leader.

ART BY STEVE ORIS

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1 NO NEWS OF OUR RIDING



PERMANENT-EVENT

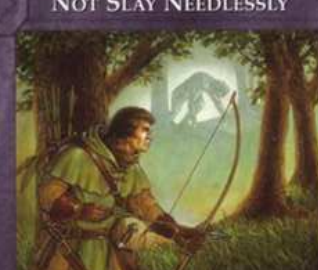
Playable on an untapped character immediately after his company faces an Elf, Dúndain, or Man hazard creature. Tap the character. The character can later tap to cancel an Elf, Dúndain, or Man hazard creature attack against his company. Cannot be duplicated in a given company.

"...they were errand-riders of Gondor; Hírion was one maybe."
—LotRI

ART BY ALAN PERLACK

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NOT SLAY NEEDLESSLY



SHORT-EVENT

Playable on an attack by Elves, Dwarves, Dúndain, or Men. Against a covert company, the attack is canceled. Otherwise, -2 to the attack's prowess. Cannot be duplicated on a given attack.

"You will not have us slay wild beasts for no purpose, and it seemed no more, so I tried no arrow."
—LotRII

ART BY STEPHEN F. SCHWARTZ

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OLD CACHE



SHORT-EVENT

6

Playable on a company at a tapped **Dark-hold** [1], **Shadow-hold** [4], or **Ruins & Lairs** [6]. During the site phase, one or two characters in that company may each tap to take control of a non-unique, non-board minor item of the following type: weapon, armor, shield, or helmet. You may take these items from your play deck (reshuffle if used), discard pile, and/or sideboard.

ART BY BRIAN SNODDY

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OLD PREJUDICE



LONG-EVENT

6

Triple all standard modifications for influence checks against factions.
"...all the grievances that stand between Elves and Dwarves..."
 —**LotRII**

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ONE DEAR TO YOU



PERMANENT-EVENT

5

Playable on a faction you have in play. -1 faction marshalling points. Any influence attempt against the faction is modified by -8 and **Muster** may not be used against the faction.
"...what his fate shall be depends now on your choice..."
 —**LotRVI**

ART BY ZINA SAUNDERS

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ORC-MOUNTS



SHORT-EVENT

10

Playable during the organization phase on a moving overt company. The hazard limit against the company increases by two and the prowess of any hazard creatures played against it this turn is modified by -1. Cannot be duplicated on a given company.
"...the swiftest wolf-riders, and already their cries and howls rent the air afar..."
 —**Hob**

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ORC QUARRELS



SHORT-EVENT

5

Playable on an Orc, Troll, or Man attack. The attack is canceled.
 Alternatively, playable on any attack if **Skies of Fire** is in play. The number of strikes from the attack is reduced to half of its original number (rounded up).
"...something like a quarrel had begun, and 'was getting hotter..."
 —**LotRIII**

ART BY VAL MAYER

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ORC STEALTH



SHORT-EVENT

5

Orc scout only. Cancel one strike against an Orc scout.
"He crept slowly on, bent almost double..."
 —**LotRII**

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POISONOUS DESPAIR



SHORT-EVENT

4

Magic. Spirit-magic. Playable on a spirit-magic-using character in response to an influence attempt against a character, ally, or item in his company. The attempt is canceled. If the character is a Ringwraith, he can also cancel an influence attempt against any of his factions. May be played during opponent's site phase. Unless he is a Ringwraith, he makes a corruption check modified by -3.

ART BY STEVEN COSELLO

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1 READY TO HIS WILL



PERMANENT-EVENT

4

Playable on an Orc, Troll, Giant, Slayer, or Man hazard creature with one strike for each of its attacks. All attacks of the creature are canceled. The creature becomes an ally under the control of any character in the company that now taps. It has a mind of 1. 1 ally marshalling point, prowess equal to its normal prowess minus 7, and a body equal to 8. Place this card with the creature.

-7/8

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REMNANTS OF OLD ROBBERIES



PERMANENT-EVENT

3

Playable on a non-Wolves, non-Animals, non-Nazgûl hazard creature attack that a company has just defeated. Place this card with the attack's card. The company receives a number of miscellaneous marshalling points equal to the kill marshalling points the defeated creature would give a hero player.

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1 CAVE WORM



CREATURE

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

"There are older and fouler things than Orcs in the deep places of the world."
—LotRII

16/-

ART BY OMAR RAYAN

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1 CORPSE-CANDLE



CREATURE

Undead. One strike. If this attack is not canceled, every character in the company makes a corruption check before defending characters are selected.

"In the pools when the candles were lit. They lie in all the pools, pale faces, deep deep under the dark water."
—LotRII

7/-

ART BY STEVEN CAVALLO

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1 DIRE WOLVES



CREATURE

Wolves. Four strikes.

"A shuddering howl broke from him, as if he were a captain summoning his pack to assault."
—LotRII

8/-

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3* ELF-LORD REVEALED IN WRATH



CREATURE

Elf. One strike (detainment against hero companies). +4 prowess versus Ringwraiths. If *Doors of Night* is not in play, may also be played keyed to Shadow-lands [4].

"...the Elven-wisdom, lords of the Eldar from beyond the furthest seas. They do not fear the Ringwraiths, for those who have dwelt in the Blessed Realm live at once in both worlds, and against both the seen and the Unseen they have great power."
—LotRII

15/9

ART BY MATTHEW INNES

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1* ELVES UPON ERRANTRY



CREATURE

Elves. Four strikes (playable only against minion companies).

"We have been keeping watch on the rivers, ever since we saw a great troop of Orcs going north toward Moria."
—LotRII

9/-

ART BY REBECCA GUAY

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1* ENT IN SEARCH OF THE ENTWIVES



CREATURE

Awakened Plant. One strike (detainment against covert and hero companies). If *Doors of Night* is not in play, may also be played keyed to Shadow-lands [4].

"...we used to go out every now and again and look for the Entwives, walking far and wide and calling..."
—LotRIII

14/8

ART BY LIZ DANFORTH

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1 GHOSTS



CREATURE

Undead. Three strikes. After attack, each character wounded by *Ghosts* makes a corruption check modified by -1.

"The Dead are following...I see shapes of Men and of horses, and pale banners like shreds of cloud, and spears like winter-thickets on a misty night. The Dead are following."
—LotRI

9/-

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1 GHOULS



CREATURE

Undead. Five strikes.

"Yes, yes...all dead, all rotten."
—LotRIV

7/-

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1 GIANT



CREATURE

Giant. One strike.

"...the sounds were those of shrill cries, and wild howls of laughter."
—LotRII

13/-

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1 GIANT SPIDERS



CREATURE

Spiders. Two strikes. If the body check for a non-Wizard, non-Ringwraith character wounded by *Giant Spiders* equals his body, the character is discarded. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs [L] Shadow-holds [H] and Dark-holds [D] in these regions.

10/-

ART BY CHRISTINA WALD

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2* GONDORIAN RANGERS



CREATURE

Dúnedain. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Ithilien, Dagorlad, Harondor, Mouths of the Anduin, and Brown Lands; and may also be played at sites in these regions. May not be played against a company containing a character with Henneth Annûn as a home site.

9/6

ART BY PEG MORROWSEY

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1 HOBGOBLINS



CREATURE

Orcs. Two strikes.
"...devouring people waked suddenly from their sleep."
 —Hob

10/-

ART BY HEATHER HUDSON

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2* HORSE-LORDS



CREATURE

Men. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Rohan, Wold & Foothills, Gap of Isen, and Anórien; and may also be played at non-Haven sites in these regions. May not be played against a company containing a character with Edoras as a home site.

10/6

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1 HUORN



CREATURE

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

10/-

ART BY GAIL MCINTYRE

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1 LAND-DRAKE



CREATURE

Drake. One strike. Attacker chooses defending characters.
"He came with great thunder, and lightning, and a tempest of doom."
 —Kuduk Lore

8/-

ART BY QUENTIN HOOPER

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2* LANDROVAL



CREATURE

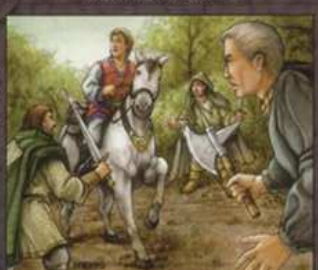
Unique. Animal. Two strikes (playable only against an overt minion company). Attacker chooses defending characters.
"...and Landroval his brother, greatest of all the Eagles of the North, mightiest of the descendants of old Thorndor..."
 —LotRVI

12/6

ART BY PAMELA SHANTEAU

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1 LAWLESS MEN



CREATURE

Men. Two strikes.
"...a most unsavory variety of brigands, rogues, and wanderers roam the Wilderland, wresting their livelihood from the trunks of unwary or unfortunate travellers of means."
 —Kuduk Lore

9/-

ART BY CHRIS TREVA

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1 LESSER SPIDERS



CREATURE

Spiders. Four strikes.
"...along the ground and the branches, hairy legs waving, nippers and spinners snapping, eyes popping, full of froth and rage."
 —Hob

7/-

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AROUSE DEFENDERS



SHORT-EVENT

Playable on a Free-hold [5] or Border-hold [1]. This turn, the prowess of one automatic-attack (your choice) at target site is increased by 2 and cannot be canceled. Cannot be duplicated on a given site.

"'Come!' said Aragorn. 'This is the hour when we draw swords together!'" —*LotRIII*

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AROUSE DENIZENS



SHORT-EVENT

Playable on a Ruins & Lairs [4]. This turn, the prowess of one automatic-attack (your choice) at target site is increased by 3. Cannot be duplicated on a given site.

"...hundreds of black bears dancing slow heavy dances round and round in the moonlight..." —*Hob*

ART BY PAMELA SHANTAL

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AWAKEN DEFENDERS



LONG-EVENT

The number of strikes for each automatic-attack at a Free-hold [5] or Border-hold [1] is doubled. Additionally, each detainment automatic-attack at a Free-hold [5] or Border-hold [1] becomes a normal automatic-attack. Cannot be duplicated.

"...the light of the fires showed up many a mark for archers of such skill as Gondor once had boasted..." —*LotRI*

ART BY JOHN C. DEKE

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AWAKEN DENIZENS



LONG-EVENT

The number of strikes for each automatic-attack at a Ruins & Lairs [4] is doubled. Cannot be duplicated.

"...I have a sense of watchfulness, and of fear, that I have never had here before..." —*LotRIII*

ART BY DAVID MONETTE

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CALL OF HOME



SHORT-EVENT

Playable on a non-Ringwraith, non-Wizard character not bearing *The One Ring*. The character makes a roll (draws a #). The character returns to his player's hand if the result plus his player's unused general influence is less than 10. Any one item held by the removed character may automatically be transferred to another character in his company (all other non-follower cards he controls are discarded.)

ART BY JON FOSTER

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CHILL THEM WITH FEAR



LONG-EVENT

All Elf, Dwarf, Dúmanad, and Hobbit attacks receive +2 prowess and +2 strikes (+1 prowess and +1 strike if *Doors of Night* is in play). Cannot be duplicated.

"...yet another weapon, swifter than hunger... dread and despair..." —*LotRV*

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COVETOUS THOUGHTS



PERMANENT-EVENT

Corruption. Playable only on a minion. At the end of each of his turns, target minion makes a corruption check for each item his company bears that he does not bear. For each check, modify the roll by subtracting the corruption of that item.

During his organization phase, the minion may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 5, discard this card. Cannot be duplicated on a given minion.

ART BY CORINNE SKINNER

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DARKNESS UNDER TREE



SHORT-EVENT

Playable on an untapped Orc, Troll, or Man character if *Doors of Night* is in play. Tap the character.

"...there now a forest loomed. Great trees, bare and silent, stood, rank on rank, with hungled bow and hoary head; their twisted roots were buried in the long green grass. Darkness was under them..." —*LotRIII*

ART BY DAVID MONETTE

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DESPAIR OF THE HEART



PERMANENT-EVENT

Corruption. Playable on a non-Hobbit, non-Wizard, non-Ringwraith character. Target character receives 2 corruption points and makes a corruption check each time a character in his company becomes wounded.

During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 4, discard this card. Cannot be duplicated on a given character.

ART BY ANDREW McBEIR

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NOTHING TO EAT OR DRINK



PERMANENT-EVENT

10

Playable on a minion company at or moving to a Free-hold [•] or Border-hold [1], or playable on a hero company at or moving to a Shadow-hold [4] or Dark-hold [11]. The prowess and body of each character in the company is modified by -1. Discard this card during its organization phase if the company is at a Darkhaven [10]. Cannot be duplicated on a given company.

ART BY TOM CROSS

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PLAGUE



PERMANENT-EVENT

12

Playable on a non-Ringwraith, non-Wizard, non-Elf character at or moving to a non-Haven, non-Rules & Lairs site. At the end of the target's movement/hazard phase, each non-Ringwraith, non-Wizard, non-Elf character at the same site as the target must make a roll (draw a #) modified by -2. If the result is greater than the character's body, he is wounded or he is eliminated if he is already wounded. Discard this card during the target's organization phase if he is at a Darkhaven [10].

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PLAGUE OF WIGHTS



LONG-EVENT

6

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

ART BY ANGELO MONTANINI

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RATS!



SHORT-EVENT

11

Playable on a company containing at least one minor item that is at or moving to a Ruins & Lairs [14], Shadow-hold [4], or Dark-hold [11]. Company discards one minor item of its choice or chooses one of its characters to become wounded (no body check required).

ART BY TOM CROSS

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REBEL-TALK



PERMANENT-EVENT

11

Playable on a non-Ringwraith, non-Wizard character with mind of 7 or less. Character cannot be controlled by direct influence. Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #)—if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

ART BY ALAN LEE

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RIVER



SHORT-EVENT

6

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

"In the far stage, under the distant lamps, they could just make out a figure...as they looked it seemed to move and sway this way and that, as if searching the ground. It then crawled, or went crouching back into the gloom beyond the lamps."
—LotRI

ART BY DANIEL HORNE

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SEARCHING EYE



SHORT-EVENT

6

Cancel and discard any card requiring scout skill before it is resolved or cancel any ongoing effect of a card that required scout skill to play. If this card is played as an on-guard card, it can be revealed during the opponent's site phase to cancel and discard a card requiring scout skill before it is resolved.

ART BY TED NAMITH

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SHUT YER MOUTH



PERMANENT-EVENT

10

Playable on a non-Wizard, non-Ringwraith character. -2 to character's direct influence (to a minimum of zero). Once during each of his organization phases, the character may attempt to remove this card by making a roll (drawing a #)—if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

ART BY DANIEL FRAZER

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SOMETHING HAS SLIPPED



PERMANENT-EVENT

9

Playable on a company. If a character in the company becomes wounded, the prowess of each character in the company is modified by -2 for the rest of the turn. Discard this card during its organization phase if the company is at a Darkhaven [10]. Cannot be duplicated on a given company.

ART BY HARRY QUINN

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SO YOU'VE COME BACK



PERMANENT-EVENT

Playable on a character of 5 mind or less. The mind of each other non-follower, non-Ringwraith, non-Wizard character in his company increases by one. Discard this card during the organization phase if target character is in a company by himself and at a Darkhaven [★]. Cannot be duplicated on a given company.

ART BY STEVEN CASALLO

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STAY HER APPETITE



SHORT-EVENT

Playable on an ally. Make a roll (draw a #). If the result plus the ally's mind is greater than your opponent's unused general influence plus its controlling character's unused direct influence plus two, the ally attacks its controlling character (detainment attack against a hero). This attack has 1 strike and prowess equal to the ally's normal prowess plus a dice roll (drawn #). Discard the ally if it attacks and is not defeated.

ART BY OSLAR RAYVAN

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STENCH OF MORDOR



PERMANENT-EVENT

Environment. At the start of its site phase, each company at a site in a Dark-domain [★] (or Shadow-land [★]), if *Doors of Night* is in play) must tap one untapped character if available. Discard when any play deck is exhausted. Cannot be duplicated.

"...he saw them fall, worn out, or choked with fumes and heat, or stricken down by despair at last, hiding their eyes from death." —*LotRV1*

ART BY JORDS HOWE

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THE RING WILL HAVE BUT ONE MASTER



PERMANENT-EVENT

Playable on the bearer of *The One Ring*. During each of his organization phases, one character (other than the bearer) in bearer's company is discarded (of bearer's player's choice) along with all cards played with him.

During his organization phase, the target character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 8, discard this card. Cannot be duplicated on a given character.

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THE ROVING EYE



SHORT-EVENT

Playable on a non-Wizard, non-Ringwraith character bearing a *Palantir*, greater item, or ring that is not a gold ring. Target character is forced to make corruption check modified by -2. If the character would normally be eliminated as a result of this check, he is instead discarded (along with all cards played with him).

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THRICE OUTNUMBERED



PERMANENT-EVENT

Each player may take one Man hazard creature from his discard pile and shuffle it into his play deck at the end of each turn. Discard this card or a Man hazard creature from your hand at the end of opponent's long-event phase. Discard when any play deck is exhausted. Cannot be duplicated.

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TIDINGS OF BOLD SPIES



SHORT-EVENT

Playable on a company moving to a site with an automatic-attack. This card creates one or more attacks on the company, the total of which duplicates exactly (including modifications) all automatic-attacks at the site. These attacks must be faced immediately and are not considered automatic-attacks.

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TIDINGS OF DOUBT AND DANGER



PERMANENT-EVENT

The direct influence of each Ringwraith is lowered by 2 (by 3 if *Doors of Night* is in play). Discard when any play deck is exhausted. Cannot be duplicated.

"The Dark Power was deep in thought, and the Eye turned inward, pondering tidings of doubt and danger..." —*LotRV1*

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TWILIGHT



SHORT-EVENT

Environment. One environment card (in play or declared earlier in the same chain of effects) is canceled and discarded. *Twilight* may also be played as a resource, and may be played at any point during any player's turn. Note *Twilight* is a hazard otherwise.

"The Sun dipped and vanished, and as if at the shattering of a lamp, black night fell." —*LotRII*

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