

**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 kings and the seats of Lhas and Hen..." —LotRI*

ART BY ROB ALEXANDER

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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*

ART BY STEPHEN GRAYSON WALSH

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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." —LotRI*

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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*

ART BY DOUGLAS CHAFFER

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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*

ART BY ANGUS MCBRIDE

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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*

ART BY LIZ DASHFORTH

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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 RHIOVANIA

**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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ART BY DOUGLAS CHAFFE

**CAMETH BRIN**

RHUDAUR

**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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1

ART BY ROB ALEXANDER

**CARN DÛM**

ANGMAR

**Site Path From Dol Guldur:** [1][2][1][1]  
**Site Path From Geann a-Lich:** [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.

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2

ART BY DOUGLAS CHAFFE

**CAVES OF ÚLUND**

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*

2  
2

ART BY DAVID MORGENTHAU

**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

ART BY EDIC DAVID ANDERSON

**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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ART BY DOUGLAS CHAFFE

**DALE**

NORTHERN RHIOVANIA

**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*

2  
2

ART BY ANJEN McBEER

**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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ART BY TED NASHMITH

**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*

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2

ART BY TED NASHMITH

**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][4][4][4]  
**Site Path From Carn Dûm:** [4][1][1][1]

**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

**DRUADAN FOREST**

**ANORIEN**

**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**

**ROHIAN**

**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 GILCHRIST WALKER

**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 chieftains fought in chariots."  
 —LotR

ART BY ANIL LEE

**EDORAS**

**ROHIAN**

**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 dille 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."  
 —LotRIII

ART BY GAIL MCINTOSH

**GEANN A-LISCH**

**OLD PUKEL-LAND**

**Site Path From Carn Dûm:** [4][4][4][4]  
**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 KOSBARIAN

**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

ART BY JEFFREY GRAYSON WOOD

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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 noudele 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**

WORD & 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 risen from the bones of the earth in the ancient torment of the hills." —LotRIII*

7  
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**LAKE-TOWN**

NORTHERN RHIOVANION

**Nearest Darkhaven:** Dol Guldur  
**Playable:** Information  
**Automatic-attacks:** Men — each character faces 1 strike with 6 prowess (detainment against covert company)  
*"...all 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

ART BY ANDREW Mc BRIDE

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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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ART BY DOUGLAS CHAFFET

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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*

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ART BY ANNE LEE

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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)

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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.

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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 athens cone would grow hot and...pour forth rivers of molten rock from chasms in its sides." —LotRVI*

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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

ART BY LARRY ELMORE

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**NÛRNIAG CAMP**



NÛRN

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

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

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**OST-IN-EDHIL**



HOLLIN

**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*

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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*

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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.

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**SHREL-KAIN**

DORWINION

**Nearest Darkhaven:** Dol Guldur  
**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)  
*"They still throw the trade that came up the great river...and there had been wars and deeds which were now only legend."* —Hob

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ART BY MARK FORBER

**SOUTHRON OASIS**

HARONDOR

**Nearest Darkhaven:** Minas Morgul  
**Automatic-attacks:** Men — each character faces 1 strike with 5 prowess (detainment against covert company)  
*"...curse the Southrons! ...Tis said that there were dealings of old between Gondor and the kingdoms of Harad...though there was never friendship."* —LotR

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2

ART BY MARK FORBER

**STONE-CIRCLE**

OLD PÜKEL-GAP

**Nearest Darkhaven:** Geann a-Lisch  
**Playable:** Information, Items (minor)  
**Automatic-attacks:**  
 Pükel-creature — 1 strike with 9 prowess  
*"Standing upon the rim of the ruined circle they saw all round below them a wide prospect..."* —LotRII

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ART BY DOUGLAS CHAPPEL

**THARBAD**

CARDOLAN

**Nearest Darkhaven:** Carn Dûm  
**Playable:** Items (minor)  
**Automatic-attacks:**  
 Men — 3 strikes with 6 prowess  
**Special:** Items may be played at this site even if it is tapped.  
*"Great floods devastate Eredwaith and Minhiriath. Tharbad is ruined and deserted."* —LotR

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ART BY DOUGLAS CHAPPEL

**THE LONELY MOUNTAIN**

NORTHERN RHOVANION

**Nearest Darkhaven:** Dol Guldur  
**Playable:**  
 Items (minor, major, greater, gold ring)  
**Automatic-attacks:**  
 Dragon — 1 strike with 14 prowess  
*"...they could look out and see the dark cavernous opening in a great cliff-wall between the arms of the Mountain. Out of it the waters of the Running River sprang..."* —Hob

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ART BY LARRY ELMORE

**THE STONES**

ANDRAST

**Nearest Darkhaven:** Geann a-Lisch  
**Playable:** Items (minor, major, greater)  
**Automatic-attacks:**  
 Pükel-creatures — 2 strikes with 9 prowess  
*"...suddenly he saw, towering ominous before him and leaning slightly towards one another like the pillars of a headless door...huge standing stones."* —LotRII

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ART BY LARRY ELMORE

**THE WHITE TOWERS**

ARTHEIDAIN

**Nearest Darkhaven:** Carn Dûm  
**Playable:** Information  
**Automatic-attacks:**  
 Wolves — 2 strikes with 6 prowess  
*"...they came to the Far Downs, and to the Towers, and looked on the distant Sea..."* —LotRVI

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ART BY TED NASHBETH

**THE WIND THRONE**

GREY MOUNTAIN NARROWS

**Nearest Darkhaven:** Dol Guldur  
**Playable:**  
 Information, Items (minor, major)  
**Automatic-attacks:**  
 Orcs — 3 strikes with 7 prowess  
*"...behind stood taller shapes of grey, and behind those again were high white peaks glimmering among the clouds."* —LotRII

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ART BY LARRY ELMORE

**THE WORTHY HILLS**

CARDOLAN

**Nearest Darkhaven:** Carn Dûm  
**Playable:** Information  
**Automatic-attacks:** Men — each character faces 1 strike with 9 prowess (detainment against covert company)  
**Special:** This site never taps.  
*"Cloaked by the primordial forest of the Elder Days, the Worthy Hills of the Eryn Vorn remain wild and perilous."* —Kodak Lore

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ART BY DAVID MURKETT

**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)

ART BY ROB ALEXANDER

**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.

ART BY SUZANO BALZO

**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 Isildur; and it was set upon a hill...”  
 —LotRV

ART BY ROB ALEXANDER

**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 feifs of the south that would prove deadly...”  
 —LotR

ART BY APRIL LEE

**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 LIZ DUNNORTH

**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 stooping roof.”  
 —LotRIV

ART BY EADG DAVEN ANDERSON

**ZARAK DŪM**

ANGMAR

**Nearest Darkhaven:** Carn Dūm  
**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

ART BY EADG DAVEN ANDERSON

**ADŪNAPHEL THE RINGWRAITH**

WARRIOR/SCOUT/DIPLOMAT RINGWRAITH

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

Home Site: Urlurtsu Nurn

ART BY HEATHER HEDGECOCK

**AKHŌRAHIL THE RINGWRAITH**

SAGE RINGWRAITH

**Unique. Manifestation of Akhōrahil.** 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 GOSWAMI WOOD

**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 GRASCOLA

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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

ART BY OSAGE RAYAN

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**INDÛR THE RINGWRAITH**

5

WARRIOR/DIPLOMAT RINGWRAITH

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

Home Site: Any site in Udûn or Imlad Morgul

9/10

ART BY TOM KIDD

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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 HOBE

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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

ART BY ROMAN KUKULIS

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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 HOBE

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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 HERRICK

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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 Nurn."  
—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 assaults from many quarters upon the survivors of Númenor."  
—LotR

Home Site: Carn Dûm

3/7

ART BY STEPHEN F. SCHWARTZ

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1 BRÓIN

WARRIOR/SCOUT DWARF

**Unique.** +1 prowess against Orcs and Elves.  
*"Though they could be slain or broken, they could not be reduced to shadows enslaved to another will..."* —*LotR*

Home Site: Moria

ART BY CORINNE SKOPNER

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2 CALENDAL

SCOUT/SAGE ELF

**Unique.** May tap to use a Palantir he bears. +2 direct influence against Elves and Elf factions.  
*"...lingered in the twilight of our Sun and Moon but loved best the stars..."* —*Hob*

Home Site: Dol Guldur

ART BY REBECCA QUAY

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2 CARAMBOR

WARRIOR/SCOUT/RANGER ELF

**Unique.** May tap at the end of his company's movement/hazard phase to allow it to move to an additional site on the same turn. Another site card may be played and another movement/hazard phase immediately follows for his company. The new site path must contain at least one Wilderness [0].

Home Site: Carn Dûm

ART BY TOSH CROSS

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2 CIRYAHER

SCOUT/SAGE DUNADAN

**Unique.** Can use shadow-magic.  
*"Thus the shadow deepened, and the thought of death darkened the hearts of the people..."* —*LotR*

Home Site: Barad-dûr

ART BY JOHN C. DOCKE

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2 DÓGRIB

WARRIOR MAN

**Unique.** -1 to all corruption checks.  
*"...you may stay here till the Witch-king goes home. For in summer his power wanes; but now his breath is deadly, and his cold arm is long..."* —*LotR*

Home Site: Lossadan Camp

ART BY BRIAN DUFFIE

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1 DORELAS

WARRIOR/SAGE MAN

**Unique.**  
*"...the sun went down like blood behind Pinnath Gëlin..."* —*LotRV*

Home Site: Lond Galen

ART BY BRIAN DUFFIE

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DUNLENDING SPY

SCOUT MAN

**Unique.**  
*"...a squint-eyed ill-favoured fellow..."* —*LotRI*

Home Site: Bree

ART BY STEPHEN GRADHAM WALSH

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1 ERADAN

SCOUT/RANGER DUNADAN

**Unique.**  
*"...fearless and strong, but caring little for love, save the tales of old battles..."* —*LotR*

Home Site: Sarn Goriwîng

ART BY BRIAN DUFFIE

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2 GORBAG

WARRIOR/SCOUT ORC

**Unique.** Urak-hai. Leader. Discard on a body check result of 9. +3 direct influence against Orcs and Orc factions.  
*"...you and me 'll slip off and set up somewhere on our own with a few trusty lads, somewhere where there's good loot nice and handy, and no big bosses..."* —*LotRII*

Home Site: Minas Morgul

ART BY JOE FOSTER

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1 GRISHNÁKH

3  
0

WARRIOR/SCOUT ORC

**Unique.** *Uruk-hai.* Discard on a body check result of 8.  
*"They might agree with me, with Grishnákh their trusted messenger..." —LotRIII*

Home Site: Any site in Imlad Morgul

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1 GULLA

4  
0

WARRIOR/RANGER DWARF

**Unique.** +1 prowess against Orcs and Elves.  
*"...a great anger without hope burned him as he smote the red iron on the anvil." —LotR*

Home Site: Carn Dûm

5/8 ART BY CHRISTINA WALD

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2 HADOR

6  
1

WARRIOR/SAGE DUNADAN

**Unique.** Can use sorcery.  
*"...he bought the knowledge dearly..." —LotR*

Home Site: Dol Guldur

5/9 ART BY CHRIS TREVAN

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2 HENDOLEN

6  
2

SAGE/DIPLOMAT ELF

**Unique.** May tap to cancel a detainment attack against his company. +2 direct influence against Elves and Elf factions.  
*"...the history of those that returned to Middle-earth in exile was grievous..." —LotR*

Home Site: Minas Morgul

3/7 ART BY STEPHEN GAHAM WALSH

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1 HORSEMAN IN THE NIGHT

4  
2

WARRIOR/DIPLOMAT MAN

+1 direct influence against any faction.  
*"Then about a year ago a messenger came to Dûm, but not from Moria—from Mordor; a horseman in the night, who called Dûm to his gate. The Lord Sauron the Great, so he said, wished for our friendship" —LotRII*

Home Site: Any Dark-hold

3/7 ART BY JOHN HOWE

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1 JERREK

4  
0

WARRIOR/SCOUT MAN

**Unique.** +1 direct influence against any faction playable at Southron Oasis.  
*"You speak of the false cripple Sen Jerrek, dark arbitrator, ambassador to thieves, spy for any and all who trade in darkness..." —Kuduk Lore*

Home Site: Southron Oasis

5/8 ART BY CHRISTINA WALD

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1 LAGDUF

3  
0

WARRIOR ORC

**Unique.** *Uruk-hai.* Discard on a body check result of 8.  
*"...Gorbag's swine got to the gate first, and none of ours got out. Lagdûf..." —LotRVI*

Home Site: Any site in Imlad Morgul

5/8 ART BY EIZ DASHORTH

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2 LAYOS

5  
2

SAGE/DIPLOMAT MAN

**Unique.** +2 direct influence against the Men of Dorwinion faction.  
*"He offered a fine, rich wine and soothing words filled with subtle malice..." —Kuduk Lore*

Home Site: Shred-Kain

3/8 ART BY BRIAN DUFFER

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3 LIEUTENANT OF ANGMAR

9  
1

WARRIOR/SCOUT TROLL

**Unique.** *Olog-hai.* Leader. Manifestation of Rogrog. Discard on a body check result of 9. +4 direct influence against Trolls, Orcs, Troll factions, and Orc factions. When he is at Carn Dûm, you may keep one more card than normal in your hand.

Home Site: Carn Dûm

8/9 ART BY JOE FOSTER

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3 LIEUTENANT OF DOL GULDUR

WARRIOR/SAGE TROLL

*Unique. Olog-hai. Leader. Manifestation of Gorfaur the Lambe. Discard on a body check result of 9. +2 direct influence against Trolls, Ores, Troll factions, and Orc 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 MONTANINI

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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 Exorath 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.*  
*"Leghif and Muzgash run through..."* —LotRV1

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 CIBRONNA

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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 BREKMAN

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2 ORC CAPTAIN



5  
○

WARRIOR ORC

Leader. Discard on a body check result of 8. +3 direct influence against Orcs and Orc factions.

*"Their masters would not dare give such plain orders to Orcs, even if they knew so much themselves...they are not trusty servants." —LotRIII*

Home Site: Any Dark-hold

5/8 ART BY OMAR RAYVAN

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1 ORC CHIEFTAIN



4  
○

WARRIOR ORC

Leader. Discard on a body check result of 8. +3 direct influence against Orcs and Orc factions.

*"But if his family wish to know who is now king here, the name is written on his face. I wrote! I killed him! I am the master!" —LotR*

Home Site: Any Dark-hold

4/8 ART BY R. WARD SHIPMAN

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ORC SNIFFLER



2  
○

WARRIOR/SCOUT ORC

Discard on a body check result of 7 or 8. -1 to all corruption checks.

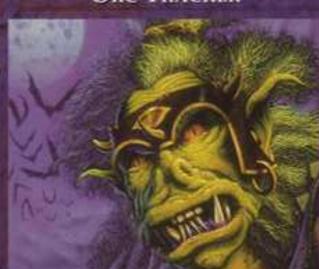
*"He stooped over Pippin, bringing his yellow fangs close to his face." —LotRIII*

Home Site: Any Dark-hold

2/8 ART BY COURTNEY SKINNER

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1 ORC TRACKER



3  
○

WARRIOR/RANGER ORC

Discard on a body check result of 7 or 8. -1 to all corruption checks.

*"Ughuk u bagronk sha pushdag Saruman-glob bishush skal." —LotRIII*

Home Site: Any Dark-hold

3/8 ART BY JOHN LUCK

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ORC VETERAN



2  
○

WARRIOR ORC

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

*"...tough thick legs going up and down, up and down, unresting, as if they were made of size and horn, beating out the nightmare seconds of an endless time." —LotRIII*

Home Site: Any Dark-hold

4/8 ART BY JON FOSTER

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OSTISEN



2  
○

SCOUT MAN

Unique.

*"...of the Outlands...the uplands of Morland, the great Blackroot Vale..." —LotRV*

Home Site: Vale of Erech

3/9 ART BY COURTNEY SKINNER

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2 PON OPAR



6  
1

WARRIOR/RANGER/SAGE MAN

Unique. +2 direct influence against any faction playable at Southron Oasis.

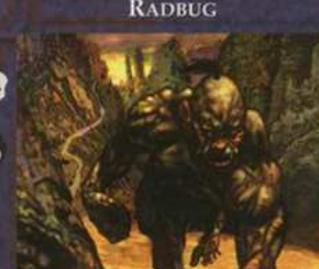
*"Horse-slayer and Horse-slaver, Chieftain of the Gaste, he knew the hidden waters beneath the earth better than anyone in Far Harad." —Kulak Lore*

Home Site: Southron Oasis

5/8 ART BY RON WALOWSKY

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1 RADBUG



4  
○

WARRIOR/RANGER ORC

Unique. Uruk-hai. Discard on a body check result of 8.

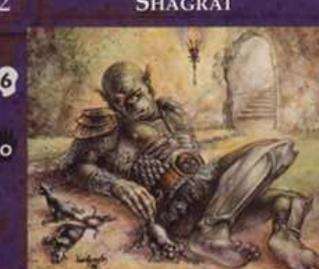
*"Come here, and I'll squeeze your eyes out, like I did to Radbug just now." —LotRVI*

Home Site: Any site in Imlad Morgul

5/8 ART BY JON FOSTER

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2 SHAGRAT



6  
○

WARRIOR/RANGER ORC

Unique. Uruk-hai. Leader. Discard on a body check result of 9. +4 direct influence against Orcs and Orc factions.

*"...evil face...slaver dripped from its protruding fangs; the mouth snarled like an animal." —LotRVI*

Home Site: Cirith Ungol

6/9 ART BY LIZ DANFORTH

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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 DOZIE

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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!"* —LotRV

Home Site: Any site in Imlad Morgul

5/9 ART BY Q. HANOVER, G. GALLOJA

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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. Tip 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 RAHNSWITZ

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

Home Site: Any Dark-hold

4/9 ART BY DOUGLAS BEKMAN

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1 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 Forgoit! Death to the Stranbreds! Death to the robbers of the North!"* —LotRIII

Home Site: Cameth Brin

2/7 ART BY RON CHODONA

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1 UFTHAK

WARRIOR/SCOUT/RANGER ORC

**Unique, Uruk-hai.**  
Discard on a body check result of 8.  
"Then we found him in a corner, hanging up he was, but he was wide awake and glaring."  
—*LotRII*

Home Site: Any site in Imlad Morgul

ART BY OMAK RAYAN

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2 ULKAUR THE TONGUELESS

WARRIOR TROLL

**Unique, Olog-hai, Leader.** Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions. -1 to all corruption checks.  
"Hee now! See now! I'm tired o' gnawing old bones and skins; I've a mind to dine on thee now."  
—*LotRI*

Home Site: Barad-dûr

ART BY COREY SKINNER

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2 BLACKBOLE

ALLY

**Unique, Playable at any site in Western Mirkwood, Heart of Mirkwood, or Southern Mirkwood (except Dol Guldur).** May not face any strike at a site or from an automatic-attack.  
"Some are quite wide awake... When that happens to a tree, you find that some have bad hearts."  
—*LotRIII*

Home Site: Any site in Western Mirkwood, Heart of Mirkwood, or Southern Mirkwood (except Dol Guldur)

ART BY ALAN LEE

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3 LAST CHILD OF UNGOLIANT

SAGE ALLY

**Unique, Playable at Shelob's Lair.** Manifestation of Shelob. Tap this ally to either: cancel one hazard creature attack against a company moving to a site in Imlad Morgul, Ithilien, or Gorgoroth or to discard one hazard permanent-event on such a company or on a character in such a company. Discard this card if her company moves to a site that is not in Imlad Morgul, Ithilien, or Gorgoroth. Return her to your hand if *Shelob* is played.

ART BY ALAN LEE

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2 STINKER

SCOUT ALLY

**Unique, Playable at Goblin-gate or Moria.** Manifestation of Gollum and My Precious. If his company's size is less than three, tap *Stinker* to cancel one attack against his company keyed to Wilderness ♣ or Shadowland ♠. You may tap *Stinker* if he is at the same non-Darkhaven site as *The One Ring*, then both *Stinker* and *The One Ring* are discarded.

ART BY BRIAN T. FOX

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2 THE WARG-KING

ALLY

**Unique, Playable at any tapped or untapped Ruins & Lairs [u] with a Wolf automatic-attack.** Tap to cancel a Wolf or Animal attack. +2 to any influence attempt by a character in his company against a Wolf faction.  
"...and sat in a great circle in the glade; and in the middle of the circle was a great grey wolf."  
—*Hob*

ART BY MICHAEL APICE

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1 "TWO-HEADED" TROLL

WARRIOR ALLY

**Playable at any tapped or untapped Ruins & Lairs [u] with a Troll automatic-attack.** Tap to cancel an Orc or Troll attack. Cannot be duplicated in a given company.  
"I'm afraid trolls do behave like that, even those with one head each."  
—*Hob*

ART BY STEPHEN KING

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1 WAR-WARG

ALLY

**Playable at any tapped or untapped Ruins & Lairs [u] with a Wolf automatic-attack.** If the War-warg and its controlling character are both targets of strikes from the same attack, you may tap War-warg to give +2 body to its controlling character.  
"He spoke to them in the language of the Wargs... it sounded terrible...as it waz."  
—*Hob*

ART BY CHRIS TRIVAN

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1 WAR-WOLF

ALLY

**Playable at any tapped or untapped Ruins & Lairs [u] with a Wolf automatic-attack or at any tapped or untapped Shadow-hold [d] with an Orc automatic-attack.**  
"...brutal canines, their throats protected by spiked collars, fangs capped with razor-sharp steel, and instincts honed in the arts of slaying."  
—*Kuduk Lore*

ART BY CHRISTINA WALD

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4 **AGBURANAR ROUSED**



DRAGON FACTION

**Unique.** *Manifestation of Agburanar. Playable at Caves of Utand if the influence check is greater than 12. Modifications:* influencer discards a major item (+3) or a greater item (+6).  
All attacks by manifestations of Agburanar against any of your companies are canceled. Any company moving in Withered Heath, Northern Rhovanion, Grey Mountain Narrows, and/or Iron Hills faces one attack: Dragon — two strikes at 15/9 prowess/body.

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2 **BALCOTH**



MAN FACTION

**Unique.** *Playable at Raider-hold if the influence check is greater than 8. Standard Modifications:* Easterlings (+2), Men of Dorwinion (-2).  
"...a fierce people...they made raids...until the rule of Andain south of the Gladden was largely deserted."  
—*LotR*

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3 **BEORNINGS**



MAN FACTION

**Unique.** *Manifestation of hero Beornings. Playable at Beorn's House if the influence check is greater than 9. "...the Beornings are the best bakers that I know of; but they are none too willing to deal out their cakes to travellers in these days."* —*LotR*

ART BY HEATHER HUDSON

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1 **BLACK TROLLS**



TROLL FACTION

**Unique.** *Playable at Cirith Gorgor or Barad-dûr if the influence check is greater than 10. Once in play, the number required to influence this faction is 0. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra marshalling points. Standard Modifications:* Morgul Orcs (+2), Orcs of Gundabad (-2).

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4 **DUNLENDINGS**



MAN FACTION

**Unique.** *Manifestation of hero Dunlendings. Playable at Dunnish Clan-hold if the influence check is greater than 9. Standard Modifications:* Hillmen (+2).  
"Brazen trumpets sounded...There...were mustered...the wild men of the Dunland felix."  
—*LotR*

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2 **EASTERLINGS**



MAN FACTION

**Unique.** *Manifestation of hero Easterlings. Playable at Easterling Camp if the influence check is greater than 8. Standard Modifications:* Balcoth (+2), Wain-easterlings (+2), Men of Dorwinion (-2).  
"For in the past the attacks of the Easterlings had come mostly over the plain..." —*LotR*

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2 **GOBLINS OF GOBLIN-GATE**



ORC FACTION

**Unique.** *Playable at Goblin-gate if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications:* Grey Mountain Goblins (+2).  
"...goblins in full armour with drawn swords sitting just inside the door, watching it with wide eyes..." —*Hob*

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3 **GREY MOUNTAIN GOBLINS**



ORC FACTION

**Unique.** *Playable at Gondmaeglom if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. Standard Modifications:* Orcs of Gundabad (+2), Goblins of Goblin-gate (+2).

ART BY LIZ DANFORTH

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1 **HALF-TROLLS**



TROLL FACTION

**Unique.** *Playable at Cirith Ungol or Barad-dûr if the influence check is greater than 9. Once in play, the number required to influence this faction is 0. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra faction marshalling points. Standard Modifications:* Variags of Khand (+2).

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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... Rhudaar 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).

ART BY ANDREW GOLDBARK

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4 ICE-ORCS



ORC FACTION

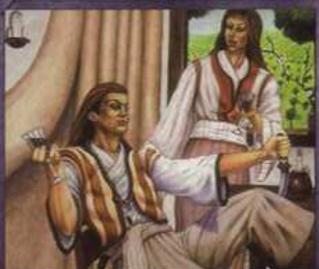
**Unique.** Playable at any Ruins & Lairs [M] in Forochel or Wühered Heath if the influence check is greater than 10. Once in play, the number required to influence this faction is zero.

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

ART BY ODEK RAYSON

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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 imbibed their heady vintages." —Kuduk Lore

ART BY JULIE FREEMAN

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2 MISTY MOUNTAIN WARGS



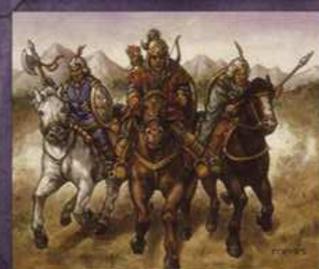
WOLF FACTION

**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).

ART BY PAMELA SILVANTEAU

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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

ART BY CHRIS TIENAS

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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 Uruk-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

ART BY LIZ DANFORTH

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2 ORCS OF MIRKWOOD



ORC FACTION

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

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

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

ART BY STEPHEN KING

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3 ORCS OF MORIA



ORC FACTION

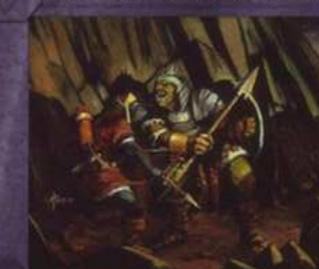
**Unique.** Playable at *Moria* if the influence check is greater than 10. Once in play, the number required to influence this faction is zero.

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

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1 ORCS OF THE ASH MOUNTAINS



ORC FACTION

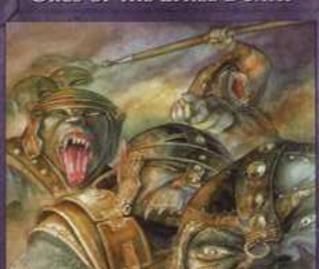
**Unique.** Playable at *Cirith Gorgor* if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard 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).

ART BY BRIAN T. FOX

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1 ORCS OF THE EPHEL DÚATH



ORC FACTION

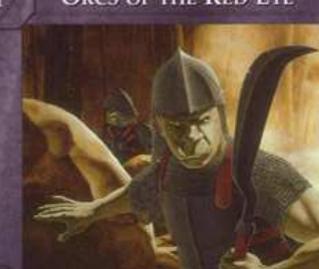
**Unique.** Playable at *Cirith Ungol* if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard 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).

ART BY OMAR RAYYAN

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1 ORCS OF THE RED EYE



ORC FACTION

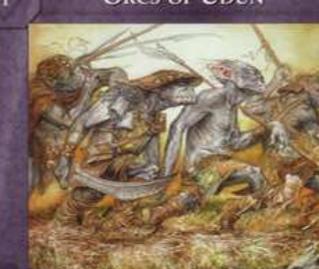
**Unique.** Playable at *Barad-dûr* if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the 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).

ART BY FRITZ HAAS

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1 ORCS OF UDÛN



ORC FACTION

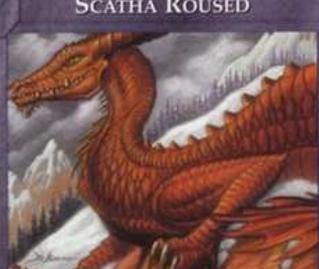
**Unique.** Playable at *Cirith Gorgor* if the influence check is greater than 8. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard 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

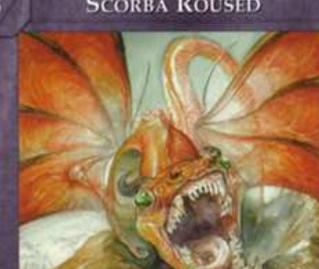
**Unique.** Manifestation of *Scatha*. Playable at *Gondmaeglam* if the influence check is greater than 13. **Modifications:** influencer discards a major item (+3) or a greater item (+6).

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 15/0 prowess/body.

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3 SCORBA ROUSED



DRAGON FACTION

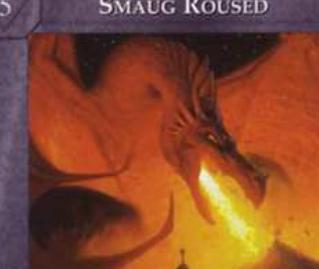
**Unique.** Manifestation of *Scorba*. Playable at *Zarak Dûm* if the influence check is greater than 11. **Modifications:** influencer discards a major item (+3) or a greater item (+6).

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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1 SNAGA-HAI



ORC FACTION

**Playable at any tapped or untapped Shadow-hold [A]** if the influence check is greater than 9. Once in play, the number required to influence this faction is zero.

*"They make no beautiful things, but they make many clever ones."* —Hob

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2 SOUTHRONS



MAN FACTION

**Unique. Manifestation of hero Southrons. Playable at Southron Oasis** if the influence check is greater than 8.

**Standard Modifications:**  
Haradrim (+2), Asdrings (-2).

*"...by burned homestead or barn, upon hillock or mound, under wall or on field, still they gathered and rallied and fought until the day wore away."* —LotRV

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2 STONE TROLLS



TROLL FACTION

**Unique. Playable at Ettenmoors** if the influence check is greater than 10. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. Three or more factions controlled by the same leader give two extra marshalling points. **Standard Modifications:** Black Trolls (+2).

ART BY ANGELO MORTENASINI

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2 UMBAREAN CORSAIRS



MAN FACTION

**Unique. Playable at Gobel Mirlond** if the influence check is greater than 8.

**Standard Modifications:**  
Black Númenóreans (+2), Southrons (+2).

*"Umbur remained at war with Gondor for many lives of men, a threat to its coastlands and to all traffic on the sea."* —LotR

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1 UNGOL-ORCS



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:** Uruk-hai (+2), Morgul-orcs (-2).

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2 URUK-HAI



ORC FACTION

**Unique. Playable at Barad-dûr, Cirith Gorgor, or Cirith Ungol** if the influence check is greater than 11. Once in play, the number required to influence this faction is zero. If this influence attempt is made by an Orc or Troll leader, you may place this faction under the control of that leader and not tap the site. Discard the faction if the leader moves or leaves play. 3 or more factions controlled by the same leader give 2 extra marshalling points. **Standard Modifications:** Any other Orc Faction (-2; applied only once).

ART BY DOUG ANDERSON

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2 VARIAGS OF KHAND



MAN FACTION

**Unique. Manifestation of hero Variags of Khand. Playable at Variag Camp** if the influence check is greater than 8.

**Standard Modifications:**  
Nûrnings (+2), Haradrim (-2).

*"Hard fighting...and the hills and mountains were dyed as with blood."* —LotRV

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3 WARGS OF THE FOROCHEL



WOLF FACTION

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

**Standard Modifications:** Ice-orcs (+2), Misty Mountain Wargs (+2).

*"...come ravening out of the North in bitter white winters..."* —LotRI

ART BY STEPHEN A. DANIEL

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3 WHITE MOUNTAIN WOLVES



WOLF FACTION

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

**Standard Modifications:** Dunlendings (+2).

*"In the dead of night many shining eyes were seen peering over the brow of the hill."* —LotRII

ART BY ROY CHUBBS

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3 WOODMEN



MAN FACTION

Unique. Manifestation of hero Woodmen. Playable at Woodmen Town if the influence check is greater than 10.  
*"Swords in these parts are mostly blunt, and axes are used for trees, and shields as cradles or dish-covers..."*  
 —Hob

ART BY HEATHER HEDDEN

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3 WOSSES OF THE ERYN VORN



MAN FACTION

Unique. Playable at The Worthy Hills if the influence check is greater than 11.  
*"Living in half-submerged, earth-covered homes called fogas, the Woses of the Black Wood shun contact with others of the Secondborn."*  
 —Kuduk Lore

ART BY MIA TAYORATI

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2 A LITTLE GOLD RING



GOLD RING ITEM

May only be played at Bag End or a Ruins & Lairs [L] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: The One Ring (11,12+); a Dwarven Ring (9,10,11,12+); a Magic Ring (1,2,3,4,5,6); a Lesser Ring (any result).

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BINDING-RING



MINOR ITEM

Mind Ring. -1 to mind to a minimum of 1, +1 to prowess. Cannot be duplicated on a given character.  
*"A lesser ring, it confers no lengthened life; merely the wearer finds his will constrained by the aims of the one who gave the trinket."*  
 —Kuduk Lore

ART BY LEXANNE LARK

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BLACK-HIDE SHIELD



MINOR ITEM

Shield. +1 to body to a maximum of 9.  
*"Upon their shields...a black field..."*  
 —LotRIII

ART BY MARK MAXWELL

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2 BLACK MACE



GREATER ITEM

Weapon. Warrior only: +3 prowess to a maximum of 10 (+4 to a maximum of 10 against Elves).  
*"A great black mace he wielded."*  
 —LotRI

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1 BLACK-MAIL COAT



MAJOR ITEM

Armor. Warrior only: +2 to body to a maximum of 9.  
*"All that best was clad in sable, dark as the night."*  
 —LotRII

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BLAZON OF THE EYE



MINOR ITEM

+2 to direct influence against factions. Cannot be duplicated on a given character.  
*"...and a single banner, black but bearing on it in red the evil Eye."*  
 —LotV

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2 BRIGHT GOLD RING



GOLD RING ITEM

May only be played at a Free-hold [F] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard Bright Gold Ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: a Spirit Ring (8,9,10,11,12+); a Dwarven Ring (9,10,11,12+); a Magic Ring (1,2,3,4,5); a Lesser Ring (any result). You may search your play deck or discard pile for a Lesser Ring to be played.

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1 BROAD-HEADED SPEAR



MAJOR ITEM

Weapon. Warrior only:  
+2 to prowess to a maximum of 8.  
"...and carried a short broad-headed spear."  
—LotRVI

+2/-

ART BY N. TAYLOR BLANCHARD 1

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DEADLY DART



MINOR ITEM

Scout only; Tap *Deadly Dart* to give -1 body and -1 strike (to a minimum of one) to an automatic-attack or to a hazard creature keyed to a site. Tap its bearer or discard *Deadly Dart* when it is tapped.  
May also be used as a hero resource (i.e., included in a Wizard's deck), but may not be included with a hero starting company.  
"...there came flying a deadly dart, and *Foramir*... had fallen to the earth."  
—LotRV

ART BY STEFANO BULLO 2

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4 DWARVEN RING OF BARIN'S TRIBE



SPECIAL ITEM

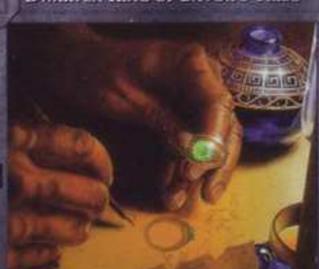
Unique. *Dwarven Ring*. Playable only with a *Gold Ring* and after a test indicates a *Dwarven Ring*. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a major or gold ring item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

+2(4)/+1

ART BY RON CHERONNA 3(5)

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4 DWARVEN RING OF BAVOR'S TRIBE



SPECIAL ITEM

Unique. *Dwarven Ring*. Playable only with a *Gold Ring* and after a test indicates a *Dwarven Ring*. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a greater item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

+2(4)/+1

ART BY AUDREY CURSIAN 3(5)

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4 DWARVEN RING OF DRUIN'S TRIBE



SPECIAL ITEM

Unique. *Dwarven Ring*. Playable only with a *Gold Ring* and after a test indicates a *Dwarven Ring*. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a greater item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

+2(4)/+1

ART BY RON CHERONNA 3(5)

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4 DWARVEN RING OF DURIN'S TRIBE



SPECIAL ITEM

Unique. *Dwarven Ring*. Playable only with a *Gold Ring* and after a test indicates a *Dwarven Ring*. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to untap the site where he currently is. Bearer then makes a corruption check modified by +2.  
"...But it needs gold to breed gold."  
—LotR

+2(4)/+1

ART BY AUDREY CURSIAN 3(5)

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4 DWARVEN RING OF DWALIN'S TRIBE



SPECIAL ITEM

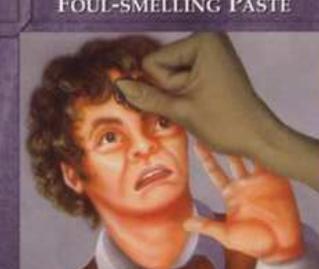
Unique. *Dwarven Ring*. Playable only with a *Gold Ring* and after a test indicates a *Dwarven Ring*. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a major or gold ring item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

+2(4)/+1

ART BY QUINCY HERRER 3(5)

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FOUL-SMELLING PASTE



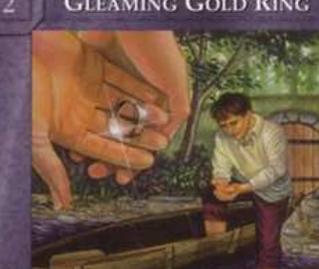
MINOR ITEM

The bearer can discard this item to heal a wounded character in his company—change the character's status from wounded to well and untapped.  
"...and tore the bandage off his head. Then he smeared the wound with some dark stuff out of a small wooden box."  
—LotRIII

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2 GLEAMING GOLD RING



GOLD RING ITEM

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

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2 GOLD RING THAT SAURON FANCIES



GOLD RING ITEM

May only be played at Bag End or a Ruins & Lairs [L] where gold rings are playable. Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played: *The One Ring* (11,12+); a *Dwarven Ring* (8,9,10,11,12+); a *Magic Ring* (1,2,3,4,5); a *Lesser Ring* (any result).

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2 HIGH HELM



MAJOR ITEM

Unique. *Helmet*. +2 to direct influence. +1 to body to a maximum of 9. *Warrior only*: +1 to prowess to a maximum of 8.

"...and black was his lofty helm..." —*LoRI*

(+1)/+1 ART BY MARK MAXWELL 2

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2 MAGIC RING OF DELUSION



SPECIAL ITEM

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

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2 MAGIC RING OF ENIGMA



SPECIAL ITEM

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

"This is a thing of worth beyond your reckoning..." —*LoTR*

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2 MAGIC RING OF FURY



SPECIAL ITEM

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

"This is a thing of worth...my kin will ransom it with great store of all that you desire..." —*LoTR*

(+2)/- ART BY JON FOSTER 2

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2 MAGIC RING OF GUILT



SPECIAL ITEM

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

"In Eregion long ago many Elven-rings were made..." —*LoRI*

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2 MAGIC RING OF LIES



SPECIAL ITEM

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

"The lesser rings were only essays in the craft before it was full grown..." —*LoRI*

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2 MAGIC RING OF SAVAGERY



SPECIAL ITEM

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

"The very desire of it corrupts the heart..." —*LoRII*

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2 MAGIC RING OF SHADOWS



SPECIAL ITEM

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

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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.*

10

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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.*

10

*"...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 Súl 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.*

6

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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.*

6

*"...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.*

6

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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.*

5

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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.*

5

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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) 10

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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 cover; its tall pages were now almost filled."*  
—LotRVI

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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

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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/-

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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."*  
—LotRV

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STRANGE RATIONS

MINOR ITEM

Discard to untap bearer. Alternatively, discard during organization phase to allow its bearer's company to play an additional region card.

*"He was famished but not yet so famished as to eat flesh flung to him by an Orc, the flesh of the dared not guess what creature."* —*LotR*

ART BY QUENTIN HOOPER

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3 THE ARKENSTONE

GREATER ITEM

**Unique.** +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all cards he controls).

*"...it was forged with a flickering sparkle of many colours at the surface, reflected and splintered from the waning light of his torch."* —*LotR*

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3(5) THE IRON CROWN

GREATER ITEM

**Unique.** +1 to body to a maximum of 10. +4 to direct influence. Bearer may tap *The Iron Crown* to cancel an attack by Orcs, Trolls, or Men against his company. At the end of his untap phase, if the bearer is not a Ringwraith, he must make a corruption check. May be stored at Barad-dûr for 5 marshalling points.

-/+1

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2 THE LEAST OF GOLD RINGS

GOLD RING ITEM

Bearer must make a corruption check at the end of each of his untap phases. Discard this ring when tested. If tested, obtain a random value to determine which ring card may be immediately played:

*The One Ring* (12+); a *Dwarven Ring* (10,11,12+); a *Magic Ring* (1,2,3,4,5,6,7); a *Lesser Ring* (any result).

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3 THE MITHRIL-COAT

GREATER ITEM

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

*"It was close-woven of many rings, as supple almost as linen, cold as ice, and harder than steel."* —*LotR*

-/+3

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6 THE ONE RING

SPECIAL ITEM

**Unique.** *The One Ring.* Playable only with a *Gold Ring* and after a test indicates *The One Ring*. +5 prowess (to a maximum of double the bearer's normal prowess). +5 to body (to a maximum of 10). +5 to direct influence. Bearer may make a corruption check modified by -2 to cancel a non-Undead, non-Nazgûl strike. +1 corruption point to every character in the bearer's company.

+5/+5

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3 THE ORACLE'S RING

SPECIAL ITEM

**Spirit Ring.** Playable only with a *Gold Ring* and after a test indicates a *Spirit Ring*. -2 to bearer's mind (minimum of 1). +4 to bearer's direct influence. Cannot be duplicated on a given character.

*"Here is the ring...the token of our kinship from afar..."* —*LotR*

ART BY CHRISTINA WALD

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3 THE REVILED RING

SPECIAL ITEM

**Spirit Ring. Weapon.** Playable only with a *Gold Ring* and after a test indicates a *Spirit Ring*. -2 to bearer's mind (minimum of 1). +3 to bearer's prowess. Cannot be duplicated on a given character.

*"This is a thing of worth...For its ancientsy alone..."* —*LotR*

+3/-

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3 THE WARDING RING

SPECIAL ITEM

**Spirit Ring. Armor.** Playable only with a *Gold Ring* and after a test indicates a *Spirit Ring*. -2 to bearer's mind (minimum of 1). +2 to bearer's body (to a maximum of 10). Cannot be duplicated on a given character.

*"Here is the ring...for I foretell that the span of your life shall be greater than the measure of Men..."* —*LotR*

-/+2

ART BY ROY WALOFSKY

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2 TRIFLING RING

SPECIAL ITEM

*Lesser Ring. Playable only with a Gold Ring and after a test indicates a Lesser Ring. +3 to direct influence against characters. Cannot be duplicated on a given character.*

*"...to the Elven-smiths they were but trifles—yet still to my mind dangerous for mortals." —LotRI*

ART BY TOM CROSS

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WHIP

MINOR ITEM

*Orc or Troll only; provides +2 direct influence against one character with a mind and prowess less than the bearer's. Cannot be duplicated on a given character.*

*"There now!" he laughed, flicking at their legs. "Where there's a whip there's a will my slugs." —LotRVI*

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ADÚNAPHEL UNLEASHED

SHORT-EVENT

*Playable on any attack against Adúnaphel the Ringwraith (as your Ringwraith) if she is the only character in her company. The number of strikes of the attack is reduced to one and the attack's body is modified by -2.*

*Alternatively, playable on any attack by a lone Adúnaphel the Ringwraith (as your Ringwraith). You choose defending characters. Any resulting body checks for defending characters are modified by +2. Cannot be duplicated on a given attack.*

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AKHÓRAHIL UNLEASHED

SHORT-EVENT

*Playable on Akhórahil the Ringwraith (as your Ringwraith). You may take a magic card from your play deck or discard pile to your hand (reshuffle play deck if searched).*

*"As the Power grows, its proved friends will also grow..." —LotRII*

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ALL THOUGHT BENT UPON IT

SHORT-EVENT

*Sage only. Playable during the site phase on an untapped sage at a site where Information is playable. Tap the sage and the site. Search your play deck and choose a item you must reveal to your opponent. Place the item in your hand and reshuffle your play deck. The sage makes a corruption check.*

ART BY LISSANNE LAKE

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A MALADY WITHOUT HEALING

SHORT-EVENT

*Magic. Shadow-magic. Playable during the site phase on a non-Ringwraith, non-Wizard character at the same site as a shadow-magic-using character. Target character must make a corruption check modified by -1 followed by a body check (modified by +1 if tapped). If target character is a hero and is eliminated by these checks, you receive his kill marshalling points.*

*Unless the shadow-magic-user is a Ringwraith, he makes a corruption check modified by -5.*

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A NICE PLACE TO HIDE

SHORT-EVENT

*Scout only. Tap scout to cancel an attack against the his company.*

*"And a nice place to choose, too. The River seems set on taking us right into their arms!" —LotRII*

ART BY STEPHEN GAUCHE WILSON

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AN UNTIMELY WHISPER

SHORT-EVENT

*Opponent reveals to you 5 random cards at once from his hand.*

*"Through spies Sauron learned of the words of prophecy heard in Gondor, and of Boromir's going forth to seek ancient blades." —Kuduk Lore*

ART BY CHRIS HANSEN

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AWAITING THE CALL

PERMANENT-EVENT

*Playable during the organization phase on a character with a mind of 6 or less at a non-Darkhaven. For the purposes of controlling this character, his mind is halved (round down). Discard this card when the character moves. Cannot be duplicated on a given character.*

ART BY MICHAEL ASTOROSIAN

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**BACK TO THE FRAY**

SHORT-EVENT

Each player may remove any number of characters from his discard pile and shuffle them into his play deck.

"...flung them into the fray; Easterlings with axes, and Virlags of Khand, Southrons in scarlet, and out of Far Harad black men..." —*LotRI*

ART BY CHRIS TREVAS

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**BADE TO RULE**

PERMANENT-EVENT

Playable at a Darkhaven [ \* ] during the organization phase on your Ringwraith. -2 to his direct influence, +5 general influence. You may discard this card during any of your organization phases. Discard this card if your Ringwraith moves. Alternatively, playable if your Ringwraith is not in play. +5 general influence. Place this card with your Ringwraith when he comes into play. Cannot be duplicated by a given player.

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**BITTER COLD**

SHORT-EVENT

Magic, Sorcery. Playable on a sorcery-using character. All attacks against the character's company suffer a -1 modification to prowess and body this turn. Unless he is a Ringwraith, character makes a corruption check modified by -4.

"...but now his breath is deadly, and his cold arm is long." —*LotRVI*

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**BLACK RAIN**

SHORT-EVENT

Sage only. Playable on an untapped sage during the site phase at a Ruins & Lair [ \* ] in a Wilderness [ \* ]. Opponent must reveal to you a non-Ringwraith, non-Wizard character from his hand if available; otherwise, he must reveal his entire hand. If a character is so revealed, make a roll (draw a #). If the sage is a Ringwraith, modify the roll by -2. According to the result, you may play an item from your hand with the sage (tapping the sage): The One Ring (10,11,12), a Dwarven Ring (8,9,10,11,12), or a Spirit Ring (0,1,2,3,4,5,6,7).

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**BLACK RIDER**

PERMANENT-EVENT

Black Rider mode. Playable at a Darkhaven [ \* ] during the organization phase on your Ringwraith's own company. The company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [ \* ]. Cannot be duplicated on a given company.

ART BY CHRIS COCCEZA

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**BLOW TURNED**

SHORT-EVENT

Warrior only. Warrior does not tap against one strike. If wounded by the strike, his body check is modified by -1.

"With a thrust of his huge hide shield he turned Boromir's sword and bore him backwards, throwing him to the ground." —*LotRII*

ART BY NECHER AJ JANSCHKE

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**BOLD THRUST**

SHORT-EVENT

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

"...he charged into the Company and thrust with his spear straight at Frodo." —*LotRII*

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**BURNING RICK, COT, AND TREE**

PERMANENT-EVENT

Playable at an already tapped Border-hold [ \* ] during the site phase. The company faces two attacks (Men — 4 strikes with 7 prowess, 1 strike with 9 prowess). If no characters are untapped after the attack, discard this card. Otherwise, you may tap one character in the company and put this card in your marshalling point pile. Discard any factions you have in play that are playable at that site. Cannot be duplicated at a given site.

ART BY PANGAL YUNG

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**BY THE RINGWRAITH'S WORD**

PERMANENT-EVENT

Playable during the organization phase on one of your other characters at the same Darkhaven [ \* ] as your Ringwraith. The character becomes a leader (if not already), receives +4 direct influence against characters in his company, and cannot be discarded by a body check. Discard at any time if there is a character in his company with a higher mind. Cannot be duplicated by a given player.

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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.

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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.

"...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.

"...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.

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

ART BY DOUGLAS SHELLER

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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 [O] 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.

ART BY KATA FOGLER

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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).

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

ART BY LISSANNE 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.

"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.

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

ART BY BRAD WILLIAMS

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**FELL RIDER**



PERMANENT-EVENT

Fell Rider mode. Playable at a Darkhaven [W] 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 [W]. Cannot be duplicated on a given company.

+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*

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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.*

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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.*

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**FREEZE THE FLESH**



-2

PERMANENT-EVENT

*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 friendship. 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.*

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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."*  
—*LoRVII*

ART BY KAIA FOOLRI

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**HOARMÚRATH UNLEASHED**



SHORT-EVENT

**Playable on Hoarmúraith the Ringwraith (as your Ringwraith).** Cancel an attack against any one of your companies.

"...with his far-stretched right hand... great evil in the North."  
—*LotR*

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**HONEY ON THE TONGUE**



SHORT-EVENT

**Diplomat only.** +5 direct influence against characters by a character in a diplomat's company until the end of the turn. Cannot be duplicated on a given character.

"...and not without reason, having a noble mind and eyes that look both deep and far."  
—*LotR:III*

ART BY LISSANNE LAKE

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**I'LL BE AT YOUR HEELS**



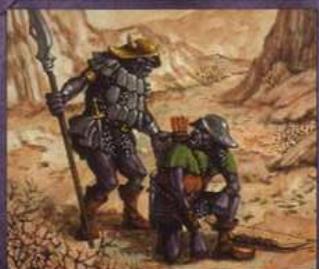
PERMANENT-EVENT

**Command.** Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 to all corruption checks by characters in his company. You may return this card to your hand during any organization phase.

ART BY STEVE OTTE

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**I'LL REPORT YOU**



PERMANENT-EVENT

**Command.** Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 prowess to all characters in his company. You may return this card to your hand during any organization phase.

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**INDÛR UNLEASHED**



SHORT-EVENT

**Playable on any attack against Indûr the Ringwraith's own company (if Indûr is your Ringwraith).** The attack is canceled. Alternatively, **playable when Indûr the Ringwraith's own company declares an attack (if Indûr is your Ringwraith).** The attack cannot be canceled.

"The Enemy is fast becoming very strong."  
—*LotRI*

ART BY DOUGLAS BECKMAN

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**IN THE NAME OF MORDOR**



SHORT-EVENT

**Playable on an untapped character whose company is facing a detainment attack keyed to (by name or type) a Dark-hold [X], Dark-domain [X], Shadow-hold [4], or Shadow-land [4].** Tap the character and cancel the attack. Alternatively, this card cancels and discards one Nazgûl hazard event.

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**IRON-ROAD**



SHORT-EVENT

**Playable during the organization phase on a moving company at a Darkhaven [\*].** Opponent draws twice the normal number of cards for this company during the movement/hazard phase. At the end of the turn, the company may replace its site card with the Darkhaven [\*] at which it began the turn.

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**KHAMÛL UNLEASHED**



SHORT-EVENT

**Playable on any attack against Khamûl the Ringwraith's own company (if Khamûl is your Ringwraith).** The prowess of the attack is modified by -3. Alternatively, **playable on any attack by Khamûl the Ringwraith's own company (if Khamûl is your Ringwraith).** You choose defending characters.

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**(5) KILL ALL BUT NOT THE HALFLINGS**



PERMANENT-EVENT

**Playable during the site phase on a company at Bag End.** It faces a Hobbit attack (4 strikes with 6 prowess). If no characters are untapped after the attack, discard this card. Otherwise, you may tap one character in the company and put this card under his control. No marshalling points are received and that character may not untap until this card is stored at Barad-dûr during his organization phase. Only the first *Kill All But NOT the Halflings* stored is worth 5 marshalling points, all others are only worth 1 point each.

ART BY CHRISTINA WALKER

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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."  
—LoRIII

ART BY FREDERICH A. HAAS

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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 inwardly."  
—LoRII

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."  
—LoRIII

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 Logbûrz, or we'll both be for the Black Plis."  
—LoRVI

ART BY BRIAN DURIE

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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 [ul] and Bag End becomes a Border-hold [ll].

ART BY BRAD 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 OHS

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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."  
—LoRI

ART BY ALAN POLLACK

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**NOT SLAY NEEDLESSLY**

SHORT-EVENT

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

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

ART BY STEPHEN F. SCHWARTZ

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**OLD CACHE**



SHORT-EVENT

6

Playable on a company at a tapped **Dark-hold** [M], **Shadow-hold** [A], or **Ruins & Lairs** [L]. 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.

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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*

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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."  
—*LotIII*

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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 CASALLO

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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

ART BY PAQ MORRISSEY

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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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**REN UNLEASHED**



SHORT-EVENT

4

*Playable on Ren the Ringwraith (as your Ringwraith). All characters at the same site as Ren must make a corruption check modified by -2.*

*"We will not speak of such things even in the morning of the Shire." —LotRI*

ART BY ALAN GUTIERREZ

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**RUMOR OF THE ONE**



PERMANENT-EVENT

3

+1 to the corruption points and the marshalling points for all ring items. Discard when any play deck is exhausted. Cannot be duplicated.

*"Yes, alas! through him the Enemy has learned that the One has been found again." —LotRI*

ART BY APRIL LEE

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**RUSE**



SHORT-EVENT

2

*Diplomat only. Scout only. Playable on a untapped diplomat in a covert company facing an attack. Tap the diplomat. The attack is canceled. Alternatively, playable on a scout facing an attack. No strikes of the attack may be assigned to the scout.*

ART BY HANNUAL KONG

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**SECRETS OF THEIR FORGING**



SHORT-EVENT

12

*Sage only. Playable on a sage during the site phase at a site where Information is playable if a character in his company has a gold ring item. Tap the sage and the site. You may replace the gold ring with a special item ring from your hand (except for The One Ring) for which the gold ring could normally be tested. Discard the gold ring item.*

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**(2) SEIZE PRISONERS**



PERMANENT-EVENT

11

*Playable during the site phase at an already tapped Free-hold [C]. The company faces an attack (attack type as first automatic-attack at site—3 strikes with 8 prowess). If no characters are untapped after the attack, discard Seize Prisoners. Otherwise, tap 1 character in the company and put Seize Prisoners under his control. No marshalling points are received and that character may not untap until Seize Prisoners is stored at a Darkhaven [L], Shadow-hold [M], or Dark-hold [R] during his organization phase. Cannot be duplicated at a given site.*

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**SKIES OF FIRE**



PERMANENT-EVENT

10

*Environment. When Skies of Fire is played, all hazard environment cards in play are immediately discarded, and all hazard environment effects are canceled. This card acts as Gates of Morning for the purposes of interpreting hazards. Cannot be duplicated.*

*"There was a flare of livid lightning: forks of blue flame springing up from the tower... into the sullen clouds" —LotRII*

ART BY PASCAL YUNG

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**SMART AND SECRET**



PERMANENT-EVENT

10

*Command. Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 body to all characters in his company. You may return this card to your hand during any organization phase.*

+1

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**3 SMOKE ON THE WIND**



PERMANENT-EVENT

10

*Playable at an already tapped Free-hold [C] during the site phase. The company faces two attacks (Men — 5 strikes with 8 prowess, 1 strike with 10 prowess). If no characters are untapped following the attack, discard this card. Otherwise, you may tap one character in the company and put this card in your marshalling point pile. Discard any factions you have in play that are playable at this site. Cannot be duplicated at a given site.*

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**SNEAKIN'**



SHORT-EVENT

10

*Scout only. Playable during the organization phase on an untapped scout in a company with a company size less than 3. Tap the scout. No creature hazards may be played on his company this turn.*

*"...he has been lying on a log and paddling with hands and feet...slier than a fox, and slipperier as a fish." —LotRII*

ART BY STEPHEN GALLAGHER WELLS

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**SOME SECRET ART OF FLAME**

SHORT-EVENT

*Magic, Sorcery. Playable on a sorcery-using character facing an attack. +4 prowess for the character against the attack. Unless he is a Ringwraith, character makes a corruption check modified by -4. Cannot be duplicated against a given attack.*

*"...and many of them by some secret art burst into flame as they came toppling down." —LotRI*

ART BY CHRISTINA WILD

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**SPYING OUT THE LAND**

SHORT-EVENT

*Magic, Spirit-magic. Playable on a spirit-magic-using character during the organization phase. Opponent may reveal to you any hazards from his hand, and only those hazards can be played during the character company's movement/hazard phase. Unless he is a Ringwraith, character makes a corruption check modified by -3.*

ART BY R. WARD SHIPMAN

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**1 STABBED HIM IN HIS SLEEP**

PERMANENT-EVENT

*Playable during the site phase on an untapped scout in a covert company at an already tapped Border-hold [1] or Free-hold [1]. The scout faces an attack (attack type as first automatic-attack at site — 1 strike with 8 prowess). If the scout is not untapped after the attack, discard this card. Otherwise, the scout may tap and place this card in his player's marshalling point pile.*

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**SUDDEN CALL**

SHORT-EVENT

You may play this card as a resource or a hazard according to The Audience of Sauron Rules. This card may not be played as a hazard against a Wizard player, and may be included as a hazard in a Wizard's deck. You may reshuffle this card into your play deck at any time that it is in your hand (show opponent).

ART BY TED NASMITH

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**SWAG**

SHORT-EVENT

*Playable on a company at a tapped Ruins & Lairs [1], Border-hold [1], or Free-hold [1]. During the site phase, one or two characters in that company may each tap to take control of a non-unique, non-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.*

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**SWARM OF BATS**

PERMANENT-EVENT

*Playable at a Darkhaven [\*], Shadow-hold [4], or Dark-hold [3] during the organization phase on an overt company that has more than one Orc. Any attack against this company has its prowess and body modified by -1. Discard this card if a character leaves the company for any reason. Cannot be duplicated on a given company.*

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**SWIFT STROKES**

SHORT-EVENT

*Warrior only. Warrior receives +1 prowess against one strike and obtains two random values against it, choosing the one to use.*

*"...Uglúk sprang forwards, and with two swift strokes swept the heads off two of his opponents." —LotRIII*

ART BY DONATO GIANCICOLA

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**TEST OF FIRE**

SHORT-EVENT

*Sage only. Play to test a gold ring in a sage's company.*

*"The Ring misseth, maybe, the heat of Sauron's hand, which was black and yet burned like fire." —LotRII*

ART BY DAVID R. SHELLEY

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**(1) THAT AIN'T NO SECRET**

PERMANENT-EVENT

*Playable during the site phase on an untapped character at a site where Information is playable. Tap the character (but not the site). No marshalling points are received until this card is stored at a Darkhaven [\*] during the character's organization phase.*

*"...but he heard the Gaffer's answers, which were rather shrill." —LotRI*

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(2) **THAT'S BEEN HEARD BEFORE TONIGHT**



PERMANENT-EVENT

Playable during the site phase on an untapped character in a covert company at a Border-hold [1] or Free-hold [2] where Information is playable. Tap the character (but not the site). No marshalling points are received and the character may not untap until this card is stored at a Darkhaven [\*] during his organization phase.

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**THE LIDLESS EYE**



PERMANENT-EVENT

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated.

ART BY ANDREW CORMAN

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(1) **THE NAMES AMONG THEM**



PERMANENT-EVENT

Playable on an untapped scout immediately after facing an automatic-attack at a Border-hold [1] or Free-hold [2]. Tap the scout. No marshalling points are received until this card is stored at a Darkhaven [\*] during his organization phase. Once stored, this card may be discarded to cancel an automatic-attack at a Free-hold [2] or Border-hold [1].

ART BY MATTHEW JONES

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**THE RING LEAVES ITS MARK**



SHORT-EVENT

Bring one Black Rider, Fell Rider, or Heralded Lord card from your sideboard or discard pile into your play deck and reshuffle. Alternatively, playable on your tapped Ringwraith. Make a roll (draw a #)—if the result is greater than 6, untap your Ringwraith.

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**THE WATER'S TITHE**



SHORT-EVENT

Magic. Sorcery. Playable on a non-Ringwraith sorcery-using character during the organization phase. If using region movement, the character's company may play up to two additional region cards. Character makes a corruption check modified by -3.

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**THE WITCH-KING UNLEASHED**



SHORT-EVENT

Playable on The Witch-king (as your Ringwraith). +5 to his direct influence this turn. Cannot be duplicated on a given turn. "He sprang forward and bore down on Frodo." —LotRI

ART BY ROE ALEXANDER

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**THEY RIDE TOGETHER**



SHORT-EVENT

Playable only at a Darkhaven [\*] during the organization phase on your Ringwraith's company. You may bring any Ringwraith followers into play with your Ringwraith's company as you have in your hand and have direct influence to control. "...even the Wise might fear to withstand the Nine, when they are gathered together under their fell chieftain." —LotRI

ART BY JOSH LOCK

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**THING STOLEN**



SHORT-EVENT

Playable after a faction is successfully played at a Shadow-hold [4] or Dark-hold [1]. Tap a character at the site to play a non-unique, non-ward minor or major item (even if the item is not normally playable there). "...Shagrat could not both fight and keep hold of his treasure..." —LotRVI

ART BY NICHOLAS JUNGHEIMER

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**THREATS**



SHORT-EVENT

Warrior only. Playable on a warrior attempting to influence a faction. Warrior does not use his unused direct influence for the attempt. Instead he uses his prowess, to a maximum modifier of +6. "Refuse and things will not seem so well. Do you refuse?" —LotRII

ART BY HARRY QUINN

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**TIDINGS OF DEATH**



LONG-EVENT

-1 to each influence check against a faction, but for each influence check make an additional roll (or draw an additional #) and choose which result to use. May also be played as a hero resource.

"It was Boromir, my brother, dead. I knew his gear, his sword, his beloved face." —*LotRII*

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(3) **TO SATISFY THE QUESTIONER**



PERMANENT-EVENT

Playable during the site phase on an untapped character at a Free-hold [F]. Tap the character and site. No marshalling points are received and the character may not untap until this card is stored at a Darkhaven [\*] during his organization phase.

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**UNDER HIS BLOW**



SHORT-EVENT

Untapped character does not tap against one strike.

"Diving under Aragorn's blow with the speed of a striking snake he charged..." —*LotRII*

ART BY JOHN HOWE

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**ÚVATHA UNLEASHED**



SHORT-EVENT

Playable on Úvatha the Ringwraith's own company (if Úvatha is your Ringwraith) at the end of his movement/hazard phase. His company may move to an additional site this turn. A site card may be played and another movement/hazard phase immediately follows for his company.

"...going hither and thither in the lands..." —*LotRII*

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**VEILS OF SHADOW**



SHORT-EVENT

Magic. Sorcery. Playable on a sorcery-using character facing an automatic-attack. The number of strikes of all automatic-attacks at the site this turn are reduced to one. Unless he is a Ringwraith, character makes a corruption check modified by -4.

"...for here as the Mountain drew near the air was ever murky..." —*LotRVI*

ART BY ERIC DAVID ANDERSON

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**VOICES OF MALICE**



SHORT-EVENT

Sage only. Tap a sage to discard one non-environment hazard permanent-event or non-environment hazard long-event. Sage makes a corruption check modified by -2.

"...so their voices, which uttered only his will and malice, were filled with evil and horror." —*LotRI*

ART BY HANSEL KING

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**WE HAVE COME TO KILL**



SHORT-EVENT

A character may be brought into play under general or direct influence at any Shadow-hold [S], Ruins & Lairs [L], or Border-hold [B]. This does not count against the one character per turn limit.

"We have come all the way from the Mines to kill, and avenge our folk." —*LotRIII*

ART BY OMAR RAHMAN

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**WEIGH ALL THINGS TO A NICETY**



SHORT-EVENT

Bring one resource or character (including a Ringwraith) from your sideboard or discard pile into your play deck and shuffle.

"But it was no orc-chiefain or brigand that led the assault upon Gondor." —*LotRI*

ART BY CHRIS TRENNIS

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**WHERE THERE'S A WHIP**



SHORT-EVENT

Playable on an untapped Orc or Troll character bearing a Whip. Each tapped character in the bearer's company with a mind and prowess less than the bearer's makes a body check modified by -2. Failing the body check wounds, but does not eliminate the character. Each unwounded character in the company becomes untapped.

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**WHILE THE YELLOW FACE SLEEPS**

PERMANENT-EVENT

*Playable during the organization phase on your Ringwraith at a Darkhaven [★]. You may keep one more card than normal in your hand. Discard this card if your Ringwraith moves. Cannot be duplicated by a given player.*

*"You are not wise to be glad of the Yellow Face," said Gollum. "It shows you up."* —*LotRII*

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**WISDOM TO WIELD**

SHORT-EVENT

*Sage only. Playable on a non-Ringwraith sage bearing a Dwarven Ring and/or a Palantir. This turn, the sage: bears the Dwarven Ring as though he were a Dwarf or is able to use the Palantir.*

*"But one at least Sauron must have obtained and mastered to his purposes."* —*LotRIII*

ART BY MICHAEL APICE

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**WORDS OF MENACE AND DECEIT**

SHORT-EVENT

*Magic. Spirit-magic. Playable on a spirit-magic-using character. +5 to the character's direct influence for the rest of the turn. Unless he is a Ringwraith, he makes a corruption check modified by -4. Cannot be duplicated on a given character.*

*"...his breath came like the hiss of snakes, and all who stood by shuddered."* —*LotRII*

ART BY ALAN RADINSOWITZ

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**1** **AMBUSER**

CREATURE

*Men. Two strikes. Attacker chooses defending characters.*

*"...stealing up the slopes, singly or in long files, keeping always to the shade of grove or thicket, or crawling, hardly visible in their brown and green raiment, through grass and brake."* —*LotRII*

10/-

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**2\*** **ARTHADAN RANGERS**

CREATURE

*Dúnedain. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Arthedain, Rhudaur, Cardolan, Hollin, and The Shire; and may also be played at sites in these regions. May not be played against a company containing a character with Bree as a home site.*

10/6

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**1** **BARROW-WIGHT**

CREATURE

*Undead. One strike. After the attack, each character wounded by Barrow-wight makes a corruption check modified by -2.*

*"...evil spirits out of Angmar and Rhudaur entered into the deserted mounds and dwelt there."* —*LotR*

12/-

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**2\*** **BEORNING TOLL**

CREATURE

*Men. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Anduin Vales, Wold & Foothills, High Pass, and Redhorn Gate; and may also be played at non-Haven sites in these regions. May not be played against a company containing a character with Beorn's House as a home site.*

11/6

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**1** **BRIGANDS**

CREATURE

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

*"...most were bad men, full o' thievery and mischief."* —*LotRVI*

8/-

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**1** **CAVE-DRAKE**

CREATURE

*Dragon. Two strikes. Attacker chooses defending characters.*

*"Long and slow is the life of Cave-drakes."* —*Kuduk Lore*

10/-

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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

12

16/-

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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

11

7/-

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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

10

8/-

ART BY HEATHER HUDSON

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

4

15/9

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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

3

9/-

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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

3

14/8

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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 threads of cloud, and spears like winter-thickets on a misty night. The Dead are following."  
—LotRI

10

9/-

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1 GHOULS



CREATURE

Undead. Five strikes.

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

10

7/-

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1 GIANT



CREATURE

Giant. One strike.

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

9

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 [S], and Dark-holds [D] in these regions.

10/-

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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

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1 HOBGOBLINS



CREATURE

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

10/-

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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 [S] in these regions.

10/-

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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/-

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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..."* —LoRVl

12/6

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1 LAWLESS MEN



CREATURE

*Men.* Two strikes.  
*"...a most unsavory variety of brigands, rogues, and wanderers roam the Wilderlands, 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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1 MARSH-DRAKE



CREATURE

Drake. Two strikes.  
*"...that is the dragons' way, he has piled it all up in a great heap far inside, and sleeps on it for a bed."*  
 —Hob

11/-

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1 ORC-RAIDERS



CREATURE

Orcs. Four strikes.  
*"Orcs began to raid... and slay or steal horses."*  
 —LotR

6/-

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1 ORC-WARBAND



CREATURE

Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.  
*"Fierce and shrill rose the yells of the Orcs, and suddenly the horn-calls ceased."*  
 —LotRIII

4/-

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1 ORC-WATCH



CREATURE

Orcs. Three strikes.  
*"...Whiteskins have better night-eyes than most Men... They can see the night-breeze, or so it's said."*  
 —LotRIII

9/-

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1 PIRATES



CREATURE

Men. Three strikes. If any strike of Pirates wounds a character, the company must immediately discard one item (of defender's choice). Pirates receives +2 prowess when keyed to Coastal Seas.

*"The reavers of the Inland Sea are adept at using fogs and mists to elude the bounty hunters chartered by the Realm-master in Shirel-Kain."*  
 —Kuduk Lore

7/-

ART BY PIP MORRISSEY

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1 SELLSWORDS BETWEEN CHARTERS



CREATURE

Men. Two strikes.  
*"The Silver Age of the Mercenaries is said to have begun when the remaining Raggers besieged the first Canotar to collect their back pay."*  
 —Kuduk Lore

11/-

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2 SLAYER



CREATURE

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap any one character in the company to cancel one of these attacks.  
*"He would go out by himself... and stalk... and slay many men..."*  
 —LotR

11/-

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2\* SONS OF KINGS



CREATURE

Dúnedain. Three strikes (playable only against minion companies).  
*"Stout men and lordly they are, and the Riders of Rohan look almost as boys beside them; for they are grim men of face, worn like weathered rocks for the most part..."*  
 —LotRI

10/-

ART BY APRIL LEE

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1 STIRRING BONES



CREATURE

Undead. Two strikes.  
*"Gold was piled on the biers of dead kings and queens; and mounds covered them, and the stone doors were shut..."*  
 —LotRI

9/-

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1\* THE BORDER-WATCH

CREATURE

Men. Five strikes (two strikes and detainment against hero companies).  
*"It is against our law to let strangers wander at will in our land, until the king himself shall give them leave, and more strict is the command in these days of peril."*  
 —LotRIII

7/-

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2\* THRANDUIL'S FOLK

CREATURE

Elves. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Woodland Realm, Western Mirkwood, Heart of Mirkwood, Northern Rhovanion, and Grey Mountain Narrows; and may also be played at sites in these regions. May not be played against a company containing a character with Thranduil's Halls as a home site.

10/6

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1 THUNDER'S COMPANION

CREATURE

Giants. Three strikes.  
*"...there are fell voices on the air; and these stones are aimed at us."*  
 —LotRII

9/-

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1 TRUE FIRE-DRAKE

CREATURE

Drake. Two strikes. Only two Wildernesses [D] in site path are required if Doors of Night is in play.  
*"Fire leaped from the thatched roofs and wooden beam-ends as he hurtled down and past and round again..."*  
 —Hob

13/-

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1 URUK-LIEUTENANT

CREATURE

Orc. One strike. If played on a company that has already faced an Orc attack this turn, Uruk-lieutenant receives +3 prowess. Orc-lieutenant receives an additional +3 prowess if played on a company that has already faced Uruk-lieutenant this turn.  
*"...he turned Boromir's sword and bore him backwards..."*  
 —LotRII

9/-

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1\* WANDERING ELДАР

CREATURE

Elves. Each character in the company faces one strike (detainment against covert and hero companies). If Doors of Night is not in play, may also be played keyed to Free-domains [D].  
*"They don't live in the Shire, but they wander into it in Spring and Autumn, out of their own lands..."*  
 —LotRI

9/-

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1 WARGS

CREATURE

Wolves. Two strikes.  
*"In a minute there was a whole pack of them yelping all around the tree and leaping up at the trunk, with eyes blazing and tongues hanging out."*  
 —Hob

9/-

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1 WATCHER IN THE WATER

CREATURE

Animal. Each character in the company faces one strike. May also be played at Moria.  
*"...the arms were all guided by one purpose. Something has crept, or has been driven out of dark waters under the mountains."*  
 —LotRII

8/-

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1 WILD TROLLS

CREATURE

Trolls. Two strikes.  
*"It's trolls!... They're hiding in the bushes with sacks..."*  
 —Hob

10/-

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### AROUSE DEFENDERS



SHORT-EVENT

Playable on a Free-hold [0] 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*

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### AWAKEN DEFENDERS



LONG-EVENT

The number of strikes for each automatic-attack at a Free-hold [0] or Border-hold [1] is doubled. Additionally, each detainment automatic-attack at a Free-hold [0] or Border-hold [1] becomes a normal automatic-attack. Cannot be duplicated.

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

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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*

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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.)

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### CHILL THEM WITH FEAR



LONG-EVENT

All Elf, Dwarf, Dúmadan, 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.

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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 tangled bow and hoary head; their twisted roots were buried in the long green grass. Darkness was under them." —*LotRIII*

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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.

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### DOORS OF NIGHT

PERMANENT-EVENT

**Environment.** When *Doors of Night* is played, and all resource environment cards in play are immediately discarded, and all resource environment effects are cancelled. Cannot be duplicated.

*"One by one white stars sprang forth as the sky faled."*  
—LotR11

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### FELL WINTER

LONG-EVENT

**Environment.** Each Border-land [1] receives an additional automatic-attack: Wolves — 3 strikes with 7 prowess. Additionally, if *Doors of Night* is in play, treat all Free-domains [0] as Border-lands [4] and all Border-lands [4] as Wildernesses [0]. Cannot be duplicated.

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### FOOLISH WORDS

PERMANENT-EVENT

**Playable on any character.** Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

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### GREED

SHORT-EVENT

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

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### HEEDLESS REVELRY

SHORT-EVENT

**Playable on a non-Ringwraith company that is not moving.** Make a roll (or draw a #) for each untapped non-Wizard character in the company; modify this roll by -2 for hero characters. If the result is greater than the character's mind, the character becomes tapped. Alternatively, may be revealed as an on-guard card on a company after the successful play of an item, ally, or faction. Tap all untapped non-Ringwraith, non-Wizard characters in the company.

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### INCITE DEFENDERS

SHORT-EVENT

**Playable on a Border-land [1] or Free-hold [0].** An additional automatic-attack is created at the site until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack at the site of your choice. This automatic-attack is faced immediately following its original. Cannot be duplicated on a given site.

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### INCITE DENIZENS

SHORT-EVENT

**Playable on a Ruins & Lairs [1].** An additional automatic-attack is created at the site until the end of the turn. This is an exact duplicate (including all existing and eventual modifications to prowess, etc.) of an existing automatic-attack at the site of your choice. This automatic-attack is faced immediately following its original. Cannot be duplicated on a given site.

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### LONG WINTER

LONG-EVENT

**Environment.** Each moving company that has at least two Wildernesses [0] in its site path must return to its site of origin unless it contains a ranger. Additionally, if *Doors of Night* is in play, each non-Darkhaven site in play with at least two Wildernesses [0] in its site path is tapped. Cannot be duplicated.

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### LOST IN BORDER-LANDS

SHORT-EVENT

**Playable on a moving company.** Its hazard limit increases by one for every Border-land [0] in its site path.

*"But now all the land was empty, and there was a silence that did not seem to be the quiet of peace."*  
—LotR11

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**LOST IN FREE-DOMAINS**

SHORT-EVENT

**Playable on a moving company.** The company must do nothing during its site phase if it has a Free-domain [0] in its site path.

"...and they were also no longer certain of the direction in which they were going." —LotRI

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**LOST IN SHADOW-LANDS**

SHORT-EVENT

**Playable on a moving company.** Its hazard limit increases by one for every Shadow-land [0] in its site path.

"The nights were the worst... really pitch; so black that you really could see nothing." —Hob

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**LOST IN THE WILDERNESS**

SHORT-EVENT

**Playable on a moving company.** Its hazard limit increases by one for every Wilderness [0] in its site path.

"Not far ahead were dreary hills, rising higher and higher, dark with trees. On some of them were old castles with an evil look, as if they had been built by wicked people." —Hob

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**LURE OF EXPEDIENCE**

PERMANENT-EVENT

**Corruption. Playable on a non-Ringwraith, non-Wizard, non-Hobbit character.** Target character receives 2 corruption points and makes a corruption check each time a character in his company gains an item (including a ring special item).

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

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**LURE OF NATURE**

PERMANENT-EVENT

**Corruption. Playable on a non-Hobbit, non-Dwarf, non-Orc, non-Ringwraith character.** Target character receives 2 corruption points and makes a corruption check at the end of his movement/hazard phase for each Wilderness [0] in his company's site path. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 4, discard this card. Cannot be duplicated on a given character.

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**LURE OF THE SENSES**

PERMANENT-EVENT

**Corruption. Playable on a non-Ringwraith character.** Target character receives 2 corruption points and makes a corruption check at the end of his untap phase if at a Darkhaven [\*].

During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 6, discard this card. Cannot be duplicated on a given character.

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**MINIONS STIR**

LONG-EVENT

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

"Tom got the branch in his teeth for that, and lost one of the front ones." —Hob

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**MUSTER DISPERSES**

SHORT-EVENT

**Playable on a faction.** The faction's player makes a roll (draws a #), and discards the faction if the result plus his unused general influence is less than 11.

"But the Men of Rhin and of Harad, Easterling and Southron, saw the ruin of their war... the most part fled eastward as they could; and some cast their weapons down and sued for mercy." —LotRVI

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**NEWS OF DOOM**

SHORT-EVENT

**Unique.** Each player makes a roll (draws a #) for each faction he has in play. Discard any faction if its result is 2 or 3, or if its result plus that player's unused general influence is less than 10. Remove *News of Doom* from the game.

"...they hid themselves in fear and would not come forth until the day was up..." —LotRV

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### NOTHING TO EAT OR DRINK



PERMANENT-EVENT

*Playable on a minion company at or moving to a Free-hold [•] or Border-hold [I], or playable on a hero company at or moving to a Shadow-hold [A] or Dark-hold [B]. 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 [\*]. Cannot be duplicated on a given company.*

10

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### PLAGUE



PERMANENT-EVENT

*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 [\*].*

12

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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*

6

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### RATS!



SHORT-EVENT

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

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### REBEL-TALK



PERMANENT-EVENT

*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.*

11

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### RIVER



SHORT-EVENT

*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*

6

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### SEARCHING EYE



SHORT-EVENT

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.

6

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### SHUT YER MOUTH



PERMANENT-EVENT

*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.*

10

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### SOMETHING HAS SLIPPED



PERMANENT-EVENT

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

9

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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.

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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.

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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 [X] (or Shadow-land [X]), 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 save them fall, scorn out, or choled with fumes and heat, or stricken down by despair at last, hiding their eyes from death."* —LotRV1

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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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**VEILS FLUNG AWAY**



SHORT-EVENT

7

Playable on a company moving in a Wilderness (O), Border-land (L), or Free-domain (C) if *Doors of Night* is not in play; does not count against the hazard limit. Make a body check modified by +1 for each character. Determine if each Orc or Troll character is discarded as indicated on their cards. Otherwise, the body checks have no effect unless an untapped character fails his check, in which case he becomes tapped.

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**WAITING SHADOW**



SHORT-EVENT

10

Environment. Playable on a company with an untapped Orc, Troll, or Man character. Tap an Orc, Troll, or Man character in that company (defender's choice). If *Doors of Night* is in play, the company need not contain an Orc, Troll, or Man and any one character in that company is tapped (defender's choice).

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**WAKE OF WAR**



LONG-EVENT

3

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

"No few had fallen, renowned or nameless, captain or soldier; for it was a great battle and the full count of it no tale has told."  
—LotRI

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**WEARINESS OF THE HEART**



SHORT-EVENT

5

Playable on a character. The prowess of target character is modified by -1 until the end of the turn. This use cannot be duplicated on a given character. Alternatively, target character makes a corruption check.

"He wandered in loneliness, weeping a little for the hardness of the world..."  
—LotRI

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**WEBS OF FEAR & TREACHERY**



LONG-EVENT

8

Except for unused general influence and unused normal direct influence (including influence modifications given in a character's card text), all modifications to each influence attempt are reduced to zero.

"For Boromir was loyal to me and no wizard's pupil. He would have remembered his father's need..."  
—LotRI

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**WRATH OF THE WEST**



SHORT-EVENT

8

Playable on a minion resource short-event declared earlier in the same chain of effects. Make a roll (draw a #)—if the result is greater than 6, the event is cancelled and discarded.

"...more than a thunderstorm, a thunder-battle... when two great thunderstorms meet and clash."  
—Hob

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