



CIRITH GORGOR

UDÜN

Nearest Haven: Lórien
Playable: Items (minor, major, greater)
Automatic-attacks:
 Orcs — 5 strikes with 8 prowess
 Trolls — 2 strikes with 10 prowess
"This was Cirith Gorgor, the Haunted Pass, the entrance to the land of the Enemy."
 —LotRIV

3

ART BY TED NASMITH

GEANN A-LISCH

OLD PÜKEL-LAND

Nearest Haven: Edhellond
Playable: Information, Items (minor, major)
Automatic-attacks:
 Men — 4 strikes with 8 prowess
Special: Any Man hazard creature can be played at this site.
"Here lived tall Adan captains who once sailed near the lights of the Undying Lands."
 —Kuduk Lore

2

ART BY ERIC DAVID ANDERSON

GOBEL MÍRLOND

HARONDOR

Nearest Haven: Edhellond
Playable: Items (minor, major)
Automatic-attacks: Men — 4 strikes with 9 prowess (detainment)
"...could be seen in clear weather even on the coasts of Gondor or far out upon the western sea."
 —LotR

2

ART BY ERIC DAVID ANDERSON

NÜRNIAG CAMP

NÜRN

Nearest Haven: Edhellond
Playable: Information, Items (minor, major)
Automatic-attacks:
 Men — 4 strikes with 7 prowess
"With spring comes water and flowers and festivals, where their little horses and precious arrows perform miracles."
 —Kuduk Lore

3

ART BY MICHAEL ASTRACHAN

RAIDER-HOLD

HORSE PLAINS

Nearest Haven: Lórien
Playable: Items (minor, major)
Automatic-attacks: Men — 4 strikes with 9 prowess (detainment)
"It looks like a rock from afar, and tales of murder ward away those who might draw close by."
 —Kuduk Lore

3

ART BY ERIC DAVID ANDERSON

THE WORTHY HILLS

CARDOLAN

Nearest Haven: Rivendell
Playable: Information
Automatic-attacks: Men — each character faces 1 strike with 9 prowess (detainment)
Special: During the site phase, you may tap two characters to untap this site—one a sage, one a scout.
"Everything seemed to be alive and threatening, as if a blooming malice was creeping up the slopes."
 —Kuduk Lore

1

ART BY DOUGLAS CHAFFEE

DANCING SPIRE

WITHERED HEATH

Nearest Darkhaven: Dol Guldur
Playable:
 Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dragon — 2 strikes with 11 prowess
"...he knew how evil and danger had thriven in the Wild, since the dragons had driven men from the lands..."
 —Hob

2

ART BY DAVID MONETTE

EAGLES' EYRIE

ANDUIN VALES

Nearest Darkhaven: Dol Guldur
Playable: Information, Items (minor, major)
Automatic-attacks:
 Animals — 2 strikes with 10 prowess (attacker chooses defending characters)
"The eagles had brought up dry boughs for fuel, ...rabbits, hares, and a small sheep."
 —Hob

1

ART BY STEPHEN GRADNER WALLER

EDHELLOND



ANFALAS

Nearest Darkhaven: Geann a-Lisch
Playable: Information, Items (minor, major, greater)
Automatic-attacks (2):
 Elves — 4 strikes with 7 prowess;
 Dúnedain — 3 strikes with 10 prowess
Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

3

ART BY JOHN HOWE

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FRAMSBURG



ANDUIN VALES

Nearest Darkhaven: Dol Guldur
Playable: Items (minor)
Automatic-attacks:
 Men — 1 strike with 10 prowess
Special: The first minor item played at this site each turn does not tap the site. Contains a hoard.
 "...they...drove away the remnants of the people of Angmar on the east side of the Mountains."
 —LotR

1

ART BY ROB ALEXANDER

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GOLD HILL



WITHERED HEATH

Nearest Darkhaven: Dol Guldur
Playable:
 Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 15 prowess
 "Up there, in the lone peak, you'll find more than just ice and rock. It's full of gold! Of course, there's a price..."
 —Kuduk Lore

2

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GREY HAVENS



LINDON

Nearest Darkhaven: Carn Dûm
Playable: Information, Items (minor, major, greater)
Automatic-attacks (2):
 Elves — 3 strikes with 8 prowess;
 Elves — 2 strikes with 10 prowess
Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

2

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HIMRING



ELVEN SHORES

Nearest Darkhaven: Geann a-Lisch
Playable: Items (minor, major)
Automatic-attacks:
 Undead — 1 strike with 8 prowess, each character wounded must make a corruption check modified by -2
Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site.

3

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IREROCK



WITHERED HEATH

Nearest Darkhaven: Dol Guldur
Playable:
 Items (minor, major, greater, gold ring)
Automatic-attacks:
 Dragon — 1 strike with 14 prowess
 "Its name is well given, for if you survive the climb and the cold and the wind, the worm awaits."
 —Kuduk Lore

2

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ISLE OF THE ULOND



ANDRAST COAST

Nearest Darkhaven: Geann a-Lisch
Playable: Information, Items (minor, major)
Automatic-attacks:
 Dragon — 1 strike with 14 prowess
Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site.

2

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ISLES OF THE DEAD THAT LIVE



ERADORAN COAST

Nearest Darkhaven: Geann a-Lisch
Playable: Items (minor, major, gold ring)
Automatic-attacks:
 Undead — 2 strikes with 8 prowess, each character wounded must make a corruption check modified by -2
Special: A covert company must tap an untapped character (if available) if this site is revealed as its new site.

1

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LÓRIEN



WOLD & FOOTHILLS

Nearest Darkhaven: Dol Guldur
Playable: Information,
 Items (minor, major, greater, gold ring)
Automatic-attacks (3): Elves — 4 strikes with 8 prowess; Elves — 3 strikes with 9 prowess; Elves — 2 strikes with 10 prowess
Special: Any company moving to this site has its hazard limit increased by 2. A minion company may not attack another company at this site. A Ringwraith may not move to this site.

2

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THE UNDER-GALLERIES



UNDER-DEEPS

Adjacent Sites: Any site in Udûn (0), The Under-courts (4), The Sulfur-deeps (7)
Playable: Information, Items (minor)
Automatic-attacks: Trolls — 4 strikes with 10 prowess (detainment)
*"Here were bred countless, unspeakable things."
 —Kuduk Lore*

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THE UNDER-GATES



UNDER-DEEPS

Adjacent Sites: Moria (0), The Under-grottos (7), The Gem-deeps (6), The Sulfur-deeps (4), Under-leas (5)
Playable: Items (minor, major)
Automatic-attacks (2): Balrog (1st attack) — 2 strikes with 16 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [4]
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment. If a manifestation of Balrog of Moria is in play or defeated, the first automatic-attack is canceled.

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THE UNDER-GROTTO



UNDER-DEEPS

Adjacent Sites: Goblin-gate (0), The Under-leas (7), The Under-gates (7)
Playable: Items (minor, major, gold ring)
Automatic-attacks (2): Orcs (1st attack) — 4 strikes with 7 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [4]
Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +1.

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THE UNDER-LEAS



UNDER-DEEPS

Adjacent Sites: Mount Gundabad (0), The Iron-deeps (5), The Under-grottos (7), The Under-gates (5), The Under-vaults (6)
Playable: Items (minor, major)
Automatic-attacks (2): Orcs (1st attack) — 5 strikes with 7 prowess (detainment against overt company); (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Ruins & Lairs [4]
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

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THE UNDER-VAULTS



UNDER-DEEPS

Adjacent Sites: Mount Gram (0), The Iron-deeps (6), The Under-leas (6)
Playable: Items (minor, major)
Automatic-attacks (2): Undead (1st attack) — 3 strikes with 8 prowess; (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [4]
Special: Any Undead creature may be played at this site.

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TOLFALAS



MOUTHS OF THE ANDUIN

Nearest Darkhaven: Minas Morgul
Playable: Items (minor, major, greater*)
 *—Scroll of Isildur only
Automatic-attacks: Undead — 3 strikes with 7 prowess, each character wounded must make a corruption check modified by -2
Special: An overt company must tap an untapped character (if available) if this site is revealed as its new site.

7
2

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WEATHERTOP



ARTHELDAIN

Nearest Darkhaven: Carn Dûm
Playable: Information
Automatic-attacks: Wolves — 2 strikes with 6 prowess
*"...in the first days of the North Kingdom, they built a great watch-tower on Weather-top, Amon Sûl they called it."
 —LotRII*

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WELLINGHALL



FANGORN

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major)
Automatic-attacks (2): Awakened Plant — 2 strikes with 10 prowess, Awakened Plant — 2 strikes with 10 prowess
*"A little stream escaped from the springs above...trickling down the sheer face of the wall, pouring in sheer drops, like a fine curtain..."
 —LotRIII*

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ART BY ANGUS MCBRIDE

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BÛRAT



WARRIOR/RANGER TROLL

Unique: Manifestation of "Bert." May not be included with a starting company. May be played on the same turn Túma and/or Wíluag is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap Bûrat to untap Túma or Wíluag if at the same site. If Túma and/or Wíluag is in his company, Bûrat's mind is reduced by one.
Home Site: Any non-Under-deeps Ruins & Lairs

10
5/8

ART BY OSMAR RAYAN

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2 MAUHÚR

WARRIOR ORC

Unique, Leader. Discard on a body check result of 9. +2 direct influence against Orcs and Orc factions.

"Maohúr and his lads are in the forest, and they should turn up any time now." —*LotR*

Home Site: Dol Guldur

ART BY OMAR RAYYAN

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1 MIONID

WARRIOR/RANGER MAN

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

"Many of the Wainriders...passed south of Mordor and made alliance with men of Khand and of Near Harad..." —*LotR*

Home Site: Variag Camp

ART BY OMAR RAYYAN

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2 PERCHEN

SCOUT/DIPLOMAT MAN

Unique. +3 direct influence against any faction playable at Dunnish Clan-hold.

"Dunland and Dunlending are the names that the Rohirrim gave them, because they were swarthy and dark-haired..." —*LotR*

Home Site: Dunnish Clan-hold

ART BY STEPHEN SCHWARTZ

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1 TÚMA

WARRIOR TROLL

Unique. Manifestation of "Tom." May not be included with a starting company. May be played on the same turn *Búrat* and/or *Wúluag* is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap *Túma* to untap *Búrat* or *Wúluag* if at the same site. If *Búrat* and/or *Wúluag* is in his company, *Túma*'s mind is reduced by one.

Home Site: Any non-Under-deeps Ruins & Lairs

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1 WÚLUAG

WARRIOR/SCOUT TROLL

Unique. Manifestation of "William." May not be included with a starting company. May be played on the same turn *Búrat* and/or *Túma* is played. Discard on a body check result of 8. +1 prowess against Dwarves. Tap *Wúluag* to untap *Búrat* or *Túma* if at the same site. If *Búrat* and/or *Túma* is in his company, *Wúluag*'s mind is reduced by one.

Home Site: Any non-Under-deeps Ruins & Lairs

ART BY OMAR RAYYAN

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BLACK HORSE

WARRIOR ALLY

Playable on a Ringwraith at a Darkhaven [*] (does not tap the site). Each Black Horse in your Ringwraith's company allows you to play one Ringwraith follower who requires no direct influence to control. If each Ringwraith in a company has a Black Horse, the company is in Black Rider mode and may freely move (using starter movement). You may include up to nine copies of this card in your play deck and sideboard combined. Return its controller to your hand if Black Horse leaves active play.

ART BY RONALD CHIRONNA

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1 CREATURE OF AN OLDER WORLD

WARRIOR ALLY

Unique. Playable on your Ringwraith at a tapped or untapped *Barad-dûr* (does not tap the site). Your Ringwraith receives +2 prowess. If your Ringwraith is the only character in his company, the company is in Fell Rider mode and may move freely (using starter movement). Tap this ally to: cancel a strike against your Ringwraith or to assign your Ringwraith's strikes against a hero company as you choose before hero strikes are assigned. Return your Ringwraith to your hand if this ally leaves active play.

ART BY JON FOSTER

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1 GREAT BATS

ALLY

Playable at a tapped or untapped Shadow-hold [4]. May not be attacked. Discard this ally if its controlling character is wounded. Tap this ally to remove the effect of an attack against its controlling character's company that states: "attacker chooses defending characters." Cannot be duplicated on a given company.

ART BY VAL MAYERIK

6

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2 GREAT LORD OF GOBLIN-GATE

ALLY

Playable at Goblin-gate. Orc. Manifestation of The Great Goblin. Tap to give +2 prowess to all Orcs in its company; against one attack or in company versus company combat.

"He was in such a rage that he jumped off his seat and himself rushed at Thorin with his mouth open." —*Hob*

ART BY OMAR RAYYAN

5/7

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2 ASDRIAGS



MAN FACTION

Unique. Playable at Nûrniag Camp if the influence check is greater than 10.
Standard Modifications: Nûrniags (+2), Variags of Khand (+2), Balchoth (-2).
*"Always one and the same, horse and rider, even though every warrior owns two or more mounts."
 —Kuduk Lore*

ART BY CHRIS TREVAS

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3 BAIRANAX ROUSED



DRAGON FACTION

Unique. Manifestation of Bairanax. Playable at Ovir Hollow 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 Bairanax against any of your companies are canceled. Any company moving in Withered Heath, Gundabad, Anduin Vales, and/or Grey Mountain Narrows faces one attack: Dragon — two strikes at 14/7 prowess/body (attacker chooses defending characters).

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2 BLACK NÚMENÓREANS



DUNADAN FACTION

Unique. Playable at Gobel Mirlond if the influence check is greater than 8.
Standard Modifications: Umbarcan Corsairs (+2).
*"Proud and eager for wealth, they colonized and conquered and laid many men under tribute."
 —Kuduk Lore*

ART BY BRIAN DUFFEE

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2 CORSAIRS OF RHŪN



MAN FACTION

Unique. Playable at Raider-hold if the influence check is greater than 9.
Standard Modifications: Easterlings (+2), Men of Dorwinion (-2).
*"...some would join forces with the Easterlings, either out of greed for spoil, or in furtherance of feuds among their princes."
 —LOTR*

ART BY HEATHER HEDGON

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4 DAELOMIN ROUSED



DRAGON FACTION

Unique. Manifestation of Daelomin. Playable at Dancing Spire if influence check is greater than 12.
Modifications: influencer discards a major item (+3) or a greater item (+6). All attacks by manifestations of Daelomin against any of your companies are canceled. Any company moving in Withered Heath, Grey Mountain Narrows, Iron Hills, and/or Northern Rhovanion faces one attack: Dragon — three strikes at 13/8 prowess/body (attacker chooses defending characters).

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4 EÁRCARAXĒ ROUSED



DRAGON FACTION

Unique. Manifestation of Eárcaraxē. Playable at Isle of the Ulond if the influence check is greater than 11.
Modifications: influencer discards a major item (+2) or a greater item (+5). All attacks by manifestations of Eárcaraxē against any of your companies are canceled. Any company moving in Andrast Coast, Bay of Belfalas, Eriadoran Coast, and/or Andrast faces one attack: Dragon — two strikes at 17/7 prowess/body (attacker chooses defending characters).

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2 HARADRIM



MAN FACTION

Unique. Playable at Southron Oasis if the influence check is greater than 9.
Standard Modifications: Southrons (+2), Variags of Khand (-2).
*"...a great but cruel race that dwelt in the wide, dry lands south of Mordor and the Ethir Anduin."
 —Kuduk Lore*

ART BY CHRISTINA WOLD

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6 ITANGAST ROUSED



DRAGON FACTION

Unique. Manifestation of Itangast. Playable at Gold Hill if the influence check is greater than 15.
Modifications: influencer discards a major item (+4) or a greater item (+8). All attacks by manifestations of Itangast against any of your companies are canceled. Any company moving in Withered Heath, Iron Hills, Northern Rhovanion, and/or Grey Mountain Narrows faces one attack: Dragon — three strikes at 18/8 prowess/body.

ART BY HEATHER HEDGON

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4 LEUCARUTH ROUSED



DRAGON FACTION

Unique. Manifestation of Leucaruth. Playable at Irerock 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 Leucaruth against any of your companies are canceled. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows faces one attack: Dragon — two strikes at 16/8 prowess/body.

ART BY RONALD CHIRONNA

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1 MORGUL-ORCS



ORC FACTION

Unique. Playable at Minas Morgul if the influence check is greater than 8.
Standard Modifications: Ungol-orcs (-2), Orcs of Angmar (+2). Once in play, the number required to influence this faction is 0.
"...in spite of Shelob they were forced to use it often as the swiftest way from the Dead City over the mountains." —LotRIV

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2 NÚRIAGS



MAN FACTION

Unique. Playable at Variag Camp if the influence check is greater than 9.
Standard Modifications: Haradrim (+2), Southrons (-2).
"They swift masters of the steppe, following the course of nearly traceless paths and always knowing where to find sweet water." —Kuduk Lore

ART BY CHRIS TREVAS

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1 ORCS OF DOL GULDUR



ORC FACTION

Unique. Playable at Dol Guldur if the influence check is greater than 8.
Standard Modifications: Orcs of Moria (-2), Orcs of the Red Eye (+2). Once in play, the number required to influence this faction is 0.
"Three times Lórien had been assailed from Dol Guldur..." —LotR

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3 PETTY-DWARVES



DWARF FACTION

Unique. Playable at The Worthy Hills if the influence check is greater than 11.
"The Noegyth Nibin feared all and loved none, and coveted everything." —Kuduk Lore

ART BY STEPHAN PEREGRINE

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2 WAIN-EASTERLINGS



MAN FACTION

Unique. Playable at Easterling Camp if the influence check is greater than 9.
Standard Modifications: Easterlings (+2), Núriags (-2).
"...stronger and better armed than any that had appeared before. They journeyed in great wains, and their chieftains fought in chariots." —LotR

ART BY STEPHEN SCHWARTZ

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2 BOW OF THE GALADHRIM



MAJOR ITEM

Unique. The following effect applies only if the bearer is an Elf Warrior. In company versus company combat, make a roll (draw a #) before strikes are assigned for each non-unique minion ally in the company the bearer is facing. If the result for an ally is greater than the ally's mind plus five, discard the ally.

ART BY ROBERT A. GILMAN

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JEWEL OF BELERIAND



MINOR ITEM

Hoard item. Tap this item and make a roll (draw a #)—if the result is greater than 6, the bearer untaps if tapped. Cannot be duplicated on a given character.
"...the embodiment of spirit of the magical fruit from the golden trees of Aman." —Kuduk Lore

ART BY N. TAYLOR BLANCHARD

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5 THE ITHIL-STONE



SPECIAL ITEM

Unique. Palantir. Playable at Barad-dûr. When a character taps to play *Ithil-stone*, make a roll (draw a #). If the result plus the number of scouts in his company is greater than 9, *Ithil-stone* is successfully played. Otherwise, the bearer is eliminated and *Ithil-stone* is placed in your out-of-play pile. Bearer makes a corruption check at the end of each of his untap phases. *Bane of the Ithil-stone* is discarded and cannot be played. If *The Lidless Eye* is in play, its player's hand size decreases by two.

ART BY AUDREY CORMAN

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4 ANCIENT BLACK AXE



SPECIAL ITEM

Unique. Playable at any Under-deeps Shadow-hold [1]. **Weapon.** +2 direct influence. **Warrior only:** +3 prowess (to a maximum of 11); -1 to strike's body; tap this item to make a character at the same site automatically pass a corruption check. When this item becomes tapped, bearer makes a corruption check.

+3/-

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4 DWARVEN RING OF THÉLOR'S TRIBE



SPECIAL ITEM

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

+2(4) / +1

ART BY CHRISTINA WALD 3(5)

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4 DWARVEN RING OF THRÁR'S TRIBE



SPECIAL ITEM

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

+2(4) / +1

ART BY QUINTON HOOVER 3(5)

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GOBLIN EARTH-PLUMB



MINOR ITEM

Playable only on an Orc or Troll. +1 to all rolls required for bearer's company to move to adjacent Under-deeps sites.

"Now goblins are cruel, wicked, and bad-hearted. They make no beautiful things, but they make many clever ones.... It is not unlikely that they invented some of the machines that have since troubled the world..."

—Hob

ART BY AUDREY CORMAN 1

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2 HELM OF FEAR



SPECIAL ITEM

Unique. Playable at a tapped or untapped Barad-dûr and only on your Ringwraith (does not tap the site). This item affects a Ringwraith. Tap this item to cancel an attack against the Ringwraith's company. May not cancel combat with a hero company. All body checks against the bearer are modified by -1.

"...a helm like a crown that flickered with a perilous light."

—LotRIV

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2 IRON SHIELD OF OLD



SPECIAL ITEM

Playable at any Under-deeps Shadow-hold [A] or Ruins & Lairs [L]. +2 to all rolls required for bearer's company to move to adjacent Under-deeps sites. *Warrior only:* tap this item to make one strike against its bearer ineffectual (i.e., the strike neither succeeds nor fails).

"Morgoth's troops were shod with iron and iron-shielded..."

—Kuduk Lore

ART BY AUDREY CORMAN 7

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3 NECKLACE OF GIRION



SPECIAL ITEM

Unique. Playable at The Lonely Mountain. Bearer receives +3 direct influence against Men and Man factions. If bearer is at a Border-hold [B] during the site phase, he can make a corruption check, and, if successful, discard this item to play up to 3 non-unique minor and/or major items with his company. Characters need not tap to receive these items.

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OLD TREASURE



MINOR ITEM

Hoard item. +1 direct influence. Discard this item to give +4 direct influence to bearer until the end of the turn.

"...somewhere where there's good loot nice and handy..."

—LotRIV

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RECORDS UNREAD



MINOR ITEM

Cannot be included with a starting company. Discard: to untap a Shadow-hold [A] or to make Information playable at any Shadow-hold [A]. Cannot be duplicated in a given company.

"And yet there lie in his hoards many records that few now can read...for their scripts and tongues have become dark to later men."

—LotRII

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SECRET BOOK



MINOR ITEM

Cannot be included with a starting company. Discard: to untap a Free-hold [F] or Border-hold [B] or to make Information playable at any Ruins & Lairs [L]. Cannot be duplicated in a given company.

"I must be the only one in the Shire, besides you Frodo, that has ever seen the old fellow's secret book."

—LotRI

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3 THONG OF FIRE



GREATER ITEM

Unique. Hoard item. Weapon. May only be born by a character with a prowess of 6 or more. **Warrior only:** +1 body; +1 prowess; if bearer chooses not to tap against a strike, he receives no prowess penalty.

"The fallen Fire-spirits of the Elder Days bore sorcerous weapons, all lost when the hosts of the West claimed the victory..." —Kuduk Lore

+1/+1 ART BY PASCAL YUNG 3

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THRALL-RING



MINOR ITEM

Mind Ring. -1 to mind to a minimum of 1, +1 to direct influence. Cannot be duplicated on a given character.

"As it encircles the finger it ensnares the mind." —Kuduk Lore

ART BY RONALD CHIRIONNA 2

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THRÓR'S MAP



MINOR ITEM

Unique. Discard *Thrór's Map* to untap a site with a Dragon automatic-attack.

"He was witless and wandering, and had forgotten almost everything except the map and the key." —Hob

ART BY JEFFERY REITZ 1

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TROTH-RING



MINOR ITEM

Mind Ring. -1 to mind to a minimum of 1, -1 to all body checks against bearer. Cannot be duplicated on a given character.

"Those who hunger for dominion are themselves enslaved. Power makes a dangerous supper." —Kuduk Lore

ART BY STEVE OTIS 2

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1 USRIEV OF TREACHERY



MAJOR ITEM

Hoard item. Weapon. May only be born by a character with a prowess of 5 or more. **Warrior only:** +1 prowess to a maximum of 8 (+2 against Elves to a maximum of 9); if you assign a strike to the bearer, you may choose to assign a second strike to the bearer. The bearer faces an additional strike sequence.

+1/- ART BY PAI MCKINSEY 1

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ALLIANCE OF FREE PEOPLES



PERMANENT-EVENT

If at least one hero Dwarf faction, one hero Elf faction, and one hero Man faction is in play, all hero Dwarf factions, hero Elf factions, and hero Man factions give an additional marshalling point. Discard when any hero Dwarf faction, hero Elf faction, or hero Man faction is discarded from play. Cannot be duplicated.

"I beheld the last combat on the slopes of orodrain, where Gil-galad died, and Elendil fell, and Narsil broke beneath him; but Sauron himself was overthrown..." —LoRRII

ART BY STEFANO BALLOTTI 9

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ALL THE BELLS RINGING



SHORT-EVENT

Playable during opponent's site phase before strikes are assigned on a hero company at a Free-hold [•] or Border-hold [X] if a minion company attacks. The attack is canceled and the minion company must face all automatic-attacks of the site—which attack normally, not as detainment. Afterwards, the minion company may attack the hero company again.

ART BY CHRIS TRENAS 7

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BITER AND BEATER!



SHORT-EVENT

Playable on a company facing an Orc attack or in combat with an overt company. Also playable during opponent's site phase. Every Sword of Gondolin, Orcrist, and Glamdring in target company give an additional +2 prowess bonus and lower the body of strikes their bearers face by 1.

"They knew the sword at once...the goblins called it simply Biter. They hated it..." —Hob

ART BY DANIEL FRAGER 7

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DRUGHU



SHORT-EVENT

Playable on a hero company during your organization phase if you discard a ranger character from your hand. All characters in the company this turn receive +2 prowess against attacks keyed to Wilderness [•] and during combat at Ruins & Lairs [X].

Cannot be duplicated on a given company.

"Each company was guided by a wild woodman...the thickets offered to the Riders their last hope of cover before they went into open battle..." —LoRRV

ART BY APER LEE 9

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6

TOWER RAIDED



PERMANENT-EVENT

Playable during the site phase on an untapped Shadow-hold [A] if your company there: bears an item worth at least 2 marshalling points, contains an untapped scout, and discards for no effect a Stolen Knowledge card it controls. Tap the site and discard the item. Company faces an attack: Orcs — 4 strikes with 8 prowess. By the end of the site phase, tap a scout in the company or discard this card. If this card is not discarded, all versions of this site are now Ruins & Lairs [L], and no factions are playable there. Discard this card when the site is discarded or returned to your location deck.

ART BY LIZ DANFORTH

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ABOVE THE ABYSS



SHORT-EVENT

Playable on a tapped non-Ringwraith character if your opponent is a Wizard and your Ringwraith is in play. Untap target character.

"...in the dark they could not see a descent, until they came on it and put their feet out into emptiness."

—LotRII

ART BY BRIAN DUFFEE

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DARK TRYST



SHORT-EVENT

Draw three cards and remove this card from the game.

"Unclad, unmounted, and invisible—yet bearing terror with their presence—the Nazgûl passed over Anduin to receive mounts and raiment on the river's west shore."

—Kuduk Lore

ART BY JOHN HOWE

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DRIVEN AS BY A MADNESS



SHORT-EVENT

Magic. Spirit-magic. Playable on a spirit-magic-using character facing an attack. All characters in his company receive +2 prowess and -1 body against the attack. Unless he is a Ringwraith, character makes a corruption check modified by -3. Cannot be duplicated against a given attack.

"...a great fear fell on all, defender and foe alike..."

—LotRV

ART BY ZINA SAUNDERS

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EYE NEVER SLEEPING



SHORT-EVENT

Playable if you are Sauron. Cancel one hazard creature attack.

"There was an eye in the Dark Tower that did not sleep."

—LotRII

ART BY PASCAL YUNG

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(3)

FAITHLESS STEWARD



PERMANENT-EVENT

Playable on an agent character at a Darkhaven [*] who has a Border-hold [B] or Free-hold [F] as a home site. If target character is unwounded and at one of his Border-hold [B] or Free-hold [F] home sites, no factions can be played at any version of that site and you receive this card's marshalling points. Cannot be duplicated on a given character.

ART BY LISSANNE LAKE

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FAR BELOW THE DEEPEST DELVINGS



SHORT-EVENT

Playable during the movement/hazard phase on a company moving to an Under-deeps site. At the end of its movement/hazard phase, target company attempts to move to an additional site. Another site card is played and another movement/hazard phase immediately follows.

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

—LotRIII

ART BY DAVID MOSSETTE

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HAIL OF DARTS



SHORT-EVENT

Playable during the organization phase on a company. Each character tapping in support gives a +3 modification to prowess instead of the normal +1. Cannot be duplicated on a given company.

"Arrows thick as the rain came whistling over the battlements..."

—LotRIII

ART BY VAL MAYERIK

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HOARD WELL-SEARCHED



SHORT-EVENT

Scout only. Playable during the site phase on a company with a scout at a tapped site that contains a hoard. A minor or major item may be played.

"...but always he searched from side to side for something which he could not find."

—Hob

ART BY CORNEY SKINNER

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HOLD REBUILT AND REPAIRED



PERMANENT-EVENT

Playable on a non-Dragon's lair, non-Under-deeps Ruins & Lairs [1]. The site becomes a Shadow-hold [1] and all automatic-attacks become detainment. Discard this card when the site is discarded or returned to its location deck.

"Smoke rises once more from Orodruin that we call Mount Doom." —LotRII

ART BY DAVID MONETTE

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HOUNDS OF SAURON



SHORT-EVENT

Magic, Shadow-magic. Playable during the site phase by a shadow-magic using character in lieu of declaring an attack against a hero company. The hero company faces an attack of Wolves — 4 strikes with 8 prowess.

Alternatively, playable on a non-automatic attack against a shadow-magic using character. The number of strikes of the attack is reduced to one. Unless he is a Ringwraith, the shadow-magic user makes a corruption check modified by -4.

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JOIN WITH THAT POWER



SHORT-EVENT

Diplomat only. One influence check or corruption check by a character in a diplomat's company receives a bonus equal to the number of characters in the company minus one. Cannot be duplicated on a given check.

"...only in the mouths of emissaries sent from Mordor to deceive the ignorant." —LotRII

ART BY ALAN POLLACK

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LEGENDARY STAIR



SHORT-EVENT

During the organization phase, reveal the new site of a company planning to move whose site of origin is untapped. This card is playable if the company's new site is an Under-deeps site. At the end of the turn, the company may replace its new site card with its site of origin card.

"... Many have said that it was never made save in legend..." —LotRIII

ART BY DOUGLAS CHAFFEE

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ORDERS FROM LUGBŪRZ



PERMANENT-EVENT

Playable on a company. May be played with a starting company in lieu of a minor item. This company may contain a Troll leader in addition to another leader. +1 to all corruption checks by followers of Troll leaders in this company.

Discard if Ren is your Ringwraith or when a leader leaves the company. Cannot be duplicated on a given company.

"A great cave-troll, I think, or more than one." —LotRII

ART BY JON FOSTER

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OUR OWN WOLVES



SHORT-EVENT

Magic, Spirit-magic. Playable on a company with a spirit-magic using character facing an attack. Each wolf ally (War-wolf, War-warg, or The Warg-king) receives +3 prowess against the attack. Following the attack, the controller of each wolf ally faces an attack: (no type) one strike with the ally's normal prowess +3. If the strike of an attack is successful, discard the wolf ally. Unless he is a Ringwraith, the spirit-magic-using character makes a corruption check modified by -3.

ART BY LIZ DANFORTH

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(5) PADDING FEET



PERMANENT-EVENT

Playable during the site phase on a lone scout minion (no other character or allies in his company) at the same site as a hero company containing a Hobbit. Also playable on a lone minion controlling Stoker (discard this card if Stoker leaves the company). If during a following site phase target character is at the same site as the Hobbit, tap this card (site must be entered). This card never untaps. If then during a following site phase, target character is at the same site as the Hobbit, invert this card (rotate it 180°) (site must be entered). If inverted, this card may be stored at a Darkhaven [1] — only if stored do you receive its marshalling points.

ART BY CHRISTINA WALD

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POWERS TOO DARK AND TERRIBLE



PERMANENT-EVENT

Playable if you are Sauron. Once each of your turns, you may choose any character you control bearing a mind ring or special item ring to use sorcery, spirit-magic, or shadow-magic for the purposes of playing one magic card. Additionally, the corruption checks for all hero spells are modified by -1. Cannot be duplicated. Discard when any play deck is exhausted.

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RIVEN GATE



SHORT-EVENT

Magic, Sorcery. Playable on a sorcery-using character when facing the automatic-attack at a Border-hold [1]. All automatic-attacks at the site are canceled, and any influence attempt against a faction at the site this turn is modified by +2. Unless he is a Ringwraith, he makes a corruption check modified by -4.

ART BY ERIK DAVID ANDERSON

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SACK OVER THE HEAD



PERMANENT-EVENT

Playable on a Troll minion whose company is attacking a hero company with at least one Dwarf or Hobbit. For each successful strike against a Dwarf or Hobbit, the character is not wounded, but rather placed "off to the side" with this card. Discard if no characters are placed with this card. Target Troll cannot move to a Darkhaven [★]. At the start of your turn, make a roll (draw a #) for each character placed with this card. If the result is greater than 8, the character is eliminated. If target Troll is wounded or removed from active play, discard this card and the surviving Dwarves and Hobbits form a company at the Troll's current site or new site.

ART BY RONALD CHIRONNA

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STEEDS



SHORT-EVENT

Playable during the organization phase on a moving covert company. The hazard limit is decreased by two (to a minimum of 2). The prowess of any hazard creatures played against the company this turn is modified by +1.

"...they carry off what they can, choosing always the black horses..." —LotRIII

ART BY MARGARET OGDEN-KENY

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THE ASH MOUNTAIN DEEPS



SHORT-EVENT

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Dagorlad and Gorgoroth, Horse Plains and Gorgoroth. The company faces a detainment attack at the beginning of its movement/hazard phase: Orcs — four strikes with 6 prowess. Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

ART BY DAVID MONETTE

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THE DARK POWER



SHORT-EVENT

Playable if you are Sauron. +3 to an influence check against a faction. If the check is not successful, shuffle the faction into your play deck.

"But don't forget: the enemies don't love us any more than they love Him, and if they get topsides on Him, we're done too." —LotRIV

ART BY MICHAEL ASTRAKHAN

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THE GREAT EYE



LONG-EVENT

Playable if you are Sauron. The hazard limit against all companies is decreased by one (to a minimum of two). If this card is in play, you can discard it to target and cancel the play of a hazard event played by your opponent before it resolves. This cannot be used against an on-guard card. Cannot be duplicated.

"...a dirty treacherous fool. But the Great Eye is on him." —LotRIII

ART BY STEVE OTIS

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THE MISTY MOUNTAIN DEEPS



SHORT-EVENT

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Rhudaur and Anduin Vales, Rhudaur and Wold & Foothills, Hollin and Wold & Foothills, Hollin and Fangorn, Dunland and Fangorn. Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

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THE MOUNTAINS OF SHADOW DEEPS



SHORT-EVENT

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Ithilien and Gorgoroth, Ithilien and Nurn, Harondor and Nurn. The company faces a detainment attack at the beginning of its movement/hazard phase: Orcs — four strikes with 6 prowess. Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

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THE TORMENTED EARTH



SHORT-EVENT

Magic. Sorcery. Playable on a sorcery-using character facing a non-automatic-attack. Cancels the attack or gives the attack -3 prowess, your choice. Unless he is a Ringwraith, character makes a corruption check modified by -4. Cannot be duplicated against a given attack.

"...as if...smitten with a shower of bolts and huge slingstones." —LotRVI

ART BY DAVID MONETTE

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THE UNDEEPS OF ANDUIN



SHORT-EVENT

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Rohan and Dagorlad, Anórien and Dagorlad, Lebennin and Ithilien, Lebennin and Harondor. Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

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THE UNDER-ROADS



LONG-EVENT

The roll required for minions to move between adjacent Under-deeps sites is decreased by 3. Discards and prohibits the subsequent play of *The Way is Shut*.

"Rivulets of liquid rock spilled into the molten river, which wound its way beneath basalt arches."
—Kuduk Lore

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THE WHITE MOUNTAIN CAVERN-WAYS



SHORT-EVENT

Ranger only. Playable during the organization phase on a ranger. If his company uses region movement, it may move as if the following pairs of regions were adjacent: Old Púkel-land and Anfalas, Rohan and Lamedon, Rohan and Anfalas, Anórien and Lamedon. Alternatively, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two).

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TOKENS TO SHOW



PERMANENT-EVENT

Minion characters may store resources (items and events) during the end-of-turn phase as though it were their organization phase. Cannot be duplicated. Discard when any play deck is exhausted.

"...he held up first a short sword such as Sam had carried, and next a grey cloak with an elven-brooch, and last the coat of mithril-mail..."
—LotRV

ART BY QUINTON HOOVER

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4 **TREASON THE GREATEST FOE**



PERMANENT-EVENT

Playable during the site phase on a minion if a non-Wizard hero is at the same site and the hero and minion have the same home site. Make a roll (draw a #). If the result plus target minion's unused direct influence is greater than the hero's mind plus his player's unused general influence, discard the hero (and all cards he controls) and place this card in your marshalling point pile. Otherwise, discard this card.

ART BY LIZ DANFORTH

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1 **TRIBUTE GARNERED**



PERMANENT-EVENT

Playable on a faction in play. That faction gives an additional miscellaneous marshalling point. Cannot be duplicated on a given faction. Discard when any play deck is exhausted.

"...and out of the East men were moving endlessly: swordsmen, spearmen, bowmen upon horses, chariots of chieftains and laden wains."
—LotRII

ART BY AUDREY CORMAN

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(3) **USE YOUR LEGS**



PERMANENT-EVENT

Playable on an Orc minion whose company is attacking a hero company with at least one Hobbit. For each successful strike against a Hobbit, the character is not wounded, but rather placed "off to the side" with this card. Discard if no characters are placed with this card. Make a roll (draw a #) during your end-of-turn phase. If the result is less than 7, discard this card. If target Orc is wounded or removed from active play, discard this card. If this card is discarded, the surviving Hobbits immediately form a company at the Orc's current site or new site. MPs are awarded if stored at Barad-dûr, and the Hobbits are then eliminated.

ART BY ALAN LEE

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WELL-PRESERVED



PERMANENT-EVENT

Magic. Shadow-magic. Playable on a wounded character in a company with a shadow-magic-using character. Wounded character becomes untapped with -1 to body. Discard at the end of his untap phase if at a Darkhaven [★]. Unless the shadow-magic-user is a Ringwraith, he makes a corruption check modified by -3.

ART BY CORINNE SKINNER

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WORLD GNAWED BY THE NAMELESS



SHORT-EVENT

Playable during the movement/hazard phase on a company moving to an Under-deeps site. At the end of its movement/hazard phase, target company attempts to move to an additional Under-deeps site which it has not attempted to move to yet this turn. Another site card is played and a movement/hazard phase immediately follows. Return this card to your hand. All hazard creatures the company faces this turn keyed to Shadow-holds [4] attack normally, not as detainment.

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6* **ALATAR THE HUNTER**



CREATURE OR PERMANENT-EVENT

Unique. Maia. Manifestation of Alatar. Two strikes. Attacker chooses defending characters. Detainment and -3 prowess against hero companies. Discard this card if Alatar comes into play.

As a creature, may also be played keyed to Andrast, Old Púkel Gap, Anfalas, Lamedon, Lebennin, Belfalas, or Anórien; or at sites in these regions.

As a permanent-event, all Maia attacks receive +1 prowess and +1 strike and attacker chooses defending characters. Discard when any play deck is exhausted.

13/9

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2* DURIŦ'S FOLK



CREATURE

Dwarves. Five strikes. Detainment and -2 prowess against hero companies. May also be played keyed to The Shire.

"Fathers would beg us to take their sons as apprentices, and pay us handsomely, especially in food supplies, which we never bothered to grow or find for ourselves." —Hob

8/-

ART BY DANIEL HORNE

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1* DWARVEN TRAVELERS



CREATURE

Dwarves. Three strikes. Detainment against hero and covert companies. Maia hazard creatures may be keyed to Border-holds [1] or Ruins & Lairs [2] against any company that has faced *Dwarven Travelers* this turn.

"We must away, ere break of day... To find our long-forgotten gold." —Hob

8/-

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2* GALADHRIM



CREATURE

Elves. Three strikes. Detainment and -2 prowess against hero companies. Playable keyed to Lindon, Rhudaur, Wold & Foothills, or Anfalas; or at non-Haven sites in these regions. Each character wounded by this attack must discard all items he bears.

"...they dwell now deep in the woods and far from the northern border." —LotR11

11/7

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6* GANDALF THE WHITE RIDER



CREATURE OR PERMANENT-EVENT

Unique. Maia. Manifestation of Gandalf. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if *Gandalf* comes into play.

As a creature, may also be played keyed to Arthedain, The Shire, Rhudaur, Lindon, Wold & Foothills, or Anfalas; or at sites in these regions.

As a permanent-event, the hazard limit against all overt minion companies is increased by one. Discard when any play deck is exhausted.

13/9

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3* KNIGHTS OF THE PRINCE



CREATURE

Unique. Dúnedain. Four strikes. Detainment against hero companies. Playable at Anfalas, Belfalas, Lamedon, Lebennin, or Anórien; or at sites in these regions. Unless the attack is canceled, all untapped characters in defending company are tapped following this attack.

"...tall men and proud with sea-grey eyes." —LotRV

10/8

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3* LADY OF THE GOLDEN WOOD



CREATURE OR PERMANENT-EVENT

Unique. Elf. Manifestation of Galadriel. One strike. Detainment against hero companies.

As a creature, may be played keyed to Wold & Foothills; or at sites in this region.

As a permanent-event, all effects are automatically canceled which allow a minion player to search through or look at any portion of his play deck or discard pile outside of the normal sequence of play. Discard when any play deck is exhausted.

12/10

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2* LORD OF THE CARROCK



CREATURE OR PERMANENT-EVENT

Unique. Man. Manifestation of Beorn. One strike. Detainment against hero companies.

As a creature, may be played keyed to Anduin Vales, Woodland Realm, Western Mirkwood, Wold & Foothills, High Pass, or Redhorn Gate; or at sites in these regions.

As a permanent-event, all influence attempts against Man factions are modified by -2. Discard when any play deck is exhausted.

16/9

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3* LORD OF THE HAVEN



CREATURE OR SHORT-EVENT

Unique. Elf. Manifestation of Círdan. One strike. Detainment against hero companies.

As a creature, may be played keyed to Lindon or any Coastal Sea [1] region; or at sites in these regions.

As a short-event, tap up to two target characters in one company at a site in, or moving through, a Coastal Sea [1] region.

13/9

ART BY DAVID A. CHERRY

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3* MASTER OF THE HOUSE



CREATURE OR PERMANENT-EVENT

Unique. Elf. Manifestation of Elrond. One strike. Detainment against hero companies.

As a creature, may be played keyed to Rhudaur, Arthedain, High Pass, The Shire, or Cardolan; or at sites in these regions.

As a permanent-event, each player at the end of each turn may bring one Elf creature from his discard pile to his hand. Discard when any play deck is exhausted.

14/9

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6* PALLANDO THE SOUL-KEEPER



CREATURE OR PERMANENT-EVENT

Unique, Maia. Manifestation of Pallando. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if Pallando comes into play.

As a creature, may also be played keyed to Lindon, Numeriad, Arthedain, or Cardolan; or at sites in these regions.

As a permanent-event, the next non-Ringwraith minion discarded from play is instead eliminated. Discard when a minion is so eliminated.

13/9

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6* RADAGAST THE TAMER



CREATURE OR PERMANENT-EVENT

Unique, Maia. Manifestation of Radagast. Two strikes. Detainment and -3 prowess against hero companies. Discard this card if Radagast comes into play.

As a creature, may also be played keyed to Southern Mirkwood, Western Mirkwood, Woodland Realm, Heart of Mirkwood, or Rhosgobel.

As a permanent-event, all companies moving in Southern Mirkwood, Western Mirkwood, Woodland Realm, and/or Heart of Mirkwood have their hazard limit increased by one. Discard when any play deck is exhausted.

13/9

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6* SARUMAN THE WISE



CREATURE OR PERMANENT-EVENT

Unique, Maia. Manifestation of Saruman. Three strikes. Detainment and -3 prowess against hero companies. Discard this card if Saruman comes into play.

As a creature, may also be played keyed to Gap of Isen, Rohan, Eredhwaith, or Old Pükel-land; or at sites in these regions.

As a permanent-event, all ring items give one additional corruption point. Discard when any play deck is exhausted.

13/9

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1* STEWARD'S GUARD



CREATURE

Dúnedain. Five strikes. Detainment against hero and covert companies. May be played keyed to Wold & Foothills, Rohan, Anórien, Lebennin, Brown Lands, Dagorlad, Ithilien, or Harondor.

"By our valour... the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West!"

—LotRII

8/-

ART BY BRAD WILLIAMS

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1* STOUT MEN OF GONDOR



CREATURE

Men. Six strikes. Detainment against hero and covert companies. May be played keyed to Old Pükel-land, Old Pükel Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anórien, or Rohan; or at sites in these regions.

"But still we fight on, holding all the west shores of Anduin; and those who shelter behind us give us praise..."

—LotRII

7/-

ART BY RON WALOTENSKY

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2 TROLLS FROM THE MOUNTAINS



CREATURE

Trolls. Three strikes.

"For a couple o' pins," says Troll, and grins... "I'll eat thee too, and gnaw thy shins..."

—LotRI

12/5

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A LIE IN YOUR EYES



SHORT-EVENT

Playable on an untapped non-Ringwraith, non-Wizard character. Your opponent may either: tap the character, tap an ally the character controls, or choose for you to make a roll (draw a #). If the result is greater than the character's mind plus 6, the character is discarded (along with all cards he controls).

"That won't do.... What did you see, and what did you say?"

—LotRIII

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ALONE AND UNADVISED



PERMANENT-EVENT

Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Target character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his corruption checks are modified by adding the number of characters in his company. 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. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.

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COME AT NEED



PERMANENT-EVENT

Playable if you have an ally in your hand. When this card is played, place one ally from your hand "off to the side" with it (the ally gives no marshalling points). The ally must be able to be attacked. If an opponent's company moves to a site where the ally is playable, it faces a single-strike attack (with no type) with the attributes of the ally, except the prowess is increased by 7. The attack is detainment if the ally and the company are both minion or both hero, and this card is discarded afterwards. If defeated, discard this card and place the ally in your opponent's marshalling point pile—he receives the ally's marshalling points as kill points. You may return the ally to your hand and discard this card during your organization phase.

ART BY CORINNY SANNER

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EARLY HARVEST



SHORT-EVENT

Playable on a faction that is normally playable at a Border-hold [1] (except Army of the Dead). Make a roll (draw a #) modified by -1 if the faction is a minion faction. Return the faction to opponent's hand if the result plus the normal marshalling points the faction gives is greater than 12.

"...the vines were laden...and everywhere there was so much corn that at Harvest every barn was stuffed."
—LotRVI

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ENCHANTED STREAM



PERMANENT-EVENT

Playable on a moving company with at least one Wilderness [0] in its site path. A ranger in the company can tap to cancel this card before it resolves. The company cannot voluntarily split or move to a new site unless it taps all of its untapped characters to a maximum of two during its organization phase. Discard during any organization phase if the company is at a Haven/Darkhaven [★].

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FEALTY UNDER TRIAL



SHORT-EVENT

Playable on a minion in a Darkhaven [★] or Barad-dûr. Make a roll (draw a #) adding the marshalling points (as though they were stored) and corruption points of all items and events played with target minion. All items and storable events played with target minion are then automatically stored (no corruption checks are made). Then, if the result was greater than 15, discard the minion (and all other cards played with him).

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FEAR! FIRE! FOES!



SHORT-EVENT

Playable on a Free-hold [0] or Border-hold [1]. An additional automatic-attack is created at the site this turn: 5 strikes with 8 prowess (detainment, no attack type). Alternatively, playable on a detainment automatic-attack a minion company is facing. The attack becomes normal (not detainment) and has -1 prowess.

"The Brandybucks were blowing the Horn-call of Buckland..."
—LotRI

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FULL OF FROTH AND RAGE



PERMANENT-EVENT

All Spider and Animal attacks receive +2 prowess. Discard if a Spider or Animal attack is defeated. Cannot be duplicated.

"...hairy legs waving, nippers and spinners snapping, eyes popping, full of froth and rage."
—Hob

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NEAR TO HEAR A WHISPER



PERMANENT-EVENT

Any agent may attack a company at his site at the start of the site phase if the company chooses not to enter the site. May be revealed on-guard if the company chooses not to enter the site. Discard when any play deck is exhausted. Cannot be duplicated.

"He can smell us, perhaps. And he can hear as keen as Elves, I believe. I think he has heard something now; our voices probably."
—LotRIV

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ONE FOE TO BREED A WAR



PERMANENT-EVENT

Playable on a wounded non-Wizard, non-Ringwraith character. The next time target character would otherwise heal, discard this card instead. Attacking player may always assign the first strike of any attack to this character (unless Alatar moves into the company to face a strike). Cannot be duplicated on a given character.

"Where will wants not, a way opens, so we say... and so I have found for myself."
—LotRV

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PILFER ANYTHING UNWATCHED



SHORT-EVENT

Playable on an untapped agent. Tap the agent. Make a roll (draw a #) for a character in play of your choice with a home site the same as the agent's current site. To the roll add 5 if the agent's current site is also the agent's home site. If the result is greater than the character's mind plus 5, the character is returned to his player's hand (one item may be transferred to another character in the same company).

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POWER BUILT BY WAITING



PERMANENT-EVENT

Tap during a company's movement/hazard phase to increase the hazard limit against that company by one. This card does not untap during your untap phase. You may use two against a company's hazard limit to untap this card.

"And perils known and unknown will grow as we go on."
—LotRII

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2 RETURNED BEYOND ALL HOPE



SHORT-EVENT

Bring one hazard creature of the following type from your discard pile to your hand: Maia, Elf, Dwarf, or Dúnedain.

Alternatively, bring a Maia permanent-event from active play to your hand.

Alternatively, make a roll (draw a #)—if the result is greater than 8, bring an eliminated Elf or Maia hazard creature to its owner's discard pile and place this card in your opponent's marshalling point pile (do not discard it).

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RIDE AGAINST THE ENEMY



SHORT-EVENT

Playable on a company moving through a Wilderness. If you have a character in your hand, reveal the character. A single-strike hazard creature attack is made on the company with the attributes of the revealed character, except the prowess is increased by 7. Other cards have no effect on this attack. The attack is detainment if the revealed character and the company are both minion or both hero. If defeated, place the character in your opponent's marshalling point pile—he receives the character's marshalling points as kill points. Otherwise, discard the character.

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SHORT LEGS ARE SLOW



PERMANENT-EVENT

This card affects companies with at least as many Hobbits as non-Hobbit characters. The number of region cards affected companies can play is reduced by one (normally from four to three). Affected companies cannot use starter movement if region movement is being used in the game. Cannot be duplicated. Discard when any play deck is exhausted.

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SLIP TREACHEROUSLY



SHORT-EVENT

Tap all untapped items in play. Items effects not requiring tapping apply normally.

"Whether it was an accident, or a last trick of the ring before it took a new master, it was not on his finger."
—Hob

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SUMMONS FROM LONG SLEEP



PERMANENT-EVENT

This card reserves up to one Dragon or Drake hazard creature at a time. To reserve a Dragon or Drake creature, place it face up "off to the side" with this card (not counting against the hazard limit). You may play a reserved creature as though it were in your hand. When the reserved creature is played, another Dragon or Drake may be reserved. A reserved Dragon or Drake receives +2 prowess when attacking.

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TROUBLE ON ALL BORDERS



PERMANENT-EVENT

Playable on a unique faction in play. Any company moving through the region containing a site where the faction is playable, or through any region adjacent to this one, faces an attack. The attack is the same type as the faction and has 4 strikes with 8 prowess. The attack is detainment if the company and faction are both minion or both hero. Cannot be duplicated on a given faction. Discard when any play deck is exhausted.

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TURNING HOPE TO DESPAIR



SHORT-EVENT

Playable on a company facing a non-detainment attack from: Undead, Nazgûl, or Maia; does not count against the hazard limit. If the attack is not defeated, each character in the company makes a roll (draws a #) and adds his mind. If the result is less than 11, the character splits off from the company and forms his own company with the same site path as his original company. The character faces a separate movement/hazard phase this turn with a hazard limit of one.

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UNHAPPY BLOWS



SHORT-EVENT

Playable on a company containing both Dwarves and Elves, or both Orcs and Trolls. Make a roll (draw a #) and subtract five (seven for Orcs and Trolls). If available, your opponent must choose and return to his hand any number of Elves and Dwarves (or Orcs and Trolls) in the company whose total mind equals or exceeds this result. Items played with these characters are also returned to opponent's hand. Cannot be duplicated on a given turn.

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-2 WILL SHAKEN



PERMANENT-EVENT

This card cannot be played. If your opponent looks at cards from your hand (due to the use of one of his cards or abilities) and sees Will Shaken, place this card in his marshalling point pile. He loses two miscellaneous marshalling points. Your opponent may skip his turn in order to place this card in your discard pile.

"For he knew...the thread upon which his doom now hung."
—LotRVI

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