







3 BÚTHRAKUR

9

WARRIOR/SCOUT/RANGER TROLL

Unique. Balrog specific. Leader. Manifestation of Búthrakaur the Green. Discard on a body check result of 9. +3 direct influence against Trolls, Orcs, Troll factions, and Orc factions. +3 direct influence against Balrog specific characters.

"A huge arm and shoulder, with a dark skin of greenish scales, was thrust through the widening gap." —LotRII

Home Site: Moria, The Under-gates

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2 CROOK-LEGGED ORC

0

WARRIOR/RANGER ORC

Balrog specific. Discard on a body check result of 7.

"...score of others like him: long-armed crook-legged Orcs." —LotRIII

Home Site: any non-Dark-hold Under-deeps site

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1 HILL-TROLL

3

WARRIOR TROLL

Balrog specific. Discard on a body check result of 7.

"...clad only in close-fitting mesh of horny scales, or maybe that was their hideous hide; but they bore round bucklers huge and black and wielded heavy hammers in their knotted hands." —LotRV

Home Site: any non-Dark-hold Under-deeps site

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1 MOUNTAIN-MAGGOT

0

WARRIOR ORC

Balrog specific. Discard on a body check result of 7.

"There's only one thing these maggots do: they can see like gimlets in the dark." —LotRIII

Home Site: any non-Dark-hold Under-deeps site

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3 UMAGAU

9

WARRIOR/DIPLOMAT/SAGE TROLL

Unique. Balrog specific. Leader. Manifestation of Umagaur the Pale. Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions. +3 direct influence against Balrog specific characters.

"The great troll-chief that smote him down..." —LotRVI

Home Site: Moria, The Under-gates

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1 CAVE TROLL

2

ALLY

Playable at a tapped or untapped Under-deeps site with a Troll automatic-attack. +1 to rolls required for its controller's company to move to adjacent Under-deeps sites.

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

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2 EVIL THINGS LINGERING

4

SAGE ALLY

Unique. Balrog specific. Spawn. Playable at The Under-galleries, The Under-courts, or Remains of Thangorodrim. Discard this ally if its company moves using region or starter movement. If this ally's controlling character is not The Balrog, your opponent makes a roll during your organization phase and subtracts four. The controlling character is eliminated if the result is greater than his mind.

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1 GREAT TROLL

3

WARRIOR ALLY

Balrog specific. Playable at a non-Darkhaven Under-deeps site and only by The Balrog. Troll. Even if tapped or wounded, you may assign a strike to this ally as though it were untapped.

"Two great trolls appeared; they bore great slabs of stone, and flung them down to serve as gangways over the fire." —LotRII

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1 NASTY SLIMY THING

2

ALLY

Unique. Balrog specific. Spawn. Playable at a non-Darkhaven Under-deeps site. Tap to cancel a Drake attack. Discard this ally if its company moves using region or starter movement.

"...also there are other things more slimy than fish." —Hob

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3 DESCENT THROUGH FIRE



PERMANENT-EVENT 11

Balrog specific. Playable during the site phase if The Balrog is at an untapped Under-galleries or Under-courts. Tap the site. The Balrog's company faces 3 attacks (Trolls – 5 strikes with 8 prowess, 4 strikes with 10 prowess, 3 strikes with 12 prowess). Following the attacks, tap The Balrog or discard this card. If not discarded, place this card in your marshalling point pile. All your characters receive +1 prowess and all your leaders receive +1 direct influence. Cannot be duplicated at a given site.

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2 EDDY IN FATE'S TIDE



PERMANENT-EVENT 11

Balrog specific. Playable during the site phase on an untapped site if The Balrog is there; the site cannot be an Under-deeps site or surface site thereof. Tap The Balrog and the site. This site is never discarded and never untaps for you. Before a company can play any ally or item at any version of this site, it must tap two characters during the site phase.

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FLAME OF UDÚN



PERMANENT-EVENT 10

Balrog specific. Demon fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon fána card, or, if you choose, during your organization phase. Discard his allies. No other characters or allies can be in his company outside of the organization phase. +3 prowess; -2 direct influence. +1 to all body checks resulting from failed strikes against The Balrog. If The Balrog attacks successfully in company vs. company combat, +1 to defending character's body check.

+3/-

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FOE DISMAYED



SHORT-EVENT 10

Balrog specific. +1 prowess against an attack for all characters in a leader's or The Balrog's company or +3 to an influence attempt by a leader or The Balrog.

"He gave a cry of dismay and fear." —LotRII

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GANGWAYS OVER THE FIRE



PERMANENT-EVENT 9

Balrog specific. At the end of its movement/hazard phase, each of your moving companies may attempt to move with Under-deeps movement to a new site they have not used yet this turn. Another site card is played and a movement/hazard phase immediately follows. Subtract the number of complete movement/hazard phases the company has taken so far this turn from its Under-deeps movement rolls. You may start the game with this card in lieu of playing a minor item. Cannot be duplicated.

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GOING EVER UNDER DARK



PERMANENT-EVENT 4

Playable on a company during the organization phase. The company cannot use starter movement. In addition, if they move with region movement, they are limited in all cases to 3 regions maximum and their hazard limit is reduced by one (to a minimum of two). Discard this card from play and make a roll to attempt to cancel an attack against them by an opponent's company. If the roll plus the number of scouts in the company is greater than 7, the attack is canceled. Discard during your organization phase if you choose. Cannot be duplicated on a given company.

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(2) GREAT ARMY OF THE NORTH



PERMANENT-EVENT OR SHORT-EVENT 4

As a permanent-event, +1 to your influence attempts against Orc and Troll factions. If you have at least 4 unique Orc and/or Troll factions—none playable at a Darkhold [■]—you receive this card's marshalling points. Cannot be duplicated as a permanent-event.

Alternatively, as a short-event, you may choose any Orc and Troll factions from your discard pile and shuffle them into your play deck.

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GREAT FISSURE



SHORT-EVENT 9

Balrog specific. Target and cancel any effect (declared earlier in the same chain of effects) that would cancel an attack by The Balrog's company against an opponent's company.

Alternatively, cancel an attack against a company at, or moving to or from, an Under-deeps site.

"...close to the feet of two huge pillars a great fissure had opened." —LotRII

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GREAT SHADOW



PERMANENT-EVENT 9

Balrog specific. Demon fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon fána card, or, if you choose, during your organization phase. +6 general influence; -2 prowess; -1 body. The Balrog gains scout skill and may have followers. During your end-of-turn phase, you may take one non-short-event resource or character from your discard pile (show it to your opponent) and shuffle it into your play deck. The Balrog may tap to cancel an attack against his company.

+2/-1

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GROND



PERMANENT-EVENT

Playable on a unique Orc or Troll Faction. -3 prowess to automatic-attacks at Free-holds [F] and Border-holds [B] in the region containing the site where the faction is playable, and in all adjacent regions. Only one Grond can so affect a given site.

"With a vast rush Grond was hurled forward by huge hands." —LotRV

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HEART OF DARK FIRE



SHORT-EVENT

Balrog specific. Playable if Strangling Coils is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. The Balrog receives +5 direct influence this turn while Strangling Coils is in play. Cannot be duplicated on a given turn.

"The fire in it seemed to die, but the darkness grew." —LotRII

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3 INVADERS THEIR DOMAIN



PERMANENT-EVENT

Balrog specific. Playable during the site phase on the Blue Mountain or Iron Hill Dwarf-hold if The Balrog is there and Breach the Hold is on its adjacent Under-deeps site. The Balrog's company faces 3 attacks (Dwarves — 5 strikes with 9 prowess, 4 strikes with 10 prowess, 3 strikes with 12 prowess). Following the attacks, tap The Balrog or discard this card. If this card is not discarded, discard all unique factions playable at the site. Discard this card when the site is discarded or returned to its location deck. Cannot be duplicated on a given site.

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1 LONG GRIEVOUS SIEGE



PERMANENT-EVENT

Playable on a unique non-Dragon faction. Place a Border-hold [B] from your location deck "off to the side" with this card. The Border-hold must be in the same region or adjacent thereto as a site where the target faction is playable. Return any faction playable at the Border-hold to its owner's hand. -5 to any attempt to play a faction at any version of the Border-hold. All versions of the Border-hold gain an additional automatic-attack: same type as your target faction — 5 strikes with 9 prowess (detainment against your companies). Cannot be duplicated on your faction.

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5 LORD AND USURPER



PERMANENT-EVENT

Balrog specific. Playable during the site phase on Invade Their Domain. The company faces 2 attacks (Dwarves — 4 strikes with 9 prowess, 3 strikes with 10 prowess). Following the attacks, tap a character or discard this card. If this card is not discarded, discard all unique factions playable at the site. All versions of the associated site become a Shadow-hold [S]. may have no factions played there, and lose all Dwarf automatic-attacks. Other versions gain an automatic-attack: Orcs — 4 strikes with 7 prowess. Cannot be duplicated on a given card.

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2 MAKER'S MAP



PERMANENT-EVENT

Balrog specific. Playable during the site phase on an untapped ranger at an untapped site where Information is playable. Tap the ranger and the site. +2 to all rolls for his company to move to adjacent Under-deeps sites.

"It was well for the Company that they had such a guide." —LotRII

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1 MEMORIES OF OLD TORTURE



PERMANENT-EVENT

Balrog specific. Playable on a Man, Drake, Orc, Troll, or Giant hazard creature attack 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. The character need not tap. The ally has a mind of 1, body of 7, and prowess equal to its normal prowess minus 7. It gives 1 ally marshalling point. Discard this card and the ally if the company moves through a Free-domain [F] or Dark-domain [D].

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MINE OR NO ONE'S



SHORT-EVENT

Balrog specific. +10 to an influence attempt by The Balrog against an opponent's: item, ally, Troll faction, or Orc faction. Cannot be duplicated on a given attempt.

"...if you really wish to destroy it..." —LotRI

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NO BETTER USE



PERMANENT-EVENT

Playable on a character during your organization phase. One time you may tap your character to place an opponent's character "off to the side" with this card. Do this in lieu of making opponent's character's body check in company vs. company combat with your character's company. Discard all cards on opponent's character. If your character becomes wounded or leaves active play, discard this card—opponent's character then forms a company at your character's current or new site. During the site phase at Shelob's Lair, your character may tap and discard this card to eliminate opponent's character—whom you then receive as kill marshalling points.

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OBEY HIM OR DIE



PERMANENT-EVENT

Balrog specific. Playable during the organization phase on a leader in The Balrog's company. The leader receives +2 direct influence and cannot be discarded by a body check. Discard whenever there is a character in his company with a higher mind. Cannot be duplicated on a given character.

"...a huge orc-chiefain...leapt into the chamber; behind him his followers clustered in the doorway."
—LotRII

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ORDERS FROM THE GREAT DEMON



PERMANENT-EVENT

Balrog specific. Playable on a company. May be played with a starting company in lieu of a minor item. This company may contain an additional leader who does not count against the company size maximum.

"'Not our orders!' said one of the earlier voices. 'We have come all the way from the Mines to kill...'"
—LotRIII

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OUT HE SPRANG



PERMANENT-EVENT

Balrog specific. If Great Shadow is not in play, The Balrog may move with region movement (overriding his card) to an Under-deeps surface site or from an Under-deeps surface site. Based on his marshalling point (MP) total, he may use the following number of regions: 0-8 MPs – 1 region; 9-16 MPs – 2 regions; 17-24 MPs – 3 regions; 25+ MPs – 4 regions. This region allowance may not be modified by any other effects except A More Evil Hour.

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2 PEOPLE DIMINISHED



PERMANENT-EVENT

Balrog specific. Playable during the site phase on an untapped Free-hold [F] or Border-hold [B]. Tap the site. The company faces 3 attacks (Men — 4 strikes with 8 prowess, 3 strikes with 10 prowess, 2 strikes with 12 prowess). Following the attacks, tap a character or discard this card. If this card is not discarded, discard all unique factions playable at the site. -5 to each attempt against any faction at any version of this site. This site is never discarded and never untaps for you. Cannot be duplicated on a given site.

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PRONE TO VIOLENCE



PERMANENT-EVENT

Any minion company without a Ringwraith may attack another minion company without a Ringwraith. The attacking company may contain The Balrog. Discard when any play deck is exhausted. Cannot be duplicated.

"The ranks of the orcs had opened, and they crowded away, as if they themselves were afraid."
—LotRII

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ROAM THE WASTE



SHORT-EVENT

Balrog specific. Playable during the organization phase if Strangling Coils is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. Each of your companies this turn is considered to have one fewer Wilderness [W] and one fewer Shadow-land [S] in its site path.

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1(3) ROOTS OF THE EARTH



PERMANENT-EVENT

Balrog specific. Playable during the site phase on an Under-deeps site normally a Ruins & Lair [L]. If The Balrog is there, The Balrog's company faces an attack (Drake — 2 strikes with 13 prowess). Following the attack, tap The Balrog or discard this card. The associated site is a Darkhaven [D] and loses all automatic attacks. All other versions of the site become a Shadow-hold [S] and gain an additional automatic attack: Orcs — 5 strikes with 9 prowess. If Breach the Hold is on the same site, this card gives 3 marshalling points. This site is never discarded or returned to its location deck. Cannot be duplicated on a given site.

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SAURON



PERMANENT-EVENT

Manifestation of The Lidless Eye. 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. +10 to your general influence. Discards and prevents the subsequent play of *Bade to Rule*. During your organization phase, you may bring a resource or character from your sideboard into your play deck and shuffle and there is no limit to the number of characters you may bring into play. Cannot be duplicated.

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SCOURGE OF FIRE



SHORT-EVENT

Balrog specific. Playable if Flame of Udûn is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. Choose and discard one item an opponent's company bears if The Balrog is untapped and in company vs. company combat with that company. Cannot be duplicated on a given turn.

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STRANGLING COILS



PERMANENT-EVENT

Balrog specific. Demon fána. Playable during your organization phase on The Balrog. Return this card to your hand: when you play another Demon fána card, or, if you choose, during your organization phase. +3 direct influence; -1 body. The Balrog gains the diplomat skill and may have followers. Once during his movement/hazard phase, you may untap all tapped characters in The Balrog's company. If then untapped, tap The Balrog.

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TEMPEST OF FIRE



PERMANENT-EVENT

Balrog specific. Playable during the site phase on an untapped Border-hold [1] or Shadow-hold [4]; the site cannot be an Under-deeps site or surface site thereof. Tap the site. The company faces three attacks (Men at a Border-hold [1], Orcs at a Shadow-hold [4] — 5 strikes with 8 prowess, 4 strikes with 9 prowess, 3 strikes with 10 prowess). Following these attacks: discard this card or tap a character, place this card in your marshalling point pile, and return each unique faction playable at the site to its owner's hand.

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TERROR HERALDS DOOM



SHORT-EVENT

Balrog specific. Playable during the organization phase if Flame of Udûn is in play. You may bring this card from your sideboard into your play deck and reshuffle during your organization phase. +2 to all influence attempts this turn by any of your characters.

"...he looked grey in the face, as one who has felt great fear." —LotR

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VANGUARD OF MIGHT



SHORT-EVENT

Balrog specific. Playable if a company at or moving to an Under-deeps site is facing an attack and Flame of Udûn is not in play. If not in the company, The Balrog immediately joins the company. This is considered movement for The Balrog with no movement/hazard phase. The Balrog must face a strike from the attack, regardless of any conflicting effects. Following the attack, if untapped, tap The Balrog.

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WHISPERS OF RINGS



PERMANENT-EVENT

During your organization phase, you may take one ring special item (except for The One Ring) from your sideboard or discard pile and place it "off to the side" with this card. This item gives no marshalling points. A maximum of two items may be with this card at one time. You may play a ring special item placed with this card as though it were in your hand. You may start the game with this card in lieu of playing a minor item.

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BEORNING SKIN-CHANGERS



CREATURE OR SHORT-EVENT

Animals. Men. Bears. Two strikes. As a creature, playable only against minion companies. May also be keyed to Anduin Vales, Western Mirkwood, Wold & Foothills; and to sites in these regions.

Alternatively, playable as a short-event against a moving hero company. Unless the company contains Beorn or an untapped warrior with prowess greater than 4, it must return to its site of origin.

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CARRION FEEDERS



CREATURE

Animals. Each wounded character faces one strike. All body checks resulting from successful strikes are modified by an additional +1. Each untapped character in the company may tap to cancel a strike against a wounded character.

"...the great bats swirled about the heads and ears of elves and men, or fastened vampire-like on the stricken." —Hob

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OLOG WARLORDS



CREATURE

Trolls. Three strikes (playable only against hero companies).

"...these fell creatures would bite the throats of those that they threw down." —LotRV

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SHELOB'S BROOD



CREATURE

Spiders. Four strikes. Playable at any Under-deeps site or surface site thereof.

"Far and wide her lesser broods, bastards of the miserable mates...spread..." —LotRIV

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4 SPAWN OF UNGOLIANT



PERMANENT-EVENT

Unique. Spawn. The Pükel-deeps and The Gem-deeps each have an additional automatic-attack: Spawn — 3 strikes with 15/8 prowess/body.

In addition, +1 to all body checks for Elves, Dwarves, Hobbits, Dúnedain, and Men resulting from Spider attacks.

“...such as once of old had lived in the Land of the Elves in the West that is now under the Sea...” —*LotRIV*

15/8

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THE REEK



SHORT-EVENT

Playable on a company at or moving to a Ruins & Lairs [L] or Under-deeps site if you discard an Animal or Spider creature from your hand.

Tap all untapped characters in the company with a mind less than 2 plus the number of Spawn cards in play. Eliminated Spawn do not count. Does not affect Wizards or Ringwraiths.

“...a foul reek, as if filth unnameable were piled and hoarded in the dark within.” —*LotRIV*

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THE SUN SHONE FIERCELY



LONG-EVENT

Environment. -1 prowess to all Orc, Troll, Dwarf, and Ringwraith characters not at, nor moving to or from, an Under-deeps site. This modification is -2 if *Doors of Night* is not in play. Cannot be duplicated.

“Go back to the Shadow! You cannot pass.” —*LotRII*

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UNABATED IN MALICE



SHORT-EVENT

Playable on an automatic-attack or an attack from Shelob; does not count against the hazard limit. The attack receives +1 strike, +1 prowess, and -2 body. The first attempt to cancel this attack instead cancels the effects of this card. Cannot be duplicated on a given attack.

“Her vast belly was above him with its putrid light, and the stench of it almost smote him down.” —*LotRIV*

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4 UNGOLIANT'S FOUL ISSUE



PERMANENT-EVENT

Unique. Spawn. Ancient Deep-hold has an additional automatic-attack: Spawn — 2 strikes with 17/7 prowess/body.

In addition, non-unique Spider creatures can be keyed to Under-deeps Ruins & Lairs [L] and Under-deeps Shadow-holds [L].

“...an evil thing in spider-form...” —*LotRIV*

17/7

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4 UNGOLIANT'S PROGENY



PERMANENT-EVENT

Unique. Spawn. The Wind-deeps and The Rusted-deeps each have an additional automatic-attack: Spawn — 2 strikes with 16/8 prowess/body.

In addition, for each Spider attack your opponent faces, you can choose for it to be at +1 prowess and detainment.

“...such as Beren fought in the Mountains of Terror in Doriath...” —*LotRIV*

16/8

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