

BIFUR

WARRIOR DWARF

Unique. +1 prowess against Orcs.

-1 to all of his corruption checks.

-1 to influence checks against factions.
“...for Bifur and Bombur had given a lot of trouble, and fought like mad, as dwarves will when cornered.”

—Hob

4/7

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

THE RED BOOK

Starting 1 / 7

M

CRAM

MINOR ITEM

Discard to untap bearer.

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

“If you want to know what cram is...it is biscuitish, keeps good indefinitely, is supposed to be sustaining, and is certainly not entertaining, being in fact very uninteresting except as a chewing exercise.”

—Hob

ART BY AUDREY CORMAN

THE RED BOOK

Starting 4 / 7

M

2

BRAND

WARRIOR/DIPLOMAT MAN

Unique. +2 direct influence against the Men of Dale faction.

“The grandson of Bard the Bowman rules them, Brand son of Bain son of Bard. He is a strong king, and his realm now reaches far south and east of Esgaroth.”

—LotRII

4/9

Home Site: Dale

ART BY DONATO GIANCOLA

THE RED BOOK

Starting 2 / 7

M

GLÓIN

WARRIOR/DIPLOMAT DWARF

Unique. +2 direct influence against the Blue Mountain Dwarves faction. +1 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.

“His beard, very long and forked, was white...and around his neck hung a chain...”

—LotRII

5/7

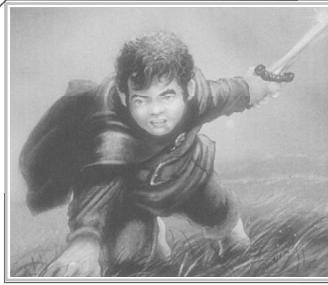
Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

THE RED BOOK

Starting 3 / 7

M

MERRY

SCOUT HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site (or Rivendell in a game between Red Book decks). All of his corruption checks are modified by +2.

“...suddenly the slow-kindled courage of his race awoke. ...she would not die alone, unaided.”

—LotRVI

1/9

Home Site: Bag End

ART BY ANGELO MONTANINI

THE RED BOOK

Starting 5 / 7

M

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 hot fierce glow flow through him. The pain in his legs and ankles vanished.”

—LotRIII

(+) / -

ART BY DARRYL ELLIOTT

THE RED BOOK

Starting 6 / 7

M

BOMBUR

WARRIOR DWARF

Unique. +1 prowess against Orcs.

-1 to all of his corruption checks.

-1 to influence checks against factions.

“I am too fat for such fly-walks,” he said. “I should turn dizzy and tread on my beard, and then you would be thirteen again.”

—Hob

3/6

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

THE RED BOOK

Starting 2 / 45

M

ÓIN

WARRIOR/RANGER DWARF

Unique. +1 prowess against Orcs.

-1 to all of his corruption checks.

“Dwarves can make a fire anywhere out of almost anything, wind or no wind; but they could not do it that night, not even Óin and Glóin, who were specially good at it.”

—Hob

3/8

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

THE RED BOOK

Starting 7 / 7

M

BOFUR

WARRIOR DWARF

Unique. +1 prowess against Orcs.

-1 to all his corruption checks.

-1 to influence checks against factions.

“Bifur and Bofur went out too, and came back with clarinets that they had left among the walking sticks.”

—Hob

4/7

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

THE RED BOOK

Deck 1 / 45

M

DORI

1

WARRIOR DWARF

Unique. +1 prowess against Orcs.
-1 to all of his corruption checks.
-1 to influence checks against factions.

"I can't always be carrying burglars on my back,' said Dori, 'down tunnels and up trees! What do you think I am? A porter?"

—Hob

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

3/6

THE RED BOOK

-1

M

Deck 3/45

A detailed illustration of Durin's Axe, a two-handed axe with a large, curved head featuring three sharp edges and a central spike. The axe has a thick, textured hilt wrapped in leather and a long, straight wooden shaft.

3

ENRUNED SHIELD

GREATER ITEM

Unique. Hoard item. Shield. +3 to body to a maximum of 10. *Warrior only:* tap Enruned Shield to cause one strike against bearer to be ineffectual (i.e., it does not fail and it is not successful).

“...his shining shield was scored with runes to ward all wounds and harm from him...” —*LotRII*

+3

ART BY BRIAN SNOODY

Deck 7 / 45

2

MEN OF NORTHERN RHOVANION



MAN FACTION

Unique. Playable at Lake-townif the influence check is greater than 6.
Standard Modifications: Men (+1).

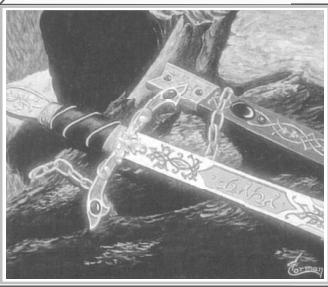
"...in the great days of old, when Dale in the North was rich and prosperous, they had been wealthy and powerful...with warriors in armour, and there had been wars and deeds..." —Hob

ART BY ANGELO MONTANINI

THE RED BOOK

4

ORCRIST



GREATER ITEM

Unique. Weapon. +3 to prowess to a maximum of 9 (+4 prowess to a maximum of 10 against Orcs).

"They had called it Orcrist, Goblin-cleaver, but the Goblins called it simply Biter. They hated it and hated worse any one that carried it." —Hob

+3/-

ART BY AUDREY CORMAN

THE RED BOOK

Deck 13 / 45

Deck 13 / 45

BOUNTY OF THE HOARD



SHORT-EVENT

Playable during the site phase. One minor or major item may be played at a tapped site that contains a hoard.

"Mr. Baggins!" he cried. 'Here is the first payment of your reward! Cast off your old coat and put on this!'" —Hob

ART BY RON MILLER

THE RED BOOK

Deck 14 / 45

BURGLARY



SHORT-EVENT

Tap a character to make a burglary attempt at a site in lieu of facing its automatic-attacks. Tap the site and make a roll modified by +2 if the character is a scout and by +3 if he is a Hobbit. If the result is greater than 10, an item normally playable at the site may be played with the character. If the attempt fails, the character must face all automatic-attacks as though he were a one-character company.

ART BY PASCAL YUNG

THE RED BOOK

Deck 15 / 45

DWARVEN HOARD



SHORT-EVENT

Tap a Dwarf at a Dark-hold [■] or Shadow-hold [■]. The site is considered to contain a hoard until the end of turn.

"...they lifted old treasures from the mound or from the wall and held them in the light, caressing and fingering them." —Hob

ART BY RON CHIRONNA

THE RED BOOK

Deck 16 / 45

FELLOWSHIP



PERMANENT-EVENT

Only playable at a Haven [•] during the organization phase on a company that has four or more characters and allies.

+1 to prowess and +1 to corruption checks for all characters and allies in the company. Discard this card if a character or ally joins or leaves the company for any reason.

+1/-

ART BY ANGUS McBRIDE

THE RED BOOK

Deck 18 / 45

+1

HALFLING STEALTH



SHORT-EVENT

Hobbit only. Cancel one strike against the Hobbit.

"They possessed from the first the art of disappearing swiftly and silently, when large folk whom they do not wish to meet come blundering by; and this art they have developed until Men it may seem magical." —LotRI

ART BY QUINTON HOOVER

THE RED BOOK

Deck 19 / 45

+1

HALFLING STRENGTH



SHORT-EVENT

Hobbit only. The Hobbit may untap or he may move from wounded status to well and untapped during his organization phase or he may receive a +4 modification to one corruption check.

"I have known strong warriors...who would quickly have been overcome by that splinter, which you bore for seventeen days." —LotRII

ART BY DONATO GIANCOLA

THE RED BOOK

Deck 20 / 45

NECKLACE OF SILVER AND PEARLS



MINOR ITEM

Hoard item. Discard this card to give +3 direct influence and +5 mind to bearer until the end of the turn. The bearer's additional mind does not use any controlling influence. This item may also be discarded during opponent's site phase.

"I beg of you," said Bilbo, stammering and standing on one foot, "to accept this gift!" and he brought out a necklace of silver and pearls that Dain had given him at their parting." —*Hob*

ART BY AUDREY CORMAN

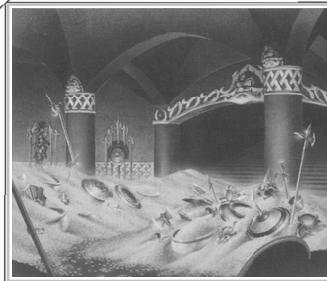
THE RED BOOK

M

Deck 21 / 45

1

NOT AT HOME



SHORT-EVENT

Cancel one Dragon, Drake, or Troll attack. This attack must be either an automatic-attack or keyed to a site.

Alternatively, if *Gates of Morning* is in play, reduce the number of strikes of any automatic-attack by 2 (to a minimum of 1).

"...He is not at home today (or tonight, or whatever it is), I do believe." —*Hob*

ART BY STEFANO BALDO

THE RED BOOK

M

Deck 22 / 45

1

STING



MINOR ITEM

Unique. Weapon. +1 prowess to a maximum of 8, +2 to a Hobbit's prowess to a maximum of 8.

"Sting flashed out, and the sharp elven-blade sparked in the silver light, but at its edges a blue fire flickered." —*LotRIV*

ART BY RANDY ASPLUND-FAITH

THE RED BOOK

M

Deck 23 / 45

1

THOROUGH SEARCH



SHORT-EVENT

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

ART BY DONATO GIANCOLA

THE RED BOOK

M

Deck 24 / 45

1

THRÓR'S MAP



MINOR ITEM

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

"...he spread a piece of parchment rather like a map. This was made by Thrór, your grandfather, Thorin..." —*Hob*

ART BY AUDREY CORMAN

THE RED BOOK

M

Deck 25 / 45

1

ABDUCTOR



CREATURE

Men. One strike. Each non-Wizard defending character wounded by the Abductor is discarded.

"Suddenly he seized them. The strength in his long arms and shoulders was terrifying. He tucked them one under each armpit, and crushed them fiercely to his sides; a great stifling hand was clapped over each of their mouths." —*LotRIII*

ART BY DAMEON WILLICH

THE RED BOOK

M

Deck 26 / 45

10/-

AMBUSHER



CREATURE

Men. Two strikes. Attacker chooses defending characters.

"...suddenly Wormtongue rose up, drawing a hidden knife, and then with a snarl like a dog he sprang on Saruman's back, jerked his head back, cut his throat, and with a yell ran off down the lane." —*LotRVI*

ART BY ANGUS MCBRIDE

THE RED BOOK

M

Deck 27 / 45

10/-

BRIGANDS



CREATURE

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

"...some would join forces with the Easterlings, either out of greed for spoil, or in furtherance of feuds among their princes." —*LotR*

ART BY ANGUS MCBRIDE

THE RED BOOK

M

Deck 28 / 45

8/-



CREATURE

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

"...some would join forces with the Easterlings, either out of greed for spoil, or in furtherance of feuds among their princes." —*LotR*

ART BY ANGUS MCBRIDE

THE RED BOOK

M

Deck 29 / 45

8/-

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.

"...some like dimly shining smoke, some like misty flames flickering slowly above unseen candles; here and there they twisted like ghostly sheets unfurled by hidden hands." —*LotRIV*

7/-

ART BY KAJA FOGLIO

THE RED BOOK

Deck 30 / 45

M

DUNLENDING RAIDERS



CREATURE

Men. Five strikes. Playable keyed to Enedhwaith, Cardolan, Hollin, Rhudaur, and Dunland; and may also be played at Ruins & Lairs [■] in these regions.

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

8/-

ART BY STEPHEN SCHWARTZ

THE RED BOOK

Deck 31 / 45

M

GIANT



CREATURE

Giant. One strike.

Two Wildernesses [■] in site path are required.

"...stone-giants were out and were hurtling rocks at one another for a game, and catching them, and tossing them down into the darkness where they smashed among the trees far below..." —*Hob*

13/-

ART BY DAMEON WILLICH

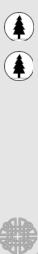
THE RED BOOK

Deck 32 / 45

M

1

GIANT



CREATURE

Giant. One strike.

Two Wildernesses [■] in site path are required.

"...stone-giants were out and were hurtling rocks at one another for a game, and catching them, and tossing them down into the darkness where they smashed among the trees far below..." —*Hob*

13/-

ART BY DAMEON WILLICH

THE RED BOOK

Deck 33 / 45

M

HUORN



CREATURE

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

10/-

ART BY APRIL LEE

THE RED BOOK

Deck 34 / 45

M

OLD MAN WILLOW



CREATURE

Awakened Plant. One strike, 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may be also played at Ruins & Lairs [■], Shadow-holds [■], and Dark-holds [■] in these regions. Also playable at Old Forest and Druadan Forest.

Two Wildernesses [■] in site path are required.

13/-

ART BY ANGUS McBRIDE

THE RED BOOK

Deck 35 / 45

M

2

SLAYER



CREATURE

Slayer. Two attacks (of one strike each) all against the same character. Attacker chooses defending character. The defender may tap any one character in the company to cancel one of the attacks. This may be done even after a strike is assigned.

"In one of the windows he caught a glimpse of a sallow face with sly, slanting eyes; but it vanished at once." —*LotRI*

11/-

ART BY DAVID DEITRICK

THE RED BOOK

Deck 36 / 45

M

THUNDER'S COMPANION



CREATURE

Giants. Three strikes.

Two Wildernesses [■] in site path are required.

"They could hear the giants guffawing and shouting all over the mountainsides." —*Hob*

9/-

ART BY NICHOLAS JAINSCHEID

THE RED BOOK

Deck 37 / 45

M

WATCHER IN THE WATER



CREATURE

Animal. Each character in the company faces one strike. May also be played at Moria.

Two Wildernesses [■] in site path are required.

"Out of the water a long sinuous tentacle had crawled; it was pale-green and luminous and wet." —*LotRII*

8/-

ART BY KEVIN WARD

THE RED BOOK

Deck 38 / 45

M

CALL OF HOME



SHORT-EVENT

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

ART BY RANDY GALLEGOS

THE RED BOOK

Deck 39 / 45



DESPAIR OF THE HEART



PERMANENT-EVENT

Corruption. Playable on a non-Wizard, non-Hobbit 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. Make a roll—if the result is greater than 4, discard this card. Cannot be duplicated on a given character.

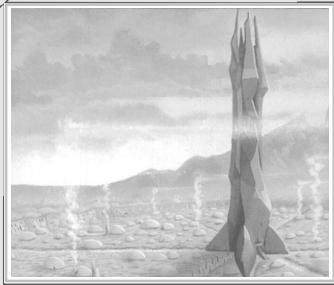
ART BY ANGUS McBRIDE

THE RED BOOK

Deck 40 / 45



LURE OF EXPEDIENCE



PERMANENT-EVENT

Corruption. Playable on a 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. Make a roll—if the result is greater than 5, discard this card. Cannot be duplicated on a given character.

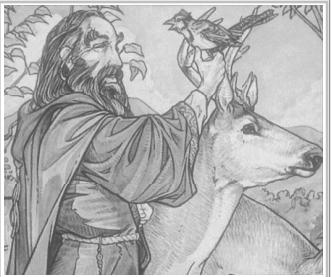
ART BY KEVIN WARD

THE RED BOOK

Deck 41 / 45



LURE OF NATURE



PERMANENT-EVENT

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

ART BY QUINTON HOOVER

THE RED BOOK

Deck 42 / 45



LURE OF THE SENSES



PERMANENT-EVENT

Corruption. Playable on a character. Target character receives 2 corruption points and makes a corruption check at the end of his untap phase if he is at a Haven [B].

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

ART BY RON ROUSSELLE II

THE RED BOOK

Deck 43 / 45



RIVER



SHORT-EVENT

Playable on a site. A company moving to this site this turn must do nothing during its site phase. A ranger in such a company may tap to cancel this effect, even at the start of his company's site phase.

"I don't know what river it was, a rushing red one, swollen with the ruins of the last few days, that came down from the hills and mountains..."

—Hob

ART BY QUINTON HOOVER

THE RED BOOK

Deck 44 / 45



WEARINESS OF THE HEART



SHORT-EVENT

The prowess of a character is modified by -1 until the end of the turn.

Alternatively, the target character is forced to make a corruption check.

Cannot be duplicated.

"There is some will that lends speed to our foes and sets an unseen barrier before us: a weariness that is in the heart more than the limb."

—LotRRII

ART BY LORI DEITRICK

THE RED BOOK

Deck 45 / 45



CAVES OF ULUND



WITHERED HEATH

Nearest Haven: Lórien

Playable:

Items (minor, major, greater, gold ring)

Automatic-attacks:

Dragon — 1 strike with 13 prowess

"That...is the dangerous part about caves: you don't know how far they go back...or what is waiting for you inside."

Site 1 / 11



ART BY RANDY ASPLUND-FAITH

THE RED BOOK

DALE



NORTHERN RHOVANION

Nearest Haven: Lórien

"Bard had rebuilt the town in Dale and men had gathered to him from the Lake and from South and West, and all the valley had become tilled again and rich, and the desolation was now filled with birds and blossoms in spring and fruit and feasting in autumn."

—Hob

Deck 2 / 11



ART BY ERIC DAVID ANDERSON

THE RED BOOK

LAKE-TOWN

NORTHERN RHOVANION

Nearest Haven: Lórien
"It was not built on the shore...but right out on the surface of the lake, protected from the swirl of the entering river by a promontory of rock which formed a calm bay. A great bridge made of wood ran out to where on huge piles made of forest trees was built a busy wooden town..." —Hob

Playable: Items (minor, major)
Automatic-attacks:
Dragon — 1 strike with 12 prowess

Site Path From Rivendell: ① ② ③ ④
Site Path From Edhellond: ① ② ③ ④ ⑤ ⑥

"There are no trees like the trees of that land. For in autumn their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers..." —LotRII

ART BY ERIC DAVID ANDERSON

Site 3 / 11

2

THE RED BOOK

LÓRIEN

WOLD & FOOTHILLS

Site Path From Rivendell: ① ② ③ ④ ⑤ ⑥
Site Path From Edhellond: ① ② ③ ④ ⑤ ⑥

"There are no trees like the trees of that land. For in autumn their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers..." —LotRII

ART BY STEFANO BALDO

Site 4 / 11

2

THE RED BOOK

MOUNT GUNDABAD

GUNDABAD

Nearest Haven: Lórien
Playable: Items (minor, major, greater)
Automatic-attacks:
Orcs — 2 strike with 8 prowess
"...around and beneath the great mountain Gundabad of the North...a vast host was assembled..." —Hob

ART BY ANGUS MCBRIDE

Site 5 / 11

3

2

THE RED BOOK

OVR HOLLOW

GREY MOUNTAIN NARROWS

Nearest Haven: Lórien
Playable: Items (minor, major)
Automatic-attacks:
Dragon — 1 strike with 12 prowess
"...tucked in a ring of volcanic rock within a high vale and surrounded by a natural, flower-filled moat." —Kuduk Lore

ART BY ROB ALEXANDER

Site 6 / 11

2

THE RED BOOK

RIVENDELL

RHUDAUR

Site Path From Lórien: ① ② ③ ④ ⑤ ⑥
Site Path From Grey Havens: ① ② ③ ④ ⑤ ⑥

"His house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley..." —Hob

ART BY STEFANO BALDO

Site 7 / 11

2

THE RED BOOK

SARN GORIWIN

HEART OF MIRKWOOD

Nearest Haven: Lórien
Playable: Items (minor, major)
Automatic-attacks:
Orcs — 3 strikes with 5 prowess
"...there, parting the tumbling waters of the Enchanted River, stood a shadowy spire that served as fast hold for those who would remake the great Greenwood." —Kuduk Lore

ART BY J. WALLACE JONES

Site 8 / 11

2

THE RED BOOK

SHREL-KAIN

DORWINION

Nearest Haven: Lórien
"...between Rhovanion and the Inland Sea..." —LotR

Playable:
Items (minor, major, greater, gold ring)
Automatic-attacks:
Dragon — 1 strike with 14 prowess
"And far awat, its dark head in a torn cloud, there loomed the Mountain! ...All alone it rose..." —Hob

ART BY J. WALLACE JONES

Site 9 / 11

3

2

THE RED BOOK

THE LONELY MOUNTAIN

NORTHERN RHOVANION

Nearest Haven: Lórien
Playable:
Items (minor, major, greater, gold ring)
Automatic-attacks:
Dragon — 1 strike with 14 prowess
"And far awat, its dark head in a torn cloud, there loomed the Mountain! ...All alone it rose..." —Hob

ART BY ROB ALEXANDER

Site 10 / 11

2

THE RED BOOK

THE WIND THRONE

GREY MOUNTAIN NARROWS

Nearest Haven: Lórien
Playable:
Information, Items (minor, major)
Automatic-attacks:
Orcs — 3 strikes with 7 prowess
"...wind in the cracks and gullies of the rocky wall, but the sounds were those of shrill cries, and wild howls of laughter." —LotRII

ART BY PAT MORRISSEY

Site 11 / 11

2

THE RED BOOK

ANBORN

SCOUT/RANGER DÚNADAN

Unique. +2 direct influence against the Men of Lebennin faction.

"Now I have him at the arrow-point," said Anborn.
"Shall I not shoot, Captain? For coming unbidden
to this place death is our law." —*LotRIV*

2/8

Home Site: Pelargir

ART BY DAVID DEITRICK

Starting 1 / 7

ARINMÎR

SAGE/DIPLOMAT ELF

Unique. +2 direct influence against the Variags of Khand faction.

"They dwelt most often by the edges of the woods,
from which they would escape at times to hunt, or to
ride and run over open lands by moonlight or
starlight..." —*Hob*

2/7

Home Site: Edhellond

ART BY ANGUS McBRIDE

Starting 2 / 7

IMRAHIL

WARRIOR/DIPLOMAT DÚNADAN

Unique. +2 direct influence against the Knights of Dol Amroth faction.

"...Prince of Dol Amroth, kinsman of the Lord, with
gilded banners bearing his token of the Ship and
the Silver Swan...grey-eyed, dark-haired..." —*LotRV*

5/8

Home Site: Dol Amroth

ART BY DONATO GIANCOLA

Starting 3 / 7

THE RED BOOK

1

PIPPIN

SCOUT HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site (or Rivendell in a game between Red Book decks). All of his corruption checks are modified by +2.
"...then there came a faint glow...and it held his eyes, so that now he could not look away." —*LotRIII*

1/9

Home Site: Bag End

ART BY ANGELO MONTANINI

Starting 4 / 7

+2

ELVEN CLOAK

MINOR ITEM

Tap Elven Cloak to cancel one strike
against bearer; the strike must be keyed to
Wilderness [4] (whether [1] was required
or not). Cannot be duplicated on a character.
"...grey with the hue of twilight under the trees they
seemed to be; and yet if they were moved or set in
another light, they were green as shadowed leaves,
or brown as fallow fields by night..." —*LotRIII*

ART BY ROB ALEXANDER

Starting 5 / 7

1

HEALING HERBS

MINOR ITEM

The bearer can tap and discard this item to
heal a character in his company, changing
the character's status from wounded to well
and untapped. This action cannot be taken
before a character's body check is rolled.

Alternatively, the bearer can tap and
discard this item to untap a character
that is not wounded.

Starting 6 / 7

ART BY QUINTON HOOVER

1

THE RED BOOK

2

WACHO

SCOUT/SAGE MAN

Unique. +2 direct influence against the
Woodmen faction.

"Grimbeorn the Old, son of Beorn, counted him as
his right hand...for Wacho was bold, ever-vigilant
and tirelessly roamed the mountains and forests by
the Anduin Vales." —*Kuduk Lore*

1/8

Home Site: Woodmen-town

ART BY STEFANO BALDO

Starting 7 / 7

BERETAR

WARRIOR/RANGER DÚNADAN

Unique. +2 direct influence against the
Rangers of the North faction.

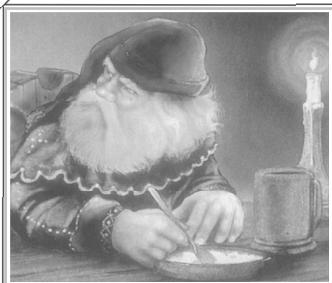
"When the kingdom ended, the Dúnedain passed
into the shadows and became a secret and
wandering people, and their deeds and labours
were seldom sung or recorded." —*LotR*

5/8

Home Site: Bree

ART BY ANGELA MONTANINI

Deck 1 / 45

FÍLI

WARRIOR/SCOUT DWARF

Unique. +1 prowess against Orcs.

-1 to all his corruption checks.

-1 to influence checks against factions.

"...but Fíli is the youngest and still has the best
sight," said Thorin. "Come here Fíli, and see if you
can see the boat Mr. Baggins is talking about..." —*Hob*

2/8

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELA MONTANINI

Deck 2 / 45

-1

THE RED BOOK

HALBARAD



SAGE/DIPLOMAT DÚNADAN

Unique. +2 direct influence against the Hillmen faction.

"Halbarad Dúnadan, Ranger of the North I am," cried the man. "We seek one Aragorn son of Arathorn, and we heard that he was in Rohan." —*LotR*

0/5

Home Site: Cameth Brin

ART BY QUINTON HOOVER

Deck 3 / 45

THE RED BOOK

IORETH



SAGE DÚNADAN

Unique. Healing effects affect all characters in her company.

"...an old wife, Ioreth, the eldest of the women who served in that house..." —*LotR*

0/7

Home Site: Minas Tirith

ART BY CHRISTINA WALD

Deck 4 / 45

THE RED BOOK

VÔTELI



RANGER/SAGE MAN

Unique. +2 direct influence against the Lossoth faction. Against Nazgûl, +5 to her prowess, and the Nazgûl's body is halved (round up).

"The Lossoth...can run on the ice with bones on their feet, and have carts without wheels." —*LotR*

3/6

Home Site: Lossadon Camp

ART BY STEFANO BALDO

Deck 5 / 45

THE RED BOOK

ALIGN PALANTÍR



PERMANENT-EVENT

Sage only if a Palantir is in his company. Keep with the Palantir; bearer now has the ability to use the Palantir. If the Palantir is stored, this card is stored too. Discard Align Palantir if the company carrying the Palantir moves. Cannot be duplicated on a given Palantir.

"...For this assuredly is the palantir of Orthanc from the treasury of Erendil, set here by the Kings of Gondor..." —*LotR*

ART BY ERIC DAVID ANDERSON

THE RED BOOK

Deck 6 / 45

2

BEAUTIFUL GOLD RING



GOLD RING ITEM

Discard Beautiful Gold Ring when tested. If tested, make a roll 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).

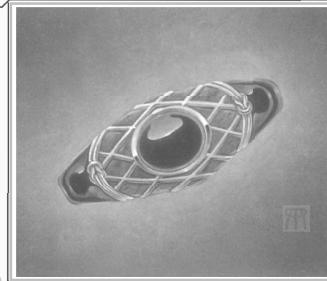
ART BY LARRY FORCELLA

THE RED BOOK

Deck 7 / 45

1

DWARVEN RING OF THÉLOR'S TRIBE



SPECIAL ITEM

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

+2(4)

+1

ART BY MELISSA BENSON

Deck 8 / 45

3(5)

THE RED BOOK

FAIR GOLD RING



GOLD RING ITEM

Discard Fair Gold Ring when tested. If tested, make a roll 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).

ART BY N. TAYLOR BLANCHARD

THE RED BOOK

Deck 9 / 45

1

KNIGHTS OF DOL AMROTH



DÚNADAN FACTION

Unique. Playable at Dol Amroth

if the influence check is greater than 8. Standard Modifications: Dúnadan (+1).

"...and a company of knights in full harness riding grey horses; and behind them seven hundreds of men at arms, tall as lords, grey-eyed, dark-haired, singing as they came." —*LotR*

ART BY ANGELO MONTANINI

THE RED BOOK

Deck 10 / 45

1

MAGIC RING OF LORE



SPECIAL ITEM

Unique. 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. "Those who made them did not desire strength or domination or hoarded wealth, but understanding, making, and healing, to preserve all things unstained." —*LotR*

ART BY AUDREY CORMAN

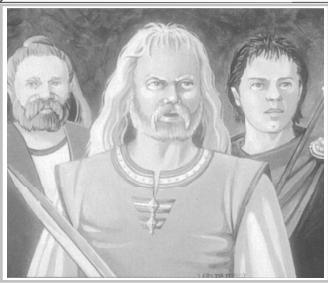
THE RED BOOK

Deck 11 / 45

2

2

MEN OF LEBENNIN



MAN FACTION

Unique. Playable at Pelargir

if the influence check is greater than 7.

Standard Modifications: Dúnadan (+1)

"...or further south in fair Lebennin with its five swift streams. There dwelt a hardy folk between the mountains and the sea."

—*LotRV*P
Deck 12 / 45ART BY LORI DEITRICK
THE RED BOOK

2

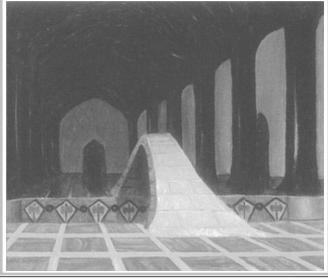
PALANTÍR OF MINAS TIRITH



SPECIAL ITEM

Unique. Palantír. Playable only 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 makes a corruption check.P
Deck 13 / 45ART BY JEFFERY REITZ
THE RED BOOK

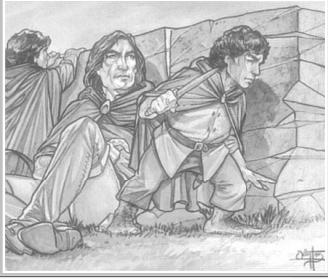
ESCAPE



SHORT-EVENT

Playable on an unwounded character facing an attack. The attack is canceled and the character is wounded (no body check is required)."Over the bridge!" cried Gandalf, recalling his strength. 'Fly! This is a foe beyond any of you. I must hold the narrow way. Fly!'" —*LotRII*P
Deck 16 / 45ART BY ERIC DAVID ANDERSON
THE RED BOOK

CONCEALMENT



SHORT-EVENT

Scout only. Tap scout to cancel one attack against his company.

"At once Strider flung himself on the ground behind the ruined circle, pulling Frodo down beside him. Merry threw himself along side."

—*LotRI*P
Deck 15 / 45ART BY QUINTON HOOVER
THE RED BOOK

2

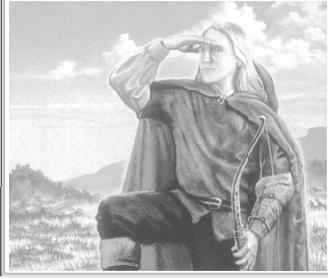
PALANTÍR OF ORTHANC



SPECIAL ITEM

Unique. Palantír. Playable only 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 non-site card from your discard pile to place in your play deck (reshuffle the play deck). Bearer makes a corruption check.P
Deck 14 / 45"The Stones of Seeing do not lie..."
—*LotRV*ART BY RONALD CHIRONNA
THE RED BOOK

FAR-SIGHT



SHORT-EVENT

Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site to search through your play deck and choose an item that you must reveal to your opponent. This item is placed in your hand and the play deck is reshuffled. The sage makes a corruption check.P
Deck 17 / 45ART BY KEVIN WARD
THE RED BOOK

FORD



SHORT-EVENT

Playable only at the end of the organization phase. Tap a ranger to prevent opponent from playing hazard creatures keyed to Wilderness [▲] against the ranger's company (whether or not two Wilderness are required).

"The sun was already westerling as they rode from Edoras...up and down in a green country, crossing small swift streams by many fords."

—*LotRIII*P
Deck 18 / 45ART BY DAVID WILICH
THE RED BOOK

HEY! COME MERRY DOL!



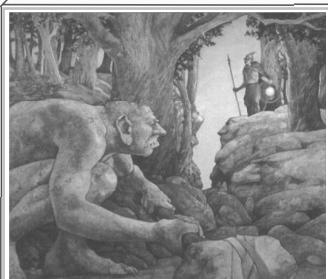
SHORT-EVENT

Playable at the end of the organization phase on a moving company. Each Wilderness [▲] symbol in the company's site path counts as half a Wilderness [▲]. When calculating the number of Wildernesses [▲] in such a site path, round down the final result.

"With another hop and a bound there came into view a man, or so it seemed."

—*LotRI*P
Deck 19 / 45ART BY BRIAN DURFEE
THE RED BOOK

MANY TURNS AND DOUBLINGS



SHORT-EVENT

Ranger only. Cancel an attack by Wolves, Spiders, Animals, or Undead.Alternatively, if *Gates of Morning* is in play, decrease the hazard limit against the ranger's company by one (no minimum).

"He was taking a wandering course with many turns and doublings, to put off any pursuit."

—*LotRI*P
Deck 20 / 45ART BY GAIL MCINTOSH
THE RED BOOK

MASTER OF WOOD, WATER, OR HILL

SHORT-EVENT

Ritual. Tap a sage to change one Wilderness [●] to a Border-land [■] or Shadow-land [▲] or one Shadow-land [▲] to a Wilderness [●] or one Border-land [■] to a Wilderness [●]. Sage makes a corruption check.

"...No one has ever caught old Tom walking in the forest, wading in the water, leaping on the hill-tops under light and shadow. He has no fear." —*LotRI*

ART BY TED NASMITH

THE RED BOOK

Deck 21 / 45

P

KINGLORE

SHORT-EVENT

Sage only, only playable at a site where "Information" is playable, and only if a character in his company has a Gold Ring. Playable only during the Site Phase. Tap the sage and the site. Play to test a Gold Ring. No roll is used. The player may replace the Gold Ring with any ring from his hand (except for *The One Ring*).

THE RED BOOK

ART BY ANGUS McBRIDE

Deck 22 / 45

P

SECRET PASSAGE

SHORT-EVENT

Playable only at the end of the organization phase. If the company that it is played on moves to a Ruins & Lairs [■] site, opponent may only play hazard creatures if they are keyed to the company's site.

"...a great doorway was outlined, though not a crack or joint had been visible before. Slowly it... swung outwards inch by inch..." —*LotRII*

ART BY KEVIN WARD

THE RED BOOK

Deck 23 / 45

P

TEST OF LORE

SHORT-EVENT

Sage only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring; subtract one from the result of the roll.

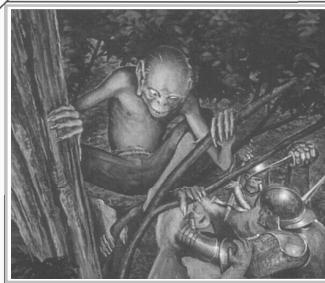
"The moon was shining in a broad silver crescent. He held up the map and the white light shone through it" —*Hob*

ART BY DONATO GIANCOLA

THE RED BOOK

Deck 24 / 45

P

TRICKERY

SHORT-EVENT

Scout only against an Orc, Troll, Man, Elf, Slayer, Awakened Plant, or Giant attack against his company. Make a roll; if the result is greater than 5, the attack is cancelled.

"... Smeagol, who is now called Gollum, has escaped..." —*LotRII*

THE RED BOOK

ART BY NICHOLAS JAINSCHEIG

Deck 25 / 45

P

"BERT" (BÚRAT)

CREATURE

Unique. Troll. One strike. If played against a company that faced "William" or "Tom" this turn (whether fought or canceled), each character wounded by "Bert" discards all non-special items he bears.

"The trolls had just decided to roast the dwarves now and eat them later—that was Bert's idea." —*Hob*

Deck 26 / 45

P

12/-

ART BY LIZ DANFORTH

THE RED BOOK

1

CARRION BIRDS

CREATURE

May be played keyed to wilderness after any Orc, Troll, or Man attack keyed to wilderness and against the same company. Animals. Each character in the company faces one strike. Any character wounded by Carrion Birds makes two body checks instead of one, both checks modified by -1.

"...and far off there are many carrion birds as if a battle were afoot!" —*Hob*

ART BY OMAR RAYYAN

THE RED BOOK

Deck 27 / 45

P

1

HOBGOBLINS

CREATURE

Orcs. Two strikes. Two Wilderness [●] in site path are required.

"...Before you could get round Mirkwood in the North you would be right among the slopes of the Grey Mountains, and they are simply stiff with goblins, hobgoblins, and orcs of the worst description..." —*Hob*

10/-

ART BY RON CHRONNA

THE RED BOOK

Deck 28 / 45

P

ORC-GUARD

CREATURE

Orcs. Five strikes.

"...a grim dark band, four score at least of large, swart, slant-eyed Orcs..." —*LotRIII*

Deck 29 / 45

P

8/-

ART BY DAMEON WILLICH

THE RED BOOK

6/-

<h3>ORC-LIEUTENANT</h3>  <p>CREATURE</p> <p>Orcs. One strike. If played on a company that has already faced an Orc attack this turn (whether it was fought or canceled), <i>Orc-lieutenant</i> receives +4 prowess. <i>"Then suddenly, without warning, Ugluk sprang forwards, and with two swift strokes swept the heads off two of his opponents."</i> —<i>LotRIII</i></p> <p>7/-</p> <p>ART BY JO HARTWIG</p> <p>THE RED BOOK</p> <p>Deck 30 / 45</p>	<h3>ORC-PATROL</h3>  <p>CREATURE</p> <p>Orcs. Three strikes. <i>"...hundreds of hideous orc-faces grinned at him out of shadows, hundreds of hideous arms grasped at him from every side."</i> —<i>LotRIII</i></p> <p>6/-</p> <p>ART BY BRIAN SNODDY</p> <p>THE RED BOOK</p> <p>Deck 31 / 45</p>	<h3>ORC-PATROL</h3>  <p>CREATURE</p> <p>Orcs. Three strikes. <i>"...hundreds of hideous orc-faces grinned at him out of shadows, hundreds of hideous arms grasped at him from every side."</i> —<i>LotRIII</i></p> <p>6/-</p> <p>ART BY BRIAN SNODDY</p> <p>THE RED BOOK</p> <p>Deck 32 / 45</p>
<h3>ORC-RAIDERS</h3>  <p>CREATURE</p> <p>Orcs. Four strikes. <i>"...Ugluk's followers leaped over him and cut down another with their broad-bladed swords. It was the yellow-fanged guard. His bloody body fell...still clutching his long saw-edged knife."</i> —<i>LotRIII</i></p> <p>6/-</p> <p>ART BY HEATHER HUDSON</p> <p>THE RED BOOK</p> <p>Deck 33 / 45</p>	<h3>ORC-RAIDERS</h3>  <p>CREATURE</p> <p>Orcs. Four strikes. <i>"...Ugluk's followers leaped over him and cut down another with their broad-bladed swords. It was the yellow-fanged guard. His bloody body fell...still clutching his long saw-edged knife."</i> —<i>LotRIII</i></p> <p>6/-</p> <p>ART BY HEATHER HUDSON</p> <p>THE RED BOOK</p> <p>Deck 34 / 45</p>	<h3>ORC-WARBAND</h3>  <p>CREATURE</p> <p>Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn (whether it was fought or canceled), <i>Orc-warband</i> receives +3 prowess. <i>"Then the whole company began to run with the long loping strides of Orcs. They kept no order, thrusting, jostling, and cursing; yet their speed was very great."</i> —<i>LotRIII</i></p> <p>4/-</p> <p>ART BY HEATHER HUDSON</p> <p>THE RED BOOK</p> <p>Deck 35 / 45</p>
<h3>ORC-WARRIOR</h3>  <p>CREATURE</p> <p>Orcs. Three strikes. <i>"The yells and yammering, croaking, gibbering and jabbering; howls, growls and curses; shrieking and shirking, that followed were beyond description. Several hundred wild cats and wolves being roasted slowly alive together would not have compared with it."</i> —<i>Hob</i></p> <p>7/-</p> <p>ART BY BRIAN SNODDY</p> <p>THE RED BOOK</p> <p>Deck 36 / 45</p>	<h3>ORC-WARRIOR</h3>  <p>CREATURE</p> <p>Orcs. Three strikes. <i>"The yells and yammering, croaking, gibbering and jabbering; howls, growls and curses; shrieking and shirking, that followed were beyond description. Several hundred wild cats and wolves being roasted slowly alive together would not have compared with it."</i> —<i>Hob</i></p> <p>7/-</p> <p>ART BY BRIAN SNODDY</p> <p>THE RED BOOK</p> <p>Deck 37 / 45</p>	<h3>ORC-WATCH</h3>  <p>CREATURE</p> <p>Orcs. Three strikes. <i>"...he saw the goblins: goblins in full armour with drawn swords... They were aroused, alert, ready for anything."</i> —<i>Hob</i></p> <p>9/-</p> <p>ART BY DAMEON WILICH</p> <p>THE RED BOOK</p> <p>Deck 38 / 45</p>

1

"TOM" (TÙMA)

CREATURE

Unique. Troll. One strike. If played against a company that faced "Bert" or "William" this turn (whether fought or canceled), each character wounded by "Tom" discards all non-special items he bears.

Two Wildernesses [4] in site path are required.

13/-

ART BY LIZ DANFORTH

THE RED BOOK

P

Deck 39 / 45

1

"WILLIAM" (WÛLUAG)

CREATURE

Unique. Troll. One strike. If played against a company that faced "Bert" or "Tom" this turn (whether fought or canceled), each character wounded by "William" discards all non-special items he bears.

"William choked. 'Shut yer mouth!' he said as soon as he could. 'Yer can't expect folks to stop here for ever just to be et by you an Bert...'" —Hob

11/-

ART BY LIZ DANFORTH

THE RED BOOK

P

Deck 40 / 45

CALL OF HOME

SHORT-EVENT

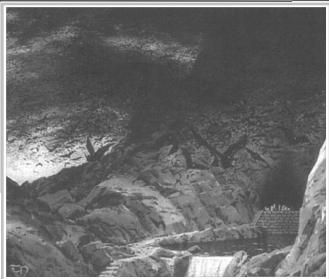
Playable on a non-Wizard character not bearing The One Ring. The character makes a roll. The character returns to his player's hand if the result plus his unused general influence is less than 10. Any one item held by the removed character may automatically be transferred to another character in his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

ART BY RANDY GALLEGOS

THE RED BOOK

P

Deck 41 / 45

HOST OF BATS

LONG-EVENT

Against each company, one Orc hazard creature may be played that does not count against the hazard limit. Any character wounded by an Orc attack makes an additional body check modified by -1.

Additionally, if *Shadow of Mordor* is in play, any character wounded by an attack keyed to (or an automatic-attack at) a Shadow-hold [■] or a Darkhold [■] makes an additional body check modified by -2. Cannot be duplicated.

ART BY TED NASMITH

THE RED BOOK

P

Deck 42 / 45

MINIONS STIR

LONG-EVENT

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

"...for in the gloom the Shadow Host seemed to grow stronger and more terrible to look upon..." —LotRV

ART BY ANGUS McBRIDE

THE RED BOOK

P

Deck 43 / 45

RIVER

SHORT-EVENT

Playable on a site. A company moving to this site this turn must do nothing during its site phase. A ranger in such a company may tap to cancel this effect, even at the start of his company's site phase.

"I don't know what river it was, a rushing red one, swollen with the ruins of the last few days, that came down from the hills and mountains..." —Hob

ART BY QUINTON HOOVER

THE RED BOOK

P

Deck 44 / 45

WEARINESS OF THE HEART

SHORT-EVENT

The prowess of a character is modified by -1 until the end of the turn.

Alternatively, the target character is forced to make a corruption check.

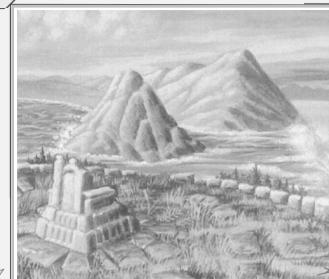
Cannot be duplicated.

"There is some will that lends speed to our foes and sets an unseen barrier before us: a weariness that is in the heart more than the limb..." —LotRIII

THE RED BOOK

P

Deck 45 / 45

AMON HEN

ROHAN

Nearest Haven: Lórien

Playable: Information, Items (minor)

Automatic-attacks:

Undead — 1 strike with 6 prowess; each character wounded must make a corruption check

"...the Hill of the Eye of the Men of Númenor..." —LotRIII

ART BY DAVID MARTIN

THE RED BOOK

P

Site 1 / 11

BANDIT LAIR

BROWN LANDS

Nearest Haven: Lórien

Playable: Items (minor, gold ring)

Automatic-attacks:

Men — 3 strikes with 6 prowess

"...there were all the baggages and packages lying broken open, and being rummaged by goblins, and smelt by goblins, and fingered by goblins, and quarreled over by goblins..." —Hob

ART BY DARRYL ELLIOTT

THE RED BOOK

P

Site 2 / 11

DIMRILL DALE



REDHORN GATE

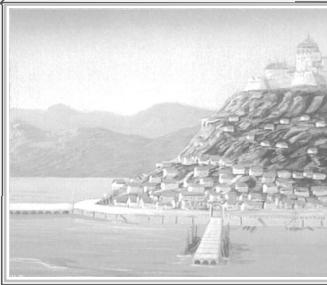
Nearest Haven: Lórien
Playable: Information
Automatic-attacks:
 Orcs — 1 strike with 6 prowess
"Northward the dale ran into a glen of shadows between two great arms of the mountains, above which three white peaks were shining..." —*LotRII*

1

Site 3 / 11

ART BY ERIC DAVID ANDERSON

DOL AMROTH



BELFALAS

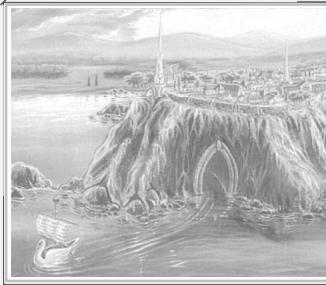
Nearest Haven: Edhellond
"But beyond, in the great fief of Belfalas, dwelt Prince Imrahil in his castle of Dol Amroth by the sea, and he was of high blood, and his folk also, tall men and proud with sea-gray eyes." —*LotRV*

1

Site 4 / 11

ART BY MARK POOLE

EDHELLOND



ANFALAS

Site Path From Grey Havens: 
Site Path From Lórien: 
"It is long since the people of Nimrodel left the woodlands of Lórien, and yet one may see that not all sailed from Amroth's haven west over water..." —*LotRV*

2

Site 5 / 11

ART BY CHRISTINA WALD

GLADDEN FIELDS



ANDUIN VALES

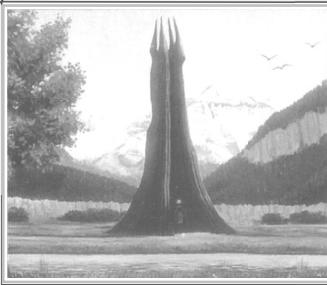
Nearest Haven: Lórien
Playable: Items (gold ring)
Automatic-attacks:
 Undead — 1 strike with 8 prowess; each character wounded must make a corruption check
"...where there were great beds of iris and flowering reeds." —*LotRI*

1

Site 6 / 11

ART BY QUINTON HOOVER

ISENGARD



GAP OF ISEN

Nearest Haven: Lórien
Playable: Items (minor, major, gold ring)
Automatic-attacks:
 Wolves — 3 strikes with 7 prowess
"...four mighty piers of many-sided stone were welded into one, but near the summit they opened into gaping horns, their pinnacles sharp as the points of spears..." —*LotRIII*

2

Site 7 / 11

ART BY ERIC DAVID ANDERSON

LÓRIEN



WOLD & FOOTHILLS

Site Path From Rivendell: 
Site Path From Edhellond: 
"There are no trees like the trees of that land. For in autumn their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers..." —*LotRII*

2

Site 8 / 11

ART BY STEFANO BALDO

MINAS TIRITH



ANÓRIEN

Nearest Haven: Lórien
"...the Guarded City, with its seven walls of stone so strong and old that it seemed to have been not built but carved by giants out of the stones of the earth." —*LotRV*

2

Site 9 / 11

ART BY ERIC DAVID ANDERSON

PELARGIR



LEBENNIN

Nearest Haven: Edhellond
"The hour is come at last. Now I will go to Pelargir upon Anduin, and ye shall come after me." —*LotRV*

2

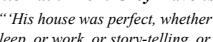
Site 10 / 11

ART BY J. WALLACE JONES

RIVENDELL



RHUDAUR

Site Path From Lórien: 
Site Path From Grey Havens: 
"His house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley." —*Hob*

2

Site 11 / 11

ART BY STEFANO BALDO

BALIN



WARRIOR/SAGE DWARF

Unique. +2 prowess against Orcs.
+1 direct influence against Dwarves and Dwarf factions.
“Well, it is the first time that even a mouse has crept along carefully and quietly under my very nose and not been spotted,” said Balin, ‘and I take off my hood to you.’ Which he did.” —*Hobbit*

Home Site: Blue Mountain Dwarf-hold
Starting 1 / 7

ART BY ANGELO MONTANINI

THE RED BOOK

HALDIR



WARRIOR ELF

Unique. -1 to all of his corruption checks.
-1 to influence checks against factions.
“...there are some of us still who go abroad for the gathering of news and the watching of our enemies, and they speak the languages of other lands. I am one. Haldir is my name.” —*LotR II*

Home Site: Lórien
Starting 2 / 7

ART BY LORI DEITRICK

THE RED BOOK

LEGOLAS



WARRIOR/DIPLOMAT ELF

Unique. +2 direct influence against the Wood-elves faction.
“Only Legolas still stepped as lightly as ever, his feet hardly seeming to press the grass, leaving no footprint as he passed...” —*LotR III*

Home Site: Thranduil's Halls
Starting 3 / 7

ART BY QUINTON HOOVER

THE RED BOOK

ELF-STONE



MINOR ITEM

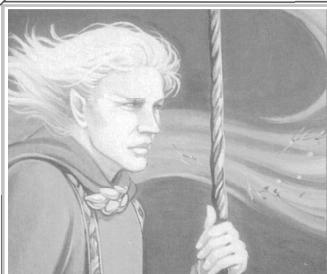
+2 direct influence used against an Elf character or an Elf faction. May not be duplicated on a given character.
“Then she lifted from her lap a great stone of a clear green, set in a silver brooch that was wrought in the likeness of an eagle with outspread wings; and as she held it up the gem flashed like the sun shining through the leaves of spring.” —*LotR II*

Starting 4 / 7

ART BY MARK POOLE

THE RED BOOK

OROPHIN



WARRIOR/RANGER ELF

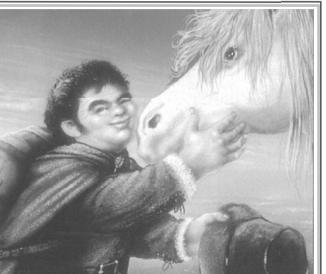
Unique. -1 to all of his corruption checks.
-1 to influence checks against factions.
“...the woodland folk were altogether noiseless in their movements.” —*LotR II*

Home Site: Lórien
Starting 5 / 7

ART BY LORI DEITRICK

THE RED BOOK

SAM GAMGEE



SCOUT/RANGER HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site (or Rivendell in a game between Red Book decks). All of his corruption checks are modified by +3.
“I'll get there if I leave everything but my bones behind...And I'll carry Mr. Frodo up myself...” —*LotR IV*

Home Site: Bag End
Starting 6 / 7

ART BY ANGELO MONTANINI

THE RED BOOK

STAR-GLASS



MINOR ITEM

Tap bearer of Star-glass to cancel an attack by Undead or to modify the prowess of a Spiders, Animals, or Wolves attack by -2. Bearer makes a corruption check.
“...it glimmered, faint as a rising star struggling in heavy earthward mists, and then as its power waxed...it began to burn, and kindled to a silver flame, a minute heart of dazzling light...” —*LotR IV*

Starting 7 / 7

ART BY RANDY ASPLUND-FAITH

THE RED BOOK

DWALIN



WARRIOR DWARF

Unique. +1 prowess against Orcs.
-1 to all of his corruption checks.
-1 to influence checks against factions.
“It was a dwarf with a blue beard tucked into a golden belt, and very bright eyes under a dark-green hood.” —*Hobbit*

Home Site: Blue Mountain Dwarf-hold
Deck 1 / 45

ART BY ANGELO MONTANINI

THE RED BOOK

ÉOMER



WARRIOR/RANGER MAN

Unique. +2 direct influence against the Riders of Rohan faction.
“...one rode forward, a tall man...from his helm as a crest a white horsetail flowed... He bent his clear bright eyes... I am named Éomer son of Éomund, and I am called Third Marshall of the Riddermark.” —*LotR III*

Home Site: Edoras
Deck 2 / 45

ART BY ANGELO MONTANINI

THE RED BOOK

ÉOWYN

2

H

C

WARRIOR/SCOUT MAN

Unique. Against Nazgûl, +6 to her prowess, and the Nazgûl's body is halved (round up).

"But no living man am I! You look upon a woman. Eowyn I am, Eomund's daughter. ... Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him. ..." —*LotRV*

S

3 / 45

2 / 7

Home Site: Edoras

ART BY ANGELO MONTANINI

THE RED BOOK

Deck 3 / 45

GALDOR

2

H

C

RANGER/DIPLOMAT ELF

Unique. +1 direct influence against Elves and Elf factions.

"...Galdor, an Elf from the Grey Havens who had come on an errand from Cirdan the Shipwright." —*LotRII*

S

4 / 45

2 / 9

Home Site: Grey Havens

ART BY STEPHEN SCHWARTZ

THE RED BOOK

Deck 4 / 45

GHÂN-BURI-GHÂN

2

H

C

SCOUT/RANGER MAN

Unique. +2 direct influence against Wose factions.

"...before them on the ground sat a strange squat shape of a man, gnarled as an old stone, and the hairs of his scanty beard straggled on his lumpy chin like dry moss." —*LotRV*

S

5 / 45

2 / 9

Home Site: Drúadan Forest

ART BY APRIL LEE

THE RED BOOK

Deck 5 / 45

1

BILL THE PONY

1

H

C

ALLY

Unique. Playable at Bree or Bag End; playable even if the site is tapped.

If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven [■]. This is considered movement with no movement/hazard phase.

-2 / 10
ART BY GAIL MCINTOSH
THE RED BOOK

S

6 / 45

3

BLUE MOUNTAIN DWARVES

DWARF FACTION

Unique.

Playable at Blue Mountain Dwarf-hold if the influence check is greater than 9.

Standard Modifications:

Elves (-2), Dwarves (+2).

"Now they had fair halls in the mountains, and stores of goods, and their days did not seem so hard..." —*LotR*

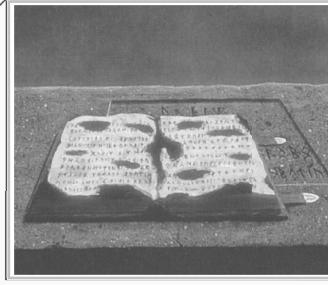
S

7 / 45

ART BY ANGELO MONTANINI
THE RED BOOK

Deck 7 / 45

1(5)

BOOK OF MAZARBUL

SPECIAL ITEM

Unique. Only playable at Moria. May be stored at Blue Mountain or Iron Hill Dwarf-hold for 5 marshallung points. If its bearer is a sage, tap Book of Mazarbul during your organization phase to increase your hand size by 1 until your next untap phase.

"...it was so stained...that little of it could be read." —*LotRII*

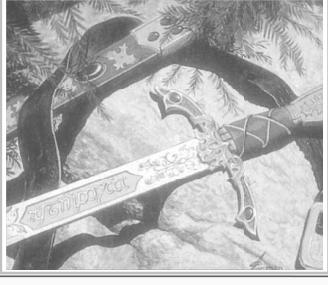
S

8 / 45

ART BY N. TAYLOR BLANCHARD
THE RED BOOK

2

2

GLAMDRING

MAJOR ITEM

Unique. Weapon. +3 to prowess to a maximum of 8 (a maximum of 9 against Orcs).

"This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore." —*Hob*

S

9 / 45

+3 / -
ART BY AUDREY CORMAN
THE RED BOOK

1

1

GOLDBERRY

2

H

C

ALLY

Unique. Playable at Old Forest.

May not be attacked.

Tap Goldberry to cancel a hazard effect that causes her company to return to its site of origin. Alternatively, tap Goldberry to cancel an attack against her company keyed to Wilderness [■].

"...as young and ancient as Spring..." —*LotRI*

S

10 / 45

ART BY ANGUS McBRIDE
THE RED BOOK

Deck 10 / 45

2

PALANTÍR OF ELOSTIRION

SPECIAL ITEM

Unique. Palantír. **Playable only at The White Towers.** Discard if the bearer moves. If the bearer is a sage, he may tap Palantír of Elostirion to remove one corruption card from an Elf or a Wizard under your control. Bearer makes a corruption check.

"...but unlike the others and not in accord with them; it looked only to the Sea." —*LotR*

S

11 / 45

ART BY STEFANO BALDO
THE RED BOOK

2

(1) RED BOOK OF WESTMARCH

SPECIAL ITEM

Unique. Only playable at Bag End. +2 to direct influence against a Hobbit character or faction. 1 marshalling point if stored at a Haven [4].

"...in a single red case, were the three large volumes, bound in red leather, that Bilbo gave to him as a parting gift." —*LotRV*

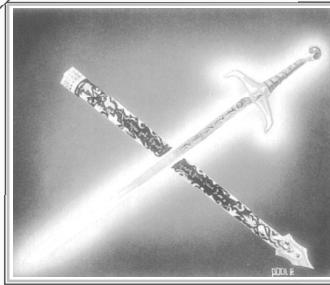
S

Deck 12 / 45

ART BY JEFFREY REITZ

THE RED BOOK

1

2 SWORD OF GONDOLIN

MAJOR ITEM

Weapon. Warrior only: +2 prowess to a maximum of 8.

"They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars." —*Hob*

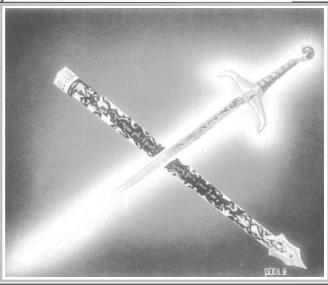
S

Deck 13 / 45

(+) / -

ART BY MARK POOLE

THE RED BOOK

2 SWORD OF GONDOLIN

MAJOR ITEM

Weapon. Warrior only: +2 prowess to a maximum of 8.

"They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars." —*Hob*

S

Deck 14 / 45

(+) / -

ART BY MARK POOLE

THE RED BOOK

2

A SHORT REST

LONG-EVENT

Each moving company may draw an extra card for each region less than four in its site path.

"That day he looked at the swords they had brought from the trolls' lair, and he said: 'These are not troll-make.'" —*Hob*

S

Deck 15 / 45

ART BY CRISTINA WALD

THE RED BOOK

BLOCK

SHORT-EVENT

Warrior only. An untapped Warrior not taking a -3 modification to his prowess against a strike does not tap after the strike is resolved (he may be still be wounded).

"...there was a twang of bowstrings: several arrows whistled over them, and some fell among them. One smote Frodo between the shoulders...but the arrow fell back, foiled by his hidden coat of mail." —*LotRII*

S

Deck 16 / 45

ART BY ANGUS McBRIDE

THE RED BOOK

DODGE

SHORT-EVENT

Target untapped character *not* taking a -3 modification to his prowess against a strike does not tap after the strike is resolved (he may be still be wounded).

If wounded by the strike, his body is modified by -1 for the resulting body check.

"A quick duck had saved him; and he had felled his orc: a sturdy thrust with his Barrow-blade." —*LotRII*

S

Deck 17 / 45

ART BY RON ROUSSELLE II

THE RED BOOK

ECHO OF ALL JOY

PERMANENT-EVENT

Play on a resource long-event if *Doors of Night* is not in play. The long-event is not discarded as normal during the long-event phase. Discard *Echo of All Joy* and target long-event when any play deck is exhausted or when *Doors of Night* comes into play.

"It fell upon his ears like the echo of all the joys he had ever known." —*LotRVI*

S

Deck 18 / 45

ART BY DONATO GIANCOLA

THE RED BOOK

EMERALD OF DORIATH

MINOR ITEM

Unique. Hoard item. +1 to direct influence against Elves and Elf factions. If bearer is a Wizard, your general influence is increased by two.

"Aragorn insisted on my putting in a green stone. He seemed to think it important." —*LotRII*

S

Deck 19 / 45

ART BY ROB ALEXANDER

THE RED BOOK

FAIR TRAVELS IN WILDERNESS

SHORT-EVENT

Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Wilderness [4] in its site path (to a minimum of two). Cannot be duplicated on the same company.

"...there was a break in the wall of trees..." —*LotRI*

S

Deck 20 / 45

ART BY MARK POOLE

THE RED BOOK

1

LAPSE OF WILL



LONG-EVENT

The prowess of each attack is modified by -1. The prowess of each Nazgûl attack is modified by -3.

"...the hosts of Mordor trembled, doubt clutched their hearts, their laughter failed, their hands shook and their limbs were loosed. The Power that drove them on and filled them with hate and fury was wavering, its will was removed from them..." —*LotRVI*

ART BY DAVID DEITRICK

THE RED BOOK

S

Deck 21 / 45

LORE OF THE AGES



PERMANENT-EVENT

Playable on an Elf at a Haven [S]; tap the Elf. When facing an attack, target Elf may tap to give +1 prowess to all characters in his company against the attack. Target Elf makes a corruption check.

"...the words took shape, and visions of far lands and bright things that he had never yet imagined opened out before him..." —*LotRII*

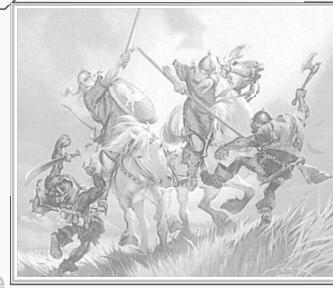
ART BY DONATO GIANCOLA

THE RED BOOK

S

Deck 22 / 45

LUCKY STRIKE



SHORT-EVENT

Warrior only. Make two rolls against a strike and choose one of the two results to use.

"...Frodo felt a hot wrath blaze up in his heart...he stooped and stabbed with Sting at the hideous foot. There was a bellow, and the foot jerked back." —*LotRII*

ART BY ANGUS McBride

THE RED BOOK

S

Deck 23 / 45

RISKY BLOW



SHORT-EVENT

Warrior only against one strike.
+3 to the Warrior's prowess and -1 to the Warrior's body.

"Fewer were they but they clove through the Southrons like a fire-bolt in a forest." —*LotRV*

ART BY ANGUS McBride

THE RED BOOK

S

Deck 24 / 45

STAR OF HIGH HOPE



LONG-EVENT

Environment. The prowess of each Elf and Dúndadan is modified by +1
(by +2 if Gates of Morning is in play).

"...ever still a herald on an errand that should never rest to bear his shining lamp afar, the Flammifer of Westmarch." —*LotRII*

ART BY DOUGLAS CHAFFEE

THE RED BOOK

S

Deck 25 / 45

CAVE-DRAKE



CREATURE

Dragon. Two strikes. Attacker chooses defending characters.

Two Wildernesses [L] in site path are required.

"About this time Dragons reappear in the far North and begin to afflict the Dwarves." —*LotR*

ART BY DAVID DEITRICK

THE RED BOOK

S

Deck 26 / 45

1

CAVE-DRAKE



CREATURE

Dragon. Two strikes. Attacker chooses defending characters.
Two Wildernesses [L] in site path are required.

"About this time Dragons reappear in the far North and begin to afflict the Dwarves." —*LotR*

S

Deck 27 / 45

DIRE WOLVES



CREATURE

Wolves. Four strikes.
Two wildernesses [L] in site path are required.

"...the evil packs that lived under the shadow of the goblin-infested mountains, over the Edge of the Wild on the borders of the unknown. Wolves of that sort smell keener than goblins, and do not need to see you to catch you!" —*Hob*

S

Deck 28 / 45

GIANT SPIDERS



CREATURE

Spiders. Two strikes. If the body check for a non-Wizard 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 [T], and Dark-holds [D] in these regions.

Two Wildernesses [L] in site path are otherwise required.

S

Deck 29 / 45

10/-

ART BY DAVID DEITRICK

THE RED BOOK

8/-

ART BY OMAR RAYYAN

THE RED BOOK

10/-

ART BY APRIL LEE

THE RED BOOK

1

GIANT SPIDERS



CREATURE

Spiders. Two strikes. If the body check for a non-Wizard 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 [SH], and Dark-holds [DH] in these regions.

Two Wildernesses [W] in site path are otherwise required.

10/-

ART BY APRIL LEE

THE RED BOOK

P
Deck 30 / 45

1

LAND-DRAKE



CREATURE

Drake. One strike. Attacker chooses defending characters.

"These smallest worms of the kemenlóki startle upon little provocation, and they leap and climb like huge felines." —*Kuduk Lore*

8/-

ART BY STEFANO BALDO

THE RED BOOK

P
Deck 31 / 45

LESSER SPIDERS



CREATURE

Spiders. Four strikes.

"As he drew nearer, he saw that it was made by spider-webs one behind and over and tangled with another. Suddenly he saw, too, that there were spiders huge and horrible sitting in the branches above him..." —*Hob*

7/-

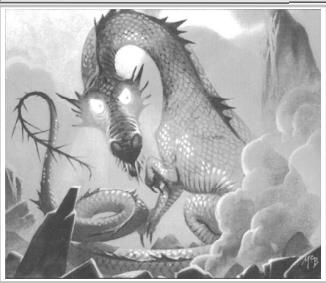
ART BY HEATHER HUDSON

THE RED BOOK

P
Deck 32 / 45

1

LIGHT-DRAKE



CREATURE

Drake. Two strikes.

"The kalalóki boast whip-like tails with serrated spines, each housing a retractable membrane filled with electrically charged fluid. The sting of one knife-like spine delivers the impact of a lightning bolt!" —*Kuduk Lore*

8/-

ART BY ANGUS McBRIDE

THE RED BOOK

P
Deck 33 / 45

1

WARGS



CREATURE

Wolves. Two strikes.

"They heard the wind hissing among the rocks and trees, and there was a howling and wailing round them in the empty spaces of the night." —*LotRII*

9/-

ART BY SUSAN VAN CAMP

THE RED BOOK

P
Deck 34 / 45

WARGS



CREATURE

Wolves. Two strikes.

"They heard the wind hissing among the rocks and trees, and there was a howling and wailing round them in the empty spaces of the night." —*LotRII*

9/-

ART BY SUSAN VAN CAMP

THE RED BOOK

P
Deck 35 / 45

1

WOLVES



CREATURE

Wolves. Three strikes.

"...they heard a howl away down hill, a long shuddering howl. It was answered by another away to the right and a good deal nearer to them..." —*Hob*

8/-

ART BY SUSAN VAN CAMP

THE RED BOOK

P
Deck 36 / 45

1

WOLVES



CREATURE

Wolves. Three strikes.

"...they heard a howl away down hill, a long shuddering howl. It was answered by another away to the right and a good deal nearer to them..." —*Hob*

8/-

ART BY SUSAN VAN CAMP

THE RED BOOK

P
Deck 37 / 45

AWAKEN DENIZENS



CREATURE

The number of strikes for each automatic-attack at a Ruins & Lairs [L] site is doubled.

Cannot be duplicated.

"...they're gone for robbers and live outside, hiding in the woods beyond Archet, and out in the wilds north-way. It's like a bit of the bad old times tales tell of, I say." —*LotRVI*

P
Deck 38 / 45

ART BY ANGUS McBRIDE

THE RED BOOK

CALL OF HOME



SHORT-EVENT

Playable on a non-Wizard character not bearing The One Ring. The character makes a roll. The character returns to his player's hand if the result plus his 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).

S

Deck 39 / 45

ART BY RANDY GALLEGOS

THE RED BOOK

FELL WINTER



LONG-EVENT

Environment. Each Border-hold [1] receives an additional automatic-attack: Wolves — 3 strikes with 7 prowess.

Additionally, if *Doors of Night* is in play, treat all Free-domains [2] as Border-lands [1] and all Border-lands [1] as Wildernesses [4].

Cannot be duplicated.

S

Deck 40 / 45

ART BY GAIL MCINTOSH

THE RED BOOK

RIVER



SHORT-EVENT

Playable on a site. A company moving to this site this turn must do nothing during its site phase. A ranger in such a company may tap to cancel this effect, even at the start of his company's site phase.

"I don't know what river it was, a rushing red one, swollen with the ruins of the last few days, that came down from the hills and mountains..." —Hob

S

Deck 41 / 45

ART BY QUINTON HOOVER

THE RED BOOK

WAKE OF WAR



LONG-EVENT

The number of strikes and prowess of each Wolf, Spider, and Animal attack are increased by one (by two for Wolf attacks if *Doors of Night* is in play).

Cannot be duplicated.

"Fire and smoke and stench were in the air; for many engines had been burned or cast into the fire-pits, and many of the slain also..." —LotRV

S

Deck 42 / 45

ART BY RANDY GALLEGOS

THE RED BOOK

WEARINESS OF THE HEART



SHORT-EVENT

The prowess of a character is modified by -1 until the end of the turn.

Alternatively, the target character is forced to make a corruption check.

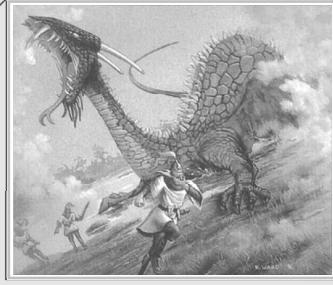
Cannot be duplicated.

"There is some will that lends speed to our foes and sets an unseen barrier before us: a weariness that is in the heart more than the limb." —LotRIII

ART BY LORI DEITRICK

THE RED BOOK

WORM'S STENCH



SHORT-EVENT

Playable on a company that has already faced a Dragon or Drake attack this turn. The prowess of each Spider and Animal attack against the company is increased by two for the rest of the turn.

Additionally, if *Doors of Night* is in play, all Wolf attacks receive +2 prowess and all Wolf, Spider, and Animal attacks receive +1 strikes for the rest of turn against the company.

S

Deck 44 / 45

ART BY KEVIN WARD

THE RED BOOK

WORN AND FAMISHED



LONG-EVENT

Each non-Wizard character that is not in a Haven [3], Free-hold [2], or Border-hold [1] does not untap normally during his untap phase. Such a character may instead make a roll adding his mind stat. If the result is greater than 12, he untaps.

Cannot be duplicated.

"We are worn and famished after our long road and we have sick comrades..." —Hob

S

Deck 45 / 45

ART BY CRISTINA WALD

THE RED BOOK

BAG END



THE SHIRE

Nearest Haven: Rivendell

"In a hole in ground there lived a hobbit. Not a nasty, dirty, wet hole, filled with the ends of worms and an oozy smell, nor yet a dry, bare, sandy hole with nothing in it to sit down on or to eat: it was a hobbit-hole and that means comfort." —Hob

S

Site 1 / 11

ART BY RANDY ASPLUND-FAITH

THE RED BOOK

BLUE MOUNTAIN DWARF-HOLD



NÚMERIADOR

Nearest Haven: Grey Havens

"...and soon afterwards they removed and wandered in Eriador, until at last they made a home in exile in the east of the Ered Luin beyond the Lune." —LotR

S

Site 2 / 11

ART BY ROB ALEXANDER

THE RED BOOK

GREY HAVENS

LINDON

Site Path From Rivendell: **Site Path From Edhellond:**

"...so they rode down at last to Mithlond, to the Grey Havens in the long firth of Lune... As they came to the gates Cirdan the shipwright came forth to greet them." —*LotRVI*

2 **ART BY MARK POOLE** **SITE 3 / 11**

Nearest Haven: Grey Havens **Playable:** Items (minor, major) **Automatic-attacks:** Undead — 1 strike with 8 prowess; each character wounded must make a corruption check

"...on starless waters far astray...and founedered shores that drowned..." —*LotRII* **1** **ART BY DAVID MARTIN** **SITE 4 / 11**

THE RED BOOK

HIMRING

ELVEN SHORES

Nearest Haven: Grey Havens **Playable:** Items (minor, major)

Automatic-attacks: Undead — 1 strike with 8 prowess; each character wounded must make a corruption check

"...on starless waters far astray...and founedered shores that drowned..." —*LotRII* **1** **ART BY DAVID MARTIN** **SITE 4 / 11**

THE RED BOOK

ISLE OF THE ULOND

ANDRAST COAST

Nearest Haven: Edhellond **Playable:** Information, Items (minor, major)

Automatic-attacks: Dragon — 1 strike with 14 prowess

"Deep, sea-washed chambers of coral lie beneath the island's cliffs and resound with the echoes of the violent tides." —*Kuduk Lore* **2** **ART BY J. WALLACE JONES** **SITE 5 / 11**

THE RED BOOK

LOSSADAN CAIRN

FOROCHEL

Nearest Haven: Rivendell **Playable:** Items (minor, major, greater*), *—Palantíri Only

Automatic-attacks: Undead — 2 strikes with 8 prowess; each character wounded must make a corruption check

2 **ART BY J. WALLACE JONES** **SITE 6 / 11**

THE RED BOOK

MORIA

REDHORN GATE

Nearest Haven: Lorien **Playable:** Items (minor, major, greater, gold ring)

Automatic-attacks: Orcs — 4 strikes with 7 prowess

"In the pale ray of the wizard's staff...glimpses of stairs and arches, and of other passages and tunnels..." —*LotRII* **2** **ART BY KEVIN WARD** **SITE 7 / 11**

THE RED BOOK

OLD FOREST

CARDOLAN

Nearest Haven: Rivendell **Special:** Healing effects affect all characters at the site

"For you are still afraid, perhaps, of mist and tree-shadows and deep water, and untame things. Fear nothing!" —*LotRI* **1** **ART BY KEVIN WARD** **SITE 8 / 11**

THE RED BOOK

RIVENDELL

RHUDAUR

Site Path From Lórien: **Site Path From Grey Havens:**

"His house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley." —*Hob*

2 **ART BY STEFANO BALDO** **SITE 9 / 11**

THE RED BOOK

THE WHITE TOWERS

ARTHEDAIN

Nearest Haven: Rivendell **Automatic-attacks:** Wolves — 2 strikes with 6 prowess

"Three Elf-towers of immemorial age were still to be seen beyond the western marches. They shone far off in the moonlight. The tallest was furthest away, standing alone upon a green hill." —*LotRI* **1** **ART BY AUDREY CORMAN** **SITE 10 / 11**

THE RED BOOK

ZARAK DÜM

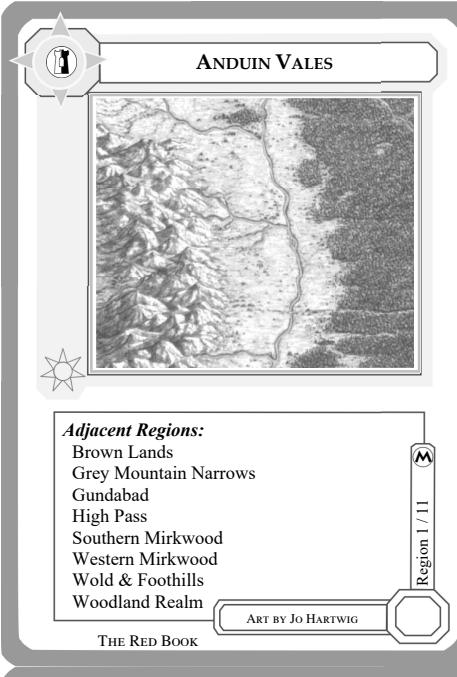
ANGMAR

Nearest Haven: Rivendell **Playable:** Items (minor, major)

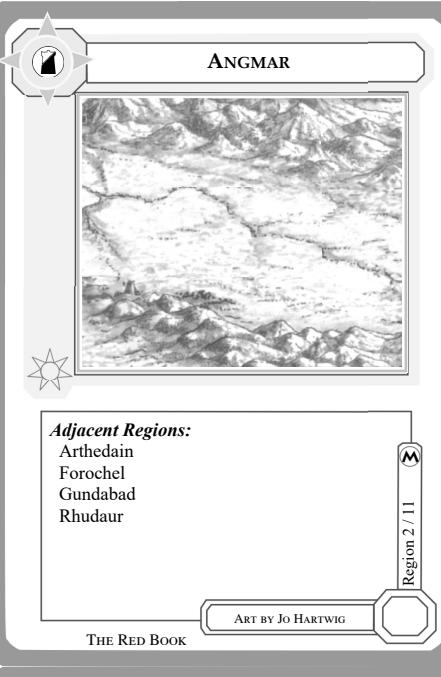
Automatic-attacks: Dragon — 1 strike with 11 prowess

"The intricate and exquisite Dwarven city delved into the mountains of Angmar was abandoned in the aftermath of a deadly pestilence." —*Kuduk Lore* **2** **ART BY STEFANO BALDO** **SITE 11 / 11**

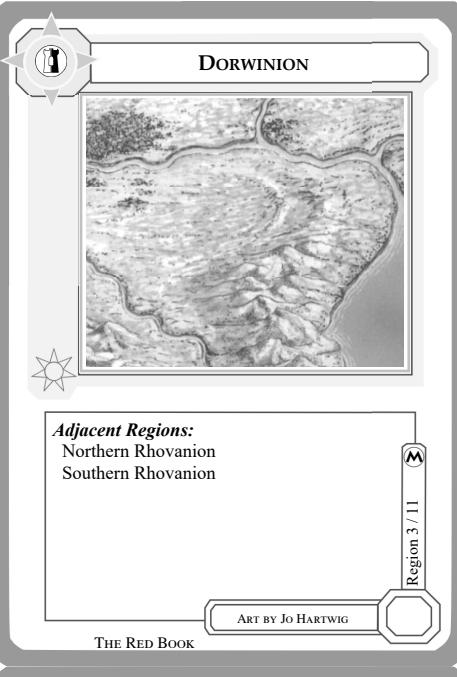
THE RED BOOK



ANDUIN VALES



ANGMAR



DORWINION

Adjacent Regions:

Brown Lands
Grey Mountain Narrows
Gundabad
High Pass
Southern Mirkwood
Western Mirkwood
Wold & Foothills
Woodland Realm

Region 1 / 11

THE RED BOOK

Adjacent Regions:

Arthedain
Forochel
Gundabad
Rhudaur

Region 2 / 11

THE RED BOOK

Adjacent Regions:
Northern Rhovanion
Southern Rhovanion

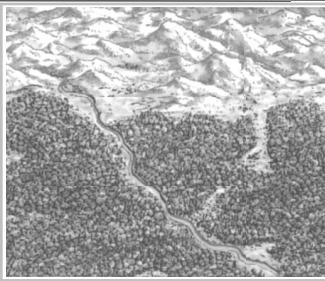
Region 3 / 11

ART BY JO HARTWIG

GREY MOUNTAIN NARROWS

GUNDABAD

HEART OF MIRKWOOD



Adjacent Regions:

Anduin Vales
Northern Rhovanion
Withered Heath
Woodland Realm

Region 4 / 11

THE RED BOOK

Adjacent Regions:

Anduin Vales
Angmar

Region 5 / 11

THE RED BOOK

Adjacent Regions:
Northern Rhovanion
Southern Mirkwood
Southern Rhovanion
Western Mirkwood
Woodland Realm

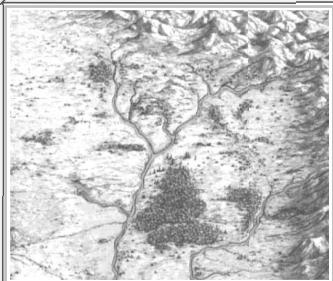
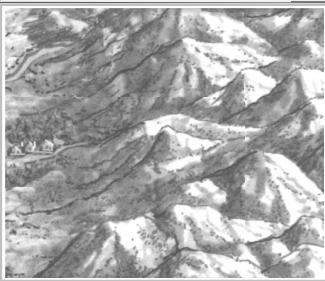
Region 6 / 11

ART BY JO HARTWIG

HIGH PASS

NORTHERN RHOVANION

RHUDAUR



Adjacent Regions:

Anduin Vales
Rhudaur

Region 7 / 11

THE RED BOOK

Adjacent Regions:

Dorwinion
Heart of Mirkwood
Iron Hills
Southern Mirkwood
Withered Heath
Woodland Realm
Grey Mountain Narrows

Region 8 / 11

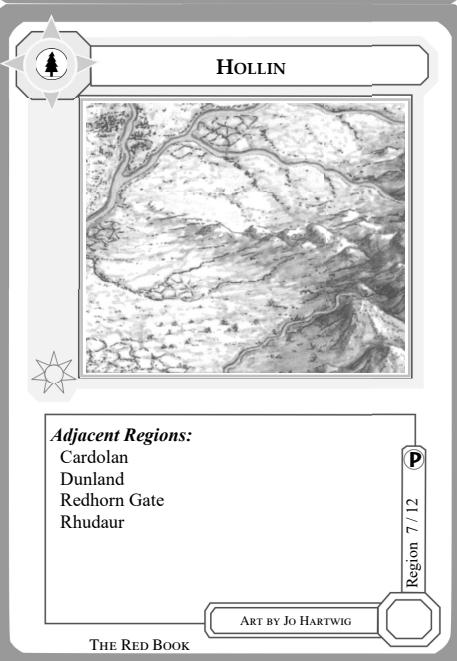
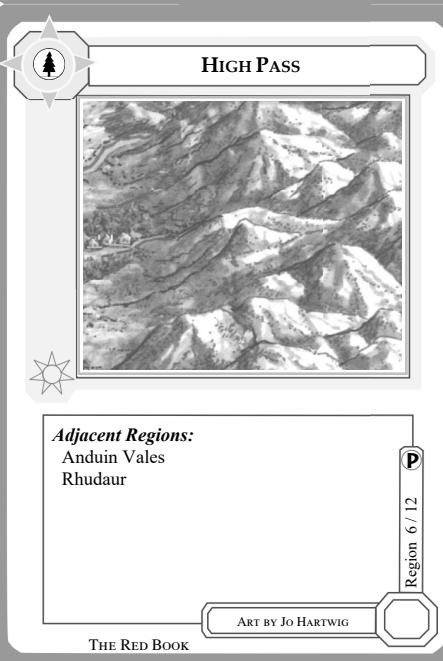
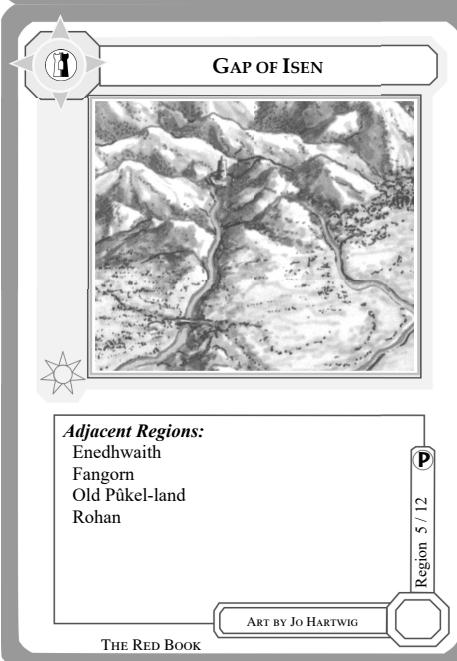
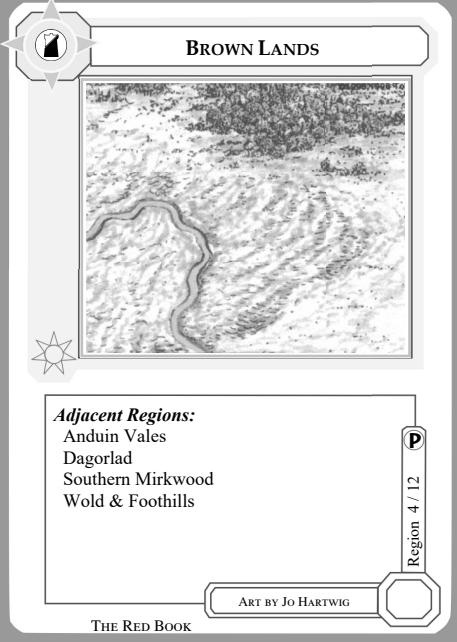
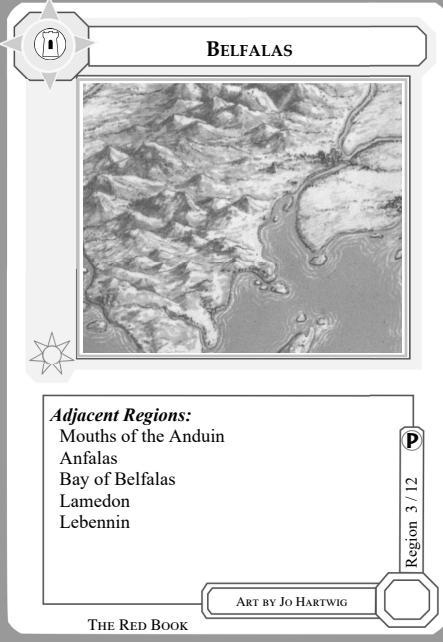
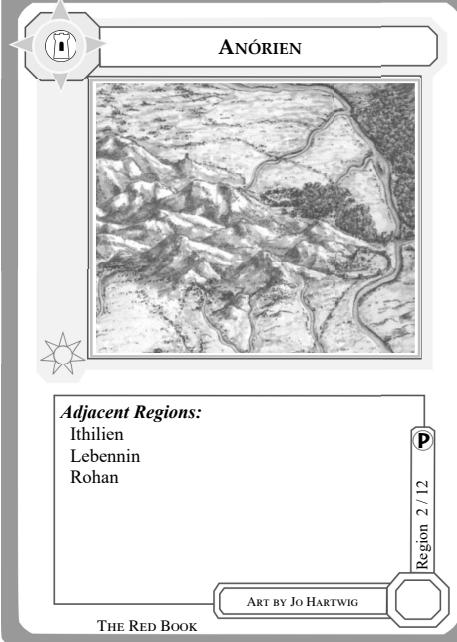
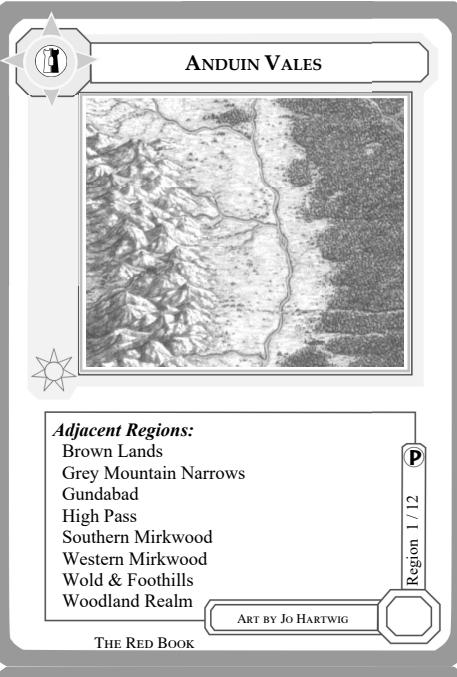
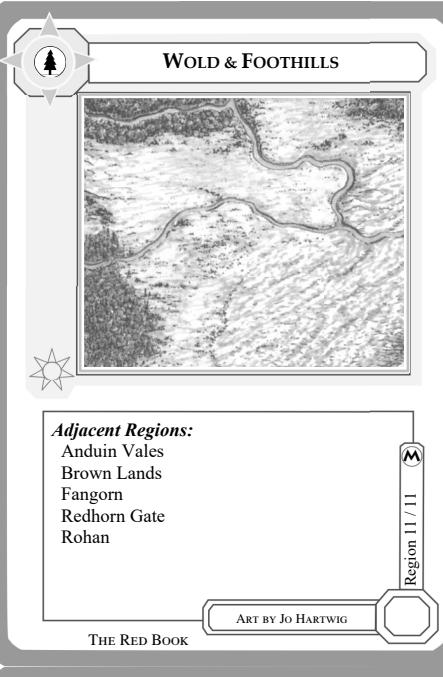
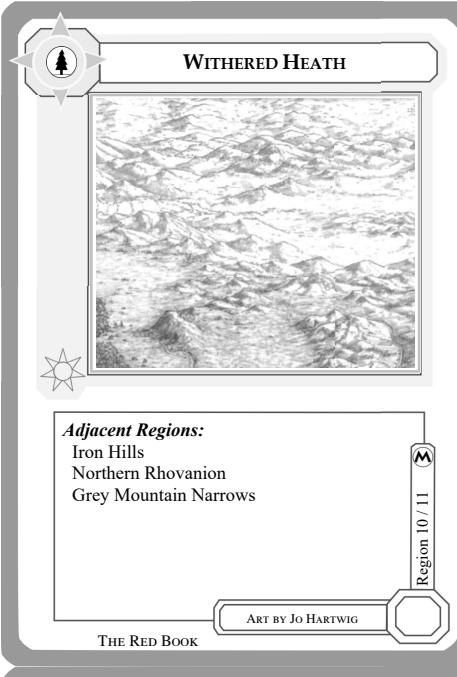
THE RED BOOK

Adjacent Regions:

Angmar
Arthedain
Cardolan
High Pass
Hollin

Region 9 / 11

ART BY JO HARTWIG



LEBENNIN



Adjacent Regions:

Mouths of the Anduin
Anórien
Belfalas
Lamedon

P
Region 8 / 12

THE RED BOOK

ART BY JO HARTWIG

REDHORN GATE



Adjacent Regions:

Hollin
Wold & Foothills

P
Region 9 / 12

THE RED BOOK

ART BY JO HARTWIG

RHUDAUR



Adjacent Regions:

Angmar
Arthedain
Cardolan
High Pass
Hollin

P
Region 10 / 12

THE RED BOOK

ART BY JO HARTWIG

ROHAN



Adjacent Regions:

Anórien
Fangorn
Gap of Isen
Wold & Foothills

P
Region 11 / 12

THE RED BOOK

ART BY JO HARTWIG

WOLD & FOOTHILLS



Adjacent Regions:

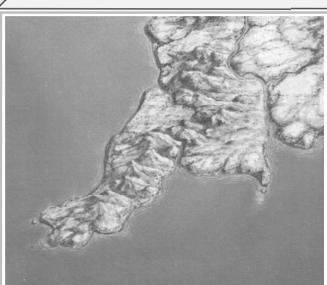
Anduin Vales
Brown Lands
Fangorn
Redhorn Gate
Rohan

P
Region 12 / 12

THE RED BOOK

ART BY JO HARTWIG

ANDRAST COAST



Adjacent Regions:

Andrast
Bay of Belfalas
Eriadoran Coast

S
Region 1 / 13

THE RED BOOK

ART BY JO HARTWIG

ANGMAR



Adjacent Regions:

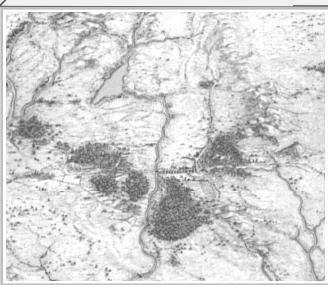
Arthedain
Forochel
Gundabad
Rhudaur

S
Region 2 / 13

THE RED BOOK

ART BY JO HARTWIG

ARTHEDAIN



Adjacent Regions:

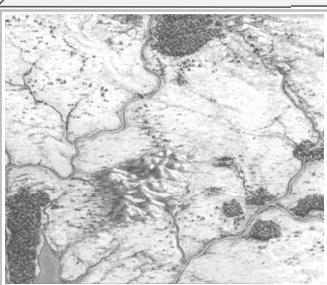
Angmar
Cardolan
Forochel
Lindon
Númeriador
Rhudaur
The Shire

S
Region 3 / 13

THE RED BOOK

ART BY JO HARTWIG

CARDOLAN



Adjacent Regions:

Arthedain
Dunland
Enedwaith
Eriadoran Coast
Hollin
Rhudaur
The Shire

S
Region 4 / 13

THE RED BOOK

ART BY JO HARTWIG

ELVEN SHORES



Adjacent Regions:
Eriadoran Coast
Lindon

Region 5 / 13
S

THE RED BOOK

ART BY JO HARTWIG

ERIADORAN COAST



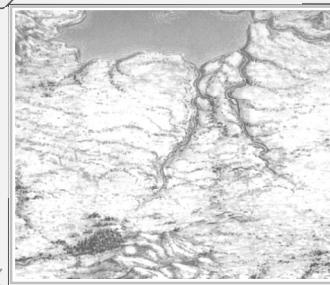
Adjacent Regions:
Andrast
Andrast Coast
Cardolan
Elven Shores
Enedwaith
Old Pûkel-land

Region 6 / 13
S

THE RED BOOK

ART BY JO HARTWIG

FOROCHEL



Adjacent Regions:
Angmar
Arthedain,
Númeriador

Region 7 / 13
S

THE RED BOOK

ART BY JO HARTWIG

HOLLIN



Adjacent Regions:
Cardolan
Dunland
Redhorn Gate
Rhudaur

Region 8 / 13
S

THE RED BOOK

ART BY JO HARTWIG

LINDON



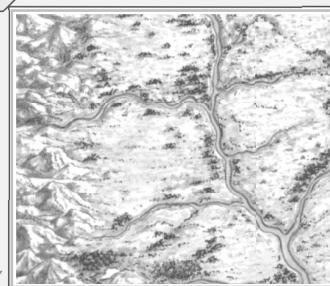
Adjacent Regions:
Arthedain
Elven Shores
Númeriador

Region 9 / 13
S

THE RED BOOK

ART BY JO HARTWIG

NÚMERIADOR



Adjacent Regions:
Arthedain
Forochel
Lindon

Region 10 / 13
S

THE RED BOOK

ART BY JO HARTWIG

REDHORN GATE



Adjacent Regions:
Hollin
Wold & Foothills

Region 11 / 13
S

THE RED BOOK

ART BY JO HARTWIG

RHUDAUR



Adjacent Regions:
Angmar
Arthedain
Cardolan
High Pass
Hollin

Region 12 / 13
S

THE RED BOOK

ART BY JO HARTWIG

THE SHIRE



Adjacent Regions:
Arthedain
Cardolan

Region 13 / 13
S

THE RED BOOK

ART BY JO HARTWIG