



# Challenge Deck B - Release the Prisoners

Print at Home - US Letter  
Middle Earth - Remastered

Play and Enjoy! Keep this game alive!  
JSmith

## Characters

### Starting Characters

- Ellada
- Elrond (with Cram)
- Erkenbrand (with Shield of Iron-bound Ash)
- Orophin

### Other Characters (9)

- 3x Alatar
- Balin
- Beretar
- Bofur
- Erohir
- Gildor Inglorion
- Haldir

## Hazards (30)

### Creatures

- 3x Barrow-wight
- 3x Chill Douser
- 3x Corpse-candle
- 3x Slayer
- 2x Stirring Bones

### Events

- 3x Alone and Unadvised
- Covetous Thoughts
- Dragon-sickness
- 3x Lure of Expedience
- 3x Lure of Nature
- 3x The Moon Is Dead
- 2x Twilight

## Resources (30)

### MP Resources

- Book of Mazarbul
  - Goldberry
  - Gollum
  - Orcrist
  - Rangers of the North
  - 3x Rescue Prisoners
  - Scroll of Isildur
  - Sword of Gondolin
  - The Windlord Found Me
- 
- ### Supporting Resources
- Crown of Flowers
  - Dark Quarrels
  - 2x Dodge
  - Escape
  - 3x Gates of Morning
  - 3x Many Turns and Doublings
  - Muster
  - 3x Risky Blow
  - Safe from the Shadow

- 2x The Cock Crows
- Vilya

## Sideboard (20)

### Resources

- Blue Mountain Dwarves
- 2x Dark Quarrels
- Forewarned is Forearmed
- Great-shield of Rohan
- Marvels Told
- Promptings of Wisdom
- Radagast
- The Cock Crows

### Hazards

- Ambusher
- 2x Corsairs of Umbar
- 2x Foolish Words
- 2x Ghosts
- Seized by Terror
- The Ring's Betrayal
- Twilight
- Veils Flung Away

## Release the Prisoners

Elrond leads Alatar's companies into the Orc-holds of the mountains surrounding Rivendell. Their errand is to rescue Free People captives and recover stolen items. Gates of Morning and strong warriors see them through. The hazards feature a classic mix of corruption with Undead.

## Starting Companies (1) at Rivendell

- Elrond controls Elladan. Erkenbrand controls Orophin. Elrond has Cram and Erkenbrand has Shield of Iron-bound Ash.
- If you have multiple site-tapping resources in your initial draw, consider starting them as 2 companies: Elrond and Elladan, Erkenbrand and Orophin.

## Suggested Sites for Resources

- Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]
- Goldberry - Old Forest
- Gollum - Goblin-gate
- Orcrist - Carn Dum or Mount Gundabad
- Rangers of the North - Bree
- Rescue Prisoners 3x - tapped Carn Dum, Mount Gram, Goblin-gate, Moria or Mount Gundabad
- Scroll of Isildur - Carn Dum or Mount Gundabad
- Sword of Gondolin - Barrow-downs or Zarak Dum
- The Windlord Found Me - Mount Gram
- Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold
- Great-shield of Rohan (sideboard) - Zarak Dum or Barrow-downs

## Resource Play

Alatar's deck makes active use of Gates of Morning. Its most powerful tactic is to cancel and discard the final hazard played against a company with Many Turns and Doublings if Gates of Morning is in play. Gates of Morning provides a natural defense against some of the more powerful hazards that require or benefit from Doors of Night. A patient player can elegantly rise to the threat of most hazards. Take the time to move Elrond to Rivendell to play Vilya. Store a Rescue Prisoners as soon as you can to get its character untyped. Do not forget you can do this at Bree, Old Forest, and the Blue Mountain Dwarf-hold in addition to at a Haven. You will face strong creatures in the mountains, but always consider tapping your characters to face strikes and waiting another turn to play that resource. You should receive many kill marshalling points.

## Alatar

Alatar works well being active and travelling with his characters. If his

company is at a Haven, move it last to give him the option of "teleporting" to another company facing an attack. He has enough direct influence alone to bring any faction into play, but look to give him followers to free general influence in your defense. This deck is vulnerable to Muster Disperses.

## Hazard Play

Play corruption cards as soon as you can. As an exception, consider placing Lure of Expedience on-guard if you feel fairly certain a company will play an item. Then reveal it and place it on the character playing the item. He must make a dangerous corruption check. The Undead are fairly effortless to play, you can increase the threat of the corruption cards by playing Corpse-candle and Barrow-wight on corruption-laden companies. Hold off playing Chill Douser until another Undead. If an opponent is moving to a site with an Undead-automatic-attack, Chill Douser during the movement/hazard phase should make him think twice about entering the site. Consider this with The Moon Is Dead in play. Amassing bonuses to Undeadprowesses and strikes during a turn gives its own reward.

## Sideboard

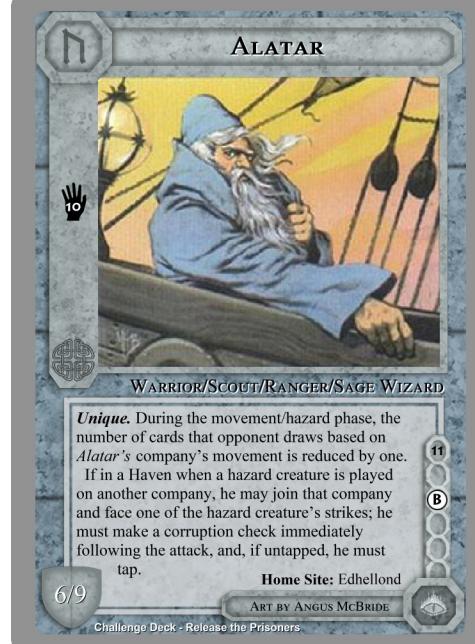
After playing the Book of Mazarbul, tap Alatar to bring in the Blue Mountain Dwarves. Try to both store the item and recruit the faction with one trip to the Dwarf-hold. Of course, storing this item before the Free Council begins is the most important thing.

## Strategy Resources

Go around and kill stuff. The starting company is well suited for that, with Dodge and Risky Blow to help out. The Many Turns and Doublings can help out with the hazards that you can't defeat especially if the Gates are in play and you can reduce your hazard limit. The obvious theme is getting items and Rescue Prisoners. Safe from the Shadow is a nice touch and don't forget that Gollum and The Windlord Found Me can provide tapped Shadow Holds for Rescue Prisoners, as well as items. The sites were picked well; plenty of opportunity to play all the MP cards. Vilya can be used on one of your trips back to Rivendell with a Rescue Prisoners to get some of the warrior cards or Many Turns back. Careful playing with Gollum - 4 other decks (C, F, H, and J) have a manifestation of Gollum that you may run across.

## Strategy Hazards

Hazards are corruption based. The creatures cause checks, and the events give points. Don't be afraid to throw a few sacrificial Undead, especially Corpse Candles, in the hopes of forcing more checks. Be careful with The Moon Is Dead - you have the Barrow Downs and Lossadan Cairn in your sites, and duplicated auto attacks are nothing to sneeze at.



2

BALIN

5



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."

—Hob

4/7

Home Site: Blue Mountain Dwarf-hold

ART BY ANGELO MONTANINI

Challenge Deck - Release the Prisoners

B

2

BERETAR

5



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 ANGELO MONTANINI

Challenge Deck - Release the Prisoners

B

BOFUR

2



WARRIOR DWARF

**Unique.** +1 prowess against Orcs.

-1 to all of his corruption checks.  
-1 to influence checks against all 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

Challenge Deck - Release the Prisoners

B

-1

1

ELROHIR

4



WARRIOR/RANGER ELF

**Unique.** +1 prowess against Orcs.

"Then said Elrohir: 'From the North we came with this purpose, and from Elrond our father we brought this very council. We will not turn back.'" —LotRV

B

5/8

Home Site: Rivendell

ART BY APRIL LEE

Challenge Deck - Release the Prisoners

B

1

GILDOR INGLORION

4



WARRIOR/RANGER ELF

**Unique.** +2 prowess against Orcs.

"I am... Gildor Inglorion of the House of Finrod. We are Exiles, and most of our kindred have long ago departed and we too are now only tarrying here a while, ere we return over the Great Sea." —LotRI

B

5/7

Home Site: Rivendell

ART BY LORI DEITRICK

Challenge Deck - Release the Prisoners

B

HALDIR

1



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." —LotRII

B

-1

1

BARROW-WIGHT

0



CREATURE

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

"...two eyes, very cold though lit with a pale light...Then a grip stronger and colder than iron..." —LotRI

B

12/-

ART BY LORI DUTRICK

Challenge Deck - Release the Prisoners

1

BARROW-WIGHT

0



CREATURE

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

"...two eyes, very cold though lit with a pale light...Then a grip stronger and colder than iron..." —LotRI

B

12/-

ART BY LORI DUTRICK

Challenge Deck - Release the Prisoners

B

-1

BARROW-WIGHT

1



CREATURE

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

"...two eyes, very cold though lit with a pale light...Then a grip stronger and colder than iron..." —LotRI

B

-1

**CHILL DOUSER**

CREATURE

*Undead.* Three strikes. Unless *Chill Douser*'s attack is canceled, all Undead attacks against the company for the rest of the turn receive +1 strike and +1 prowess.

"...then a chill blast came in which the torches flickered and went out, and could not be rekindled."

—*LotRV*

8/-

ART BY ROMAN KUKALIN

Challenge Deck - Release the Prisoners

7

B

**CHILL DOUSER**

CREATURE

*Undead.* Three strikes. Unless *Chill Douser*'s attack is canceled, all Undead attacks against the company for the rest of the turn receive +1 strike and +1 prowess.

"...then a chill blast came in which the torches flickered and went out, and could not be rekindled."

—*LotRV*

8/-

ART BY ROMAN KUKALIN

Challenge Deck - Release the Prisoners

7

B

CREATURE

7

B

**CORPSE-CANDLE**

CREATURE

*Undead.* One strike. Before a defending character is selected, every character in the company makes a corruption check.

"...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 KAREN FOGLIO

Challenge Deck - Release the Prisoners

9

B

**CORPSE-CANDLE**

CREATURE

*Undead.* One strike. Before a defending character is selected, every character in the company makes a corruption check.

"...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 KAREN FOGLIO

Challenge Deck - Release the Prisoners

9

B

CREATURE

9

B

**SLAYER**

CREATURE

*Slayer.* Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks.

"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

Challenge Deck - Release the Prisoners

7

B

**SLAYER**

CREATURE

*Slayer.* Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks.

"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

Challenge Deck - Release the Prisoners

7

B

CREATURE

7

B

11/-

ART BY DAVID DEITRICK

Challenge Deck - Release the Prisoners

1

## STIRRING BONES



CREATURE

*Undead. Two strikes.  
Two Wilderness [?] in site path are required.*

*"Round the corner a long arm was groping, walking on its fingers toward Sam, who lay nearest, and towards the hilt of the sword that lay upon him."*  
—*LotRI*

9/-

B

ART BY ANGELO MONTANINI

Challenge Deck - Release the Prisoners

1

## STIRRING BONES



CREATURE

*Undead. Two strikes.  
Two Wilderness [?] in site path are required.*

*"Round the corner a long arm was groping, walking on its fingers toward Sam, who lay nearest, and towards the hilt of the sword that lay upon him."*  
—*LotRI*

9/-

B

ART BY ANGELO MONTANINI

Challenge Deck - Release the Prisoners

## ALONE AND UNADVISED



PERMANENT-EVENT

*Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Target character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his corruption checks are modified by adding the number of characters in his company. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 6, discard this card. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.*

ART BY LIZ DANFORTH

Challenge Deck - Release the Prisoners

4

B

## ALONE AND UNADVISED



PERMANENT-EVENT

*Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Target character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his corruption checks are modified by adding the number of characters in his company. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 6, discard this card. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.*

ART BY LIZ DANFORTH

Challenge Deck - Release the Prisoners

4

B

## ALONE AND UNADVISED



PERMANENT-EVENT

*Corruption. Playable on a non-Wizard, non-Ringwraith character in a company with 3 or fewer characters. Target character makes a corruption check at the end of his movement/hazard phase for each region he moved through. All of his corruption checks are modified by adding the number of characters in his company. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 6, discard this card. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given character.*

ART BY LIZ DANFORTH

Challenge Deck - Release the Prisoners

4

B

## COVETOUS THOUGHTS



PERMANENT-EVENT

*Corruption. Playable only on a minion. At the end of each of his turns, target minion makes a corruption check for each item his company bears that he does not bear. For each check, modify the roll by subtracting the corruption of that item. During his organization phase, the minion may tap to attempt to remove this card by making a roll (drawing a #)—if the result is greater than 5, discard this card. Discard this card if his company has 4 or more characters. Cannot be duplicated on a given minion.*

ART BY CORTNEY SKINNER

Challenge Deck - Release the Prisoners

1

B

## DRAGON-SICKNESS



SHORT-EVENT

*Playable on a character bearing a major or greater item. Character makes a corruption check modified by -1.*

*"...being of the kind that easily catches such disease he fell under the dragon-sickness, and took most of the gold and fled with it..."*  
—*Hob*

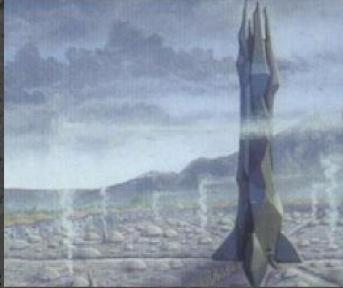
9/-

B

ART BY STEPHEN SCHWARTZ

Challenge Deck - Release the Prisoners

## LURE OF EXPEDIENCE



PERMANENT-EVENT

*Corruption. Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.*

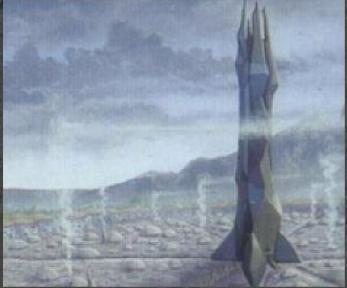
ART BY KEVIN WARD

Challenge Deck - Release the Prisoners

2

B

## LURE OF EXPEDIENCE



PERMANENT-EVENT

*Corruption. Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.*

ART BY KEVIN WARD

Challenge Deck - Release the Prisoners

2

B

### LURE OF EXPEDIENCE



PERMANENT-EVENT

**Corruption.** Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.

9

B

ART BY KEVIN WARD

Challenge Deck - Release the Prisoners

2

### LURE OF NATURE



PERMANENT-EVENT

**Corruption.** Does not affect Hobbits and Dwarves. A character receives 2 corruption points. Target character makes one corruption check after all other hazards have been played for each Wilderness [●] in the site path that his company moved through that turn. Cannot be duplicated on a given character.

During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.

8

B

ART BY QUINTON HOOVER

Challenge Deck - Release the Prisoners

2

### LURE OF NATURE



PERMANENT-EVENT

**Corruption.** Does not affect Hobbits and Dwarves. A character receives 2 corruption points. Target character makes one corruption check after all other hazards have been played for each Wilderness [●] in the site path that his company moved through that turn. Cannot be duplicated on a given character.

During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.

8

B

ART BY QUINTON HOOVER

Challenge Deck - Release the Prisoners

2

### LURE OF NATURE



PERMANENT-EVENT

**Corruption.** Does not affect Hobbits and Dwarves. A character receives 2 corruption points. Target character makes one corruption check after all other hazards have been played for each Wilderness [●] in the site path that his company moved through that turn. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.

8

B

ART BY QUINTON HOOVER

Challenge Deck - Release the Prisoners

2

### THE MOON IS DEAD



PERMANENT-EVENT

All Undead attacks receive +1 strike and +1 prowess. All Undead automatic-attacks are duplicated (i.e., each must be faced twice, including all modifications). Discard this card when an Undead attack is defeated. Cannot be duplicated.

"Cold be hand and heart and bone...till the Sun fails and the Moon is dead." —*LotRI*

8

B

ART BY ROB ALEXANDER

Challenge Deck - Release the Prisoners

8

B

PERMANENT-EVENT

All Undead attacks receive +1 strike and +1 prowess. All Undead automatic-attacks are duplicated (i.e., each must be faced twice, including all modifications). Discard this card when an Undead attack is defeated. Cannot be duplicated.

"Cold be hand and heart and bone...till the Sun fails and the Moon is dead." —*LotRI*

ART BY ROB ALEXANDER

Challenge Deck - Release the Prisoners

2

### THE MOON IS DEAD



PERMANENT-EVENT

All Undead attacks receive +1 strike and +1 prowess. All Undead automatic-attacks are duplicated (i.e., each must be faced twice, including all modifications). Discard this card when an Undead attack is defeated. Cannot be duplicated.

"Cold be hand and heart and bone...till the Sun fails and the Moon is dead." —*LotRI*

8

B

ART BY ROB ALEXANDER

Challenge Deck - Release the Prisoners

2

### TWILIGHT



SHORT-EVENT

**Environment.** This card may be played at any time during any player's turn. One environment card in play is immediately discarded. This card may also be played as a resource.

"Upon the very Eve of Midsummer, when the sky was blue as sapphire and the white stars opened in the East, but the West still golden, and the air was cool and fragrant, the riders came...to the gates of Minas Tirith."

—*LotRVI*

3

B

ART BY LORI DEITRICK

Challenge Deck - Release the Prisoners

3

B

### TWILIGHT



**Environment.** This card may be played at any time during any player's turn. One environment card in play is immediately discarded. This card may also be played as a resource.

"Upon the very Eve of Midsummer, when the sky was blue as sapphire and the white stars opened in the East, but the West still golden, and the air was cool and fragrant, the riders came...to the gates of Minas Tirith."

—*LotRVI*

ART BY LORI DEITRICK

Challenge Deck - Release the Prisoners

2

B



2

## SWORD OF GONDOLIN



MAJOR ITEM

Weapon. Warrior only: +2 to 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

(B)

+2/-

ART BY MARK POOLE

Challenge Deck - Release the Prisoners

2

3

## THE WINDLORD FOUND ME



PERMANENT-EVENT

Playable at an untapped Isengard, Shadow-hold [4], or Dark-hold [1] during the site phase. Tap the site. The company faces an Orc attack (4 strikes with 9 prowess). Afterwards, a character may tap and place this card under him. That character may not untap until after this card is stored in a Haven [5] during the organization phase. When this card is stored, and if your Wizard is not already in play, you may search your play deck or discard pile for a Wizard and play him at that Haven [5] (does not count towards the one character per turn limit). Cannot be duplicated by a given player.

(B)

ART BY VINCENT LARAN

Challenge Deck - Release the Prisoners

(B)

PERMANENT-EVENT

Environment. Crown of Flowers has no effect until you play a resource with it. You can play one resource from your hand with this card. The resource is considered to be in play as though Gates of Morning were in play and Doors of Night were not. Crown of Flowers does not affect the interpretation of any card except the resource played with it. Discard Crown of Flowers when the resource is discarded. Discard the resource if Crown of Flowers is discarded.

ART BY ROB ALEXANDER

Challenge Deck - Release the Prisoners

(B)

## DARK QUARRELS



SHORT-EVENT

Cancel one attack by Orcs, Trolls, or Men.

Alternatively, if Gates of Morning is in play, the number of strikes from any attack is reduced to half of its original number, rounded up.

10

(B)

"...How do you like being called swine by the muck-rakers of a dirty little wizard?" Many loud yells...answered him..." —LotRIII

ART BY RANDY GALLEGOS

Challenge Deck - Release the Prisoners

10

## ESCAPE



SHORT-EVENT

Cancels an attack against a company. One character of your choice in the company is wounded (no body check is required).

11

(B)

"Over the bridge!" cried Gandalf, recalling his strength. 'Fly! This is a foe beyond any of you. I must hold the narrow way. Fly!'" —LotRIII

ART BY ERIC DAVID ANDERSON

Challenge Deck - Release the Prisoners

11

## DODGE



SHORT-EVENT

Target character does not tap against one strike (unless he is wounded by the strike). If wounded by the strike, his body is modified by -1 for the resulting body check.

—LotRIII

(B)

ART BY RON ROUSSELLE II

Challenge Deck - Release the Prisoners

7

(B)

## GATES OF MORNING



PERMANENT-EVENT

Environment. All environment hazard cards in play are immediately discarded, and all hazard environment effects are canceled. Cannot be duplicated.

—LotRIII

(B)

"Day came pale from the East. As the light grew it filtered through the yellow leaves of the mallorn...the early sun of a cool summer's morning was shining." —LotRIII

ART BY MELISSA BENSON

Challenge Deck - Release the Prisoners

4

(B)

## GATES OF MORNING



PERMANENT-EVENT

Environment. All environment hazard cards in play are immediately discarded, and all hazard environment effects are canceled. Cannot be duplicated.

"Day came pale from the East. As the light grew it filtered through the yellow leaves of the mallorn...the early sun of a cool summer's morning was shining." —LotRIII

ART BY MELISSA BENSON

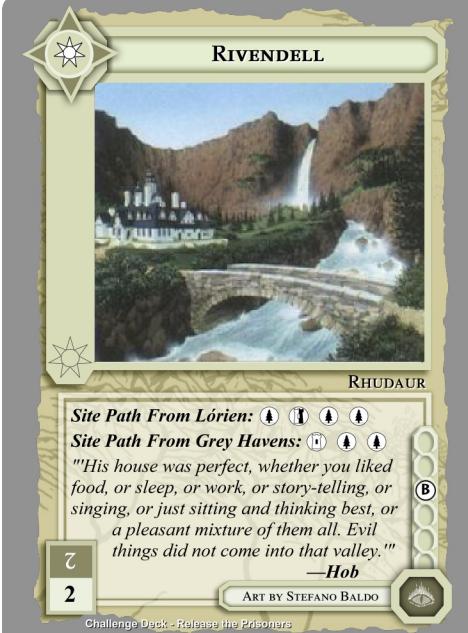
Challenge Deck - Release the Prisoners

4

(B)







## Sideboard





1

## GHOSTS



CREATURE

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

5  
B

"Many faces proud and fair, and weeds in their silver hair. But all foul, all rotting, all dead."

—LotRIV

9/-

ART BY RON SPENCER

Challenge Deck - Release the Prisoners



## SEIZED BY TERROR



SHORT-EVENT

*Playable on a non-Wizard character moving in a Shadow-land [1] or Dark-domain [0].* Target character makes a roll (draws a #) and adds his mind. If the result is less than 12, that character splits off into a different company. This new company immediately returns to his original company's site of origin.

10  
B

"Terror seized him. He shrank back, and for a moment he stood trembling in the hall."

—LotRI

ART BY APRIL LEE

Challenge Deck - Release the Prisoners



## THE RING'S BETRAYAL



SHORT-EVENT

The bearer of a Ring must make a corruption check modified by -2. If the bearer fails this corruption check, his Ring is discarded, but he remains in play.

"Isildur was marching north along the east banks of the River...He leapt into the waters, but the Ring slipped from his finger as he swam, and then the Orcs saw him and killed him with arrows."

—LotRI

5  
B

ART BY ANGUS McBRIDE

Challenge Deck - Release the Prisoners



## TWILIGHT



SHORT-EVENT

*Environment.* This card may be played at any time during any player's turn. One environment card in play is immediately discarded. This card may also be played as a resource.

3  
B

"Upon the very Eve of Midsummer, when the sky was blue as sapphire and the white stars opened in the East, but the West still golden, and the air was cool and fragrant, the riders came...to the gates of Minas Tirith."

—LotRVI

ART BY LORI DEITRICK

Challenge Deck - Release the Prisoners



## VEILS FLUNG AWAY



SHORT-EVENT

*Playable on a company moving in a Wilderness [1], Border-land [1], or Free-domain [0] if Doors of Night is not in play; does not count against the hazard limit.* Make a body check modified by +1 for each character. Determine if each Orc or Troll character is discarded as indicated on their cards. Otherwise, the body checks have no effect unless an untapped character fails his check, in which case he becomes tapped.

8  
B

ART BY ANGUS McBRIDE

Challenge Deck - Release the Prisoners

