

HAZARD CREATURES (62)

Abductor Man Creature
[1 MP, 10/0 prowess/body,
keyable to b B]

Two strikes. Body rolls caused by this creature against non-Main characters are at +3, but the character is discarded instead of eliminated.

Adûnaphel

Nazgûl Creature or Condition

[5 MPs, 15/11 prowess/body,
keyable to d D]

Unique.

As a creature: One strike. May also be keyed to Brown Lands, Dagorlad, Gorgoroth, Western Mirkwood, and sites in those regions.

As a condition: You may discard this card to tap target character. This counts against the hazard limit.

Agburanar Dragon Creature
[4 MPs, 15/10 prowess/body]

Unique. Two strikes. May be keyed to the Caves of Ûlund.

If *Doors of Night* is in play, this creature may also be keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, Withered Heath, and sites in these regions.

Akhôrahil

Nazgûl Creature or Condition

[5 MPs, 16/10 prowess/body,
keyable to d D]

Unique.

As a creature: One strike. May also be keyed to Harondor, Horse Plains, Gorgoroth, Khand, and sites in those regions.

As a permanent-event: *Engagement*. You may use one on the hazard limit to tap this card. While tapped, +1 to all body rolls against characters. If this card is tapped discard it at the end of the turn.

Ambusher Man Creature
[1 MP, 10/0 prowess/body,
keyable to b f]

Two strikes. Attacker assigns all strikes.

Assassin Man Creature
[2 MPs, 11/0 prowess/body,
keyable to B F]

Three attacks of one strike each. Attacker assigns all strikes. Whoever is assigned the first strike must face all other strikes from this card. This creature may never have more than one strike.

Strike: Your opponent may tap another character in the defender's company to cancel a strike from this card. Only two strikes may be cancelled in this way.

Barrow-wight Undead Creature
[1 MP, 12/0 prowess/body,
keyable to s d S D]

One strike. May also be keyed to Barrow-downs. Each character wounded by *Barrow-wight* makes a corruption roll at -2.

“Bert” (Bûrat) Troll Creature
[1 MP, 12/0 prowess/body,
keyable to s w S]

Unique. One strike. If played on a company that has already faced “William” or “Tom” this turn, each character wounded by “Bert” must discard all non-ring items he owns.

Brigands Man Creature
[1 MP, 9/0 prowess/body, keyable
to b w]

Two strikes. If *Brigands* wounds a character, that character must discard a non-minor item of the defender's choice.

Cave-drake Drake Creature
[1 MP, 10/0 prowess/body,
keyable to w w]

Two strikes. Attacker assigns all strikes. If *Doors of Night* is in play, *Cave-drake* may be keyed to Ruins & Lairs [R].

Cave Worm Dragon Creature
[1 MP, 16/0 prowess/body]

One strike. May be keyed to

Redhorn Gate, High Pass, Gap of Isen, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, Númeriadur, and Iron Hills.

Chill Douser Undead Creature
[1 MP, 8/0 prowess/body, keyable
to S R]

Three strikes. Unless this attack is canceled or defeated, it remains in play until the end of the turn as a condition. While in play as a condition, all other Undead attacks against the same company this turn receive +1 strike and +1 prowess.

Corpse-candle Undead Creature
[1 MP, 7/0 prowess/body, keyable
to w s d S D]

One strike. If this attack is not cancelled, every character in the company makes a corruption roll before strikes are assigned.

Corsairs of Umbar Man Creature
[1 MP, 9/0 prowess/body, keyable
to c]

Five strikes. This creature may also be keyed to any region adjacent to a Coastal Sea [c], and to Shadowholds [S] and Ruins & Lairs [R] in such a region, and any site in a Coastal Sea [c]. If *Doors of Night* is in play, this creature may also be keyed to Anorien and Ithilien.

Crebain Animal Creature
[1 MP, 6/0 prowess/body, keyable
to b w s d R S D]

Each character in the company faces one strike.

After the attack, the defender must randomly reveal a number of cards from his hand equal to the size of the target company.

Daelomin Dragon Creature
[4 MPs, 13/9 prowess/body]

Unique. Three strikes. May be keyed to Dancing Spire. Attacker assigns all strikes.

If *Doors of Night* is in play, may also be keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, Withered Heath, and

sites in these regions.

Dire Wolves **Wolf Creature**
 [1 MP, 8/0 prowess/body, keyable to w s d]
 Four strikes.

Dwar of Waw
Nazgûl Creature or Condition
 [5 MPs, 15/11 prowess/body, keyable to d D]
Unique.
 As a creature: One strike. May also be played keyed to Harondor, Imlad Morgul, Gorgoroth, Ithilien, and sites in those regions.
 As a condition: +1 prowess to all Wolf, Spider, and Animal attacks.

Fell Turtle **Animal Creature**
 [1 MP, 15/0 prowess/body, keyable to c]
 Two strikes. If any strike is successful, the company must return to its site of origin at the end of its movement phase.

Ghosts **Undead Creature**
 [1 MP, 9/0 prowess/body, keyable to s d S D]
 Three strikes. Each character wounded by *Ghosts* must make a corruption roll at -1.

Ghouls **Undead Creature**
 [1 MP, 7/0 prowess/body, keyable to s d S D]
 Five strikes.

Giant Giant Creature
 [1 MP, 14/0 prowess/body, keyable to w w]
 One strike.

Giant Spiders **Spider Creature**
 [1 MP, 10/0 prowess/body, keyable to w w]
 Two strikes. Body rolls against non-main characters caused by this attack are at +1. If the roll ties the body, discard the character instead of eliminating him .
 May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, Woodland Realm, Sarn Goriwing, and Dol Guldur.

The Great Goblin **Orc Creature**
 [2 MP, 13/8 prowess/body, keyable to D]
Unique. One strike. May also be

keyed to High Pass, Redhorn Gate, and sites in these regions. May also be played against a company that defeated an Orc creature this turn, keyed to the same region(s) or site as that creature.

Half-trolls of Far Harad
Troll Creature
 [1 MP, 10/0 prowess/body, keyable to s d S D]
 Two strikes. Attacker assigns all strikes.

Hoarmûrath of Dir
Nazgûl Creature or Condition
 [5 MPs, 15/10 prowess/body, keyable to d D]
Unique.
 As a creature: One strike. May also be keyed to Dagorlad, Ithilien, Gorgoroth, Khand, and sites in those regions.
 As a condition: You may use one on the hazard limit to tap this card. While tapped, all attacks get +1 strike. If this card is tapped discard it at the end of the turn.

Hobgoblins **Orc Creature**
 [1 MP, 10/0 prowess/body, keyable to w w]
 Two strikes. +1 prowess against wounded characters.

Huorn **Awakened Plant Creature**
 [1 MP, 10/0 prowess/body, keyable to w]
 Two strikes. May also be keyed to Drúadan Forest, Old Forest, and Wellinghall. May also be keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, Woodland Realm, and Ruins & Lairs [R] and Shadow-holds [S] in these regions.

Indûr Dawndearth
Nazgûl Creature or Condition
 [5 MPs, 15/11 prowess/body, keyable to d D]
Unique.
 As a creature: One strike. May also be keyed to Harondor, Imlad Morgul, Gorgoroth, Khand, and sites in those regions.
 As a condition: You may discard from play this card to force a wounded character to discard a non-*Ring* item of the moving player's choice. This counts against the

hazard limit.

Khamûl the Easterling
Nazgûl Creature or Condition
 [6 MPs, 18/9 prowess/body, keyable to d D]
Unique.
 As a creature: One strike. May also be keyed to Brown Lands, Heart of Mirkwood, Gorgoroth, Southern Mirkwood, and sites in those regions.
 As a condition: You may discard this card to force a player to discard from his hand one card of their choice for every Nazgûl condition in play, including this one. This counts against the hazard limit.

Leucaruth **Dragon Creature**
 [4 MPs, 16/9 prowess/body]
Unique. Two strikes. May be keyed to Ilerock.
 If *Doors of Night* is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, Withered Heath, and sites in those regions.

Little Snuffler **Orc Creature**
 [1 MP, 5/11 prowess/body, keyable to w s d R S D]
 One strike. Assigns all strikes. Each ranger in defending company lowers this creature's body by 2. If this creature is not defeated, it remains in play as a condition until the end of the turn. While in play as a condition, the defending company may not play any resources that require a scout for the rest of the turn.

Marsh Drake **Drake Creature**
 [1 MP, 11/0 prowess/body, keyable to s c]
 Two strikes.

Mouth of Sauron
Man Creature or Event
 [3 MPs, 13/8 prowess/body, keyable to d D]
Unique.
 As a creature: One strike.
 As an event: Bring any one hazard

event or hazard condition from your discard pile into your hand.

Mûmak (Oliphant) Animal Creature
[1 MP, 12/0 prowess/body]

Two Strikes. Detainment and +1 strikes against minion companies. May be keyed to Dagorlad, Gogoroth, Horse Plains, Ithilien, Khand, Nûrn, Ûdun, and sites in these regions.

May also be played against a company that has faced *Corsairs of Umbar* this turn, keyed to the same site or region as *Corsairs of Umbar*.

Old Man Willow

Awakened Plant Creature

[1 MP, 14/0 prowess/body, keyable to w w]

One strike. +1 to body rolls against Hobbits. May be keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Ruins & Lairs [R], Shadow-holds [S], and Dark-holds [D] in these regions. May also be keyed to Old Forest and Drûadan Forest.

Olog-hai Troll Creature

[2 MPs, 10/6 prowess/body, keyable to s d D]

Three Strikes.

Orc-guard Orc Creature

[1 MP, 8/0 prowess/body, keyable to s d S D]

Five strikes.

Orc-lieutenant Orc Creature

[1 MP, 7/0 prowess/body, keyable to w s d R S D]

One strike. If played on a company that has already faced an Orc attack this turn, *Orc-lieutenant* gets +4 prowess.

Orc-patrol Orc Creature

[1 MP, 7/0 prowess/body, keyable to w s d R S D]

Three strikes.

Orc-raiders Orc Creature

[1 MP, 7/0 prowess/body, keyable to b w R]

Four strikes.

Orc-warband Orc Creature

[1 MP, 5/5 prowess/body, keyable to w s d R S D]

Five strikes. If played on a company that has already faced an Orc attack this turn, *Orc-warband* gets +3 prowess.

Orc-warriors Orc Creature

[1 MP, 8/0 prowess/body, keyable to b w R]

Three strikes.

Orc-watch Orc Creature

[1 MP, 9/0 prowess/body, keyable to s d S D]

Three strikes.

Pick-pocket Man Creature

[1 MP, 11/0 prowess/body, keyable to B F]

Two strikes. Detainment. If a strike against a character is successful, then the character must discard an item he owns of the moving player's choice.

Pûkel-men Pûkel Creature

[1 MP, 12/0 prowess/body, keyable to S D]

Two strikes. May also be keyed to Ruins & Lairs [R] in the following regions: Andrast, Anfalas, Anórien, Dunland, Enedwaith, Gap of Isen, Lamedon, Old Pûkel Gap, Old Pûkel-land, and Rohan.

Rain-drake Drake Creature

[1 MP, 15/0 prowess/body, keyable to w w w c]

One strike. May also be keyed to two Wilderness [w w] if the company is moving to a Ruins & Lairs.

Ren the Unclean Nazgûl Creature or Condition

[5 MPs, 15/11 prowess/body, keyable to d D]

Unique.

As a creature: One strike. May also be played keyed to Dagorlad, Ithilien, Gogoroth, Horse Plains, and sites in those regions.

As a condition: You may tap this card to force a character in play to make a corruption roll. Discard this card if character fails the roll. This counts against the hazard limit.

Rogrog Troll Creature

[2 MPs, 13/9 prowess/body, keyable to s d S D]

Unique. One strike.

Shelob Spider Creature or Condition

[6 MPs, 18/9 prowess/body]

Unique.

As a creature: May be keyed to any site in Imlad Morgul or Gorgoroth.

As a condition: *Playable if Doors of Night is in play.* All Spider and Animal attacks get +1 strike and +1 prowess. *Shelob* may attack from condition state. Such an attack gets the above bonuses, and counts against the hazard limit. Discard this card after such an attack if not eliminated.

Silent Watcher Pûkel Creature

[1 MP, 9/0 prowess/body, keyable to S D]

Each character in the company faces a strike.

Slayer Man Creature

[2 MPs, 11/0 prowess/body, keyable to b B]

Two attacks of one strike each.

Attacker assigns all strikes. Whoever is assigned the first strike must face all other strikes from this card. This creature may never have more than one strike.

Strike: Your opponent may tap another character in the defender's company to cancel one strike from this card.

Smaug Dragon Creature

[5 MP, 17/9 prowess/body]

Unique. Two strikes. May be keyed to The Lonely Mountain. Attacker assigns all strikes.

If *Doors of Night* is in play, may also be keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, Withered Heath, and sites in these regions.

Stirring Bones Undead Creature

[1 MP, 9/0 prowess/body, keyable

to w w s d S D]
Two strikes.

Thief Man Creature
[1 MP, 15/0 prowess/body,
keyable to b B]
One strike. Detainment. If a strike
against a character is successful,
then the character must discard a
non-minor item he owns of the
defending player's choice.

"Tom" (Tûma) Troll Creature
[1 MP, 13/0 prowess/body,
keyable to w w]
Unique. One strike. If played on a
company that has already faced
"Bert" or "William" this turn, each
character wounded by "Tom" must
discard all non-ring items he owns.

Ûvatha the Horseman
Nazgûl Creature or Condition
[5 MPs, 15/10 prowess/body,
keyable to d D]
Unique.
As a creature: One strike. May
also be played keyed to Harondor,
Horse Plains, Gorgoroth, Khand,
and sites in those regions.
As a condition: You may discard
this card to bring one hazard
creature from your discard pile into
your hand. This counts against the
hazard limit.

Wargs Wolf Creature
[1 MP, 9/0 prowess/body, keyable
to b w s]
Two strikes.

Watcher in the Water Animal Creature
[1 MP, 9/0 prowess/body, keyable
to w w c]
Each character in the company
faces one strike. May also be keyed
to Moria.

"William" (Wûluag) Troll Creature
[1 MP, 11/0 prowess/body,
keyable to w s d S D]
Unique. If played on a company
that has already faced "Bert" or
"Tom" this turn, each character
wounded by "William" must discard
all non-ring items he owns.

Witch-king of Angmar
Nazgûl Creature or Condition
[6 MPs, 17/13 prowess/body,
keyable to d D]
Unique.
As a creature: One strike. May
also be played keyed to Angmar,

Gundabad, Gorgoroth, Imlad
Morgul, and sites in those regions.
As a condition: You may use one
on the hazard limit to tap this card
(does not untap). While tapped, all
creatures keyable to Shadow-holds
[S] are also keyable to Ruins &
Lairs [R], and all creatures keyable
to Dark-holds [D] are also keyable
to Shadow-holds [S]. If this card is
tapped discard it at the end of your
turn.

Wolves Wolf Creature
[1 MP, 9/0, keyable to b w]
Three strikes.

HAZARD EVENTS AND CONDITONS (64)

Arouse Denizens Event
Strike. One automatic-attack at a
Ruins & Lairs [R] gets +3 prowess.

Arouse Minions Event
Strike. One automatic-attack at a
Shadow-hold [S] or Dark-hold [D]
gets +3 prowess.

Awaken Denizens Event
Engagement. The number of
strikes for one automatic-attack at a
Ruins & Lairs [R] is doubled.

Awaken Minions Event
Engagement. The number of
strikes for one automatic-attack at a
Shadow-hold [S] or Dark-hold [D]
is doubled.

Awaken the Earth's Fire Condition
Environment. All automatic-
attacks at Shadow-holds [S] or
Dark-holds [D] get +2 prowess.
Additionally: If *Doors of Night* is
in play, you may change one
Shadow-land [s] into a Dark-
domain [d] or one Shadow-hold [S]
into a Dark-hold [D] when this card
is played.
Discard at the end of the turn.

The Balance of Things Condition
Unique. Each character has one
negative corruption roll modifier
doubled, of the controlling player's
choice. Discard at the end of your
turn.

The Balrog of Moria Condition
[3 MPs, 18/9 prowess/body]
Unique. Moria gains an addi-
tional automatic-attack of Maia: 1
strike at 18/9 prowess/body.
Additionally: If Galadriel is in
play and not at Lórien, then Lórien
is considered a Free-hold [F] for
the purposes of healing and playing
hazards. Also, all automatic attacks
at sites in the following regions
gain +2 prowess: Hollin, Redhorn
Gate, and Wold & Foothills.

Bane of the Ithil-stone Condition
Corruption roll modifiers for
palantíri are doubled.
Automatically cancels any effect
from a card that causes a non-
minion player to search through or
look at any portion of a play deck
or a discard pile. Discard when any
draw pile is exhausted.

The Burden of Time Condition
[-2 Corruption]
Removable on a roll of 8 or more.
Corruption. Playable on an Elf
not in a Haven [H]. Target Elf must
make a corruption roll at the end of
each of his untap phases if he is not
in a Haven. May not be duplicated
on a given character.

Call of Home Event
*Playable on a non-Main Charac-
ter who does not own the One Ring.*
The character's player makes a roll,
adding the highest mind in the
company. Count main characters as
having five mind for this card. If
the roll is 8 or more, this card is
cancelled.
Otherwise, return the character to
his player's hand. One item owned
by the character may be transferred
to another character in the com-
pany.

Call of the Sea Event
Playable on an Elf character. The
character's player makes a roll,
adding the highest Elven mind in
the company. Count main charac-
ters as having five mind for this
card. The roll is at -3 if the
character's site path contains a
Coastal Sea [c]. If the roll is 8 or
more, this card is cancelled.
Otherwise, return the character to

his player's hand. One item owned by the character may be transferred to another character in the company.	
Choking Shadows	Condition
<i>Environment.</i> All automatic-attacks at Ruins & Lairs [R] get +2 prowess.	
<i>Additionally:</i> If <i>Doors of Night</i> is in play, change one Wilderness [w] to a Shadow-land [s] or one Ruins & Lairs [R] to a Shadow-hold [S] when this card is played.	
May not be duplicated. Discard at the end of the turn.	
Clouds	Condition
<i>Environment.</i> If <i>Doors of Night</i> is in play, each hazard creature gets +3 prowess.	
May not be duplicated. Discard at the end of your turn.	
Despair of the Heart	Condition
[-2 Corruption]	
<i>Removable on a roll of 5 or more.</i>	
<i>Corruption.</i> Playable on a character. May not be played on Main Characters or Hobbits. Target character makes a corruption roll after each combat for for each body roll made by another character in his company during the attack..	
May not be duplicated on a given character.	
Doors of Night	Condition
<i>Environment.</i> When <i>Doors of Night</i> comes into play discard all resource environments in play.	
May not be duplicated.	
Dragon's Desolation	Event
<i>Strike:</i> One Dragon attack gets +2 prowess.	
<i>Alternatively:</i> If the company has two Wilderness [w] in their site path, one Dragon creature may be keyed to a Ruins & Lairs [R] against them. Only one Wilderness [w] is required if <i>Doors of Night</i> is in play.	
Drowning Seas	Event
<i>Environment.</i> Playable on a	
company that has a Coastal Sea [c] in their site path. Target company loses one item of its choice, and that player must randomly discard two cards from his hand.	
<i>Alternatively:</i> If <i>Doors of Night</i> is in play, such a company must return to its site of origin at the end of the movement phase.	
Eye of Sauron	Condition
Each automatic attack gets +2 prowess.	
<i>Alternatively:</i> If <i>Doors of Night</i> is in play, each automatic-attack gets +3 prowess.	
Discard this card at the end of your turn.	
Fell Beast	Event
One Nazgûl creature may be played keyed to a Shadow-land [s] or Shadow-hold [S]. The Nazgûl attack gets one extra strike and -2 to prowess. Attacker assigns all strikes.	
May not be duplicated on a given Nazgûl.	
Fell Winter	Condition
<i>Environment.</i> Each Border-hold [B] receives an automatic-attack of Wolves: 3 strikes with 7/0 prowess/body.	
<i>Additionally:</i> If <i>Doors of Night</i> is in play, change all Border-lands [b] to Wilderness [w] and all Free-domains [f] to Border-lands [b].	
May not be duplicated. Discard at the end of your turn.	
Foolish Words	Condition
<i>Removable on a roll of 8 or more.</i>	
<i>Playable on a character.</i> -4 to any faction roll by the target character. Cannot be duplicated on a given character.	
Foul Fumes	Condition
<i>Environment.</i> If a hero company without a ranger moves through a Shadow-land [s] or a Dark-domain [d], return that company to its site	
of origin at the end of its movement phase.	
<i>Additionally:</i> If <i>Doors of Night</i> is in play, and a hero company moves through a Shadow-land [s] or a Dark-domain [d], place a used counter on their new site.	
May not be duplicated. Discard at the end of your turn.	
Gloom	Condition
<i>Environment.</i> Playable on a moving character. -2 to prowess.	
<i>Additionally:</i> If <i>Doors of Night</i> is in play, treat all Border-lands [b] the character moves through as Wilderness [w].	
May not be duplicated. Discard at the end of the turn.	
Greed	Condition
<i>Playable on a company.</i> Each non-Hobbit non-Main Character at the same site as the company must make a corruption roll each time an item is played at the site. Modify the roll as if the character owned the item played. The character playing the item need not make a roll.	
May not be duplicated on a given site. Discard at the end of the turn.	
Long Winter	Condition
<i>Environment.</i> If a company without a ranger moves through at least two Wilderness [w], return that company to its site of origin at the end of its movement phase.	
<i>Additionally:</i> If <i>Doors of Night</i> is in play, and a company moves through at least two Wilderness [w], place a used counter on their new site.	
Discard this card at the end of your turn.	
Lost at Sea	Condition
<i>Playable on a moving company.</i>	
If the company has a Coastal Sea [c] in its site path, it may do nothing during the site phase.	
Discard this card at the end of the turn.	
Lost in Border-lands	Condition
<i>Free Hazard.</i> Playable on a moving company. If the company has a Border-land in their site path, increase their hazard limit by two.	
Discard this card at the end of the turn.	

Lost in Dark-domains Condition
Free Hazard. Playable on a moving company. If the company has a Dark-domain [d] in its site path, the hazard limit for the company is doubled.
Discard this card at the end of the turn.

Lost in Free-domains Condition
Playable on a moving company. If the company has a Free-domain [f] in its site path, it may do nothing during the site phase.
Discard this card at the end of the turn.

Lost in Shadow-lands Condition
Free Hazard. Playable on a moving company. If the company has a Shadow-land in its site path, increase its hazard limit by two.
Discard this card at the end of the turn.

Lost in Wilderness Condition
Free Hazard. Playable on a moving company. Raise the company's hazard limit by one for each Wilderness [w] in its site path.
Discard this card at the end of the turn.

Lure of Creation Condition
[-1 Corruption]
Removable on a roll of 7 or more.
Corruption. Playable on a Wizard. The Wizard makes a corruption roll at the end of the turn, if the Wizard is at a Haven [H]. May not be duplicated on a given Wizard.

Lure of Expedience Condition
[-2 Corruption]
Removable on a roll of 6 or more.
Corruption. Playable on a character. May not be played on Main Characters or Hobbits. Target character makes a corruption roll each time an item is played with his company. May not be duplicated on a given character.

Lure of Nature Condition
[-2 Corruption]
Removable on a roll of 5 or more.
Corruption. Playable on a

character. May not be played on Hobbits, Dwarves, or Orcs. At the end of his movement phase, target character makes one corruption check for each Wilderness [w] in his company's site path.
May not be duplicated on a given character.

Lure of Power Condition
The next non-Hobbit character to make a successful faction roll must immediately make a corruption check at -4. Discard this card after the corruption check.
May not be duplicated.

Lure of the Senses Condition
[-2 Corruption]
Removable on a roll of 7 or more.
Corruption. Target character makes a corruption roll at the end of each of his untap phase if he is at a Haven [H]. May not be duplicated on a given character.

Minions Stir Condition
Engagement. Each Orc and Troll attack gets +1 strike and +1 prowess. If *Doors of Night* is in play, each Orc attack gets +2 strikes and +2 prowess instead.
May not be duplicated. Discard at the end of your turn.

The Moon is Dead Condition
Engagement. Each Undead attack gets +1 strike and +1 prowess. Each Undead automatic-attack is duplicated. Discard this card when an Undead attack is defeated.
May not be duplicated.

Morgul Night Condition
Environment. Playable if Doors of Night is in play. Treat all Shadow-lands [s] as Dark-domains [d] and all Wilderness [w] as Shadow-lands [s].
May not be duplicated. Discard at the end of your turn.

Morgul-horse Event
Take a Nazgûl hazard from your discard pile and put it in your hand.
Alternatively: One Nazgûl may be played keyed to a Shadow-land.

Morgul-knife Condition
[-4 Corruption]
Strike: All Nazgûl attacks get +2 to prowess. Discard this card when such an attack is defeated.
Corruption. You may place this card on a character wounded by a Nazgûl this turn. The character may not heal or untap. Discard this card during the organization phase if the character is at a Haven [H].
May not be duplicated.

Muster Disperses Event
Playable on a non-Dragon faction. Make a faction roll at +1, with no other modifications. If the roll is successful, discard the faction.

The Nazgûl are Abroad Condition
Nazgûl creatures may be keyed to any site except a Haven [H] or Free-hold [F] if the target company contains the hero owner of *The One Ring*. Nazgûl creatures may be keyed to Shadow-lands [s] or Shadow-holds [S] if the target company contains a hero owner of a ring item.
Additionally: If *Doors of Night* is in play, each player may take one Nazgûl hazard from their discard pile and put it into their hand at the end of each turn.
May not be duplicated.

New Moon Event or Condition
Environment.
As an event: Tap one Elf character.
As a condition: *Playable if Doors of Night is in play.* Change all Free-domains [f] to Border-lands [b] **or** all Free-holds [F] to Border-holds [B]. May not be duplicated.
Discard at the end of the turn.

Night Event or Condition
Environment.
As an event: Tap one Dúnadan or Man character.
As a condition: *Playable if Doors of Night is in play.* All creatures get +1 prowess, and all Dúnadan and Man characters get -1 prowess.
May not be duplicated. Discard at

the end of your turn.		
The Pale Sword	Condition	
[-6 Corruption] <i>Removable on a roll of 6 or more, at a Haven [H] only.</i> <i>Unique, Body Roll, Corruption.</i> <i>Playable on a character wounded by a Nazgûl attack.</i> The character gets -1 body.		
Plague of Wights	Condition	
<i>Engagement.</i> All Undead attacks get +1 prowess. <i>Additionally:</i> if <i>Doors of Night</i> is in play, the number of strikes for each Undead attack is doubled. May not be duplicated. Discard at the end of your turn.		
The Precious	Event	
<i>Playable on a character in the same company as The One Ring (not the owner).</i> The target character must make a corruption roll at -2. If the character fails the roll, discard <i>The One Ring</i> in addition to the usual effects.		
Rank Upon Rank	Condition	
<i>Engagement.</i> Each non-detainment Man attack gets +1 prowess and +1 strike. Discard this card when a Man attack is defeated. <i>Additionally:</i> if <i>Doors of Night</i> is in play, each Giant attack gets +1 prowess and +1 strike. Discard this card when a Giant attack is defeated. May not be duplicated.		
The Ring's Betrayal	Event	
<i>Playable on an owner of a Ring item.</i> Target character must make a corruption roll at -2. If the character fails the corruption roll, discard the <i>Ring</i> item, but keep the character in play.		
River	Condition	
<i>Playable on a moving company.</i> The company does not get a site phase. A ranger in the company may tap to discard this card. Discard at the end of the turn.		
Searching Eye	Event	
<i>Counter.</i> Discard any card requiring the scout skill to play.		
Siege	Condition	
<i>Playable on a company at a Border-hold [B] or Free-hold [F].</i> At the end of its organization phase, the company must face an attack of Orcs: 3 strikes at 7/0 prowess/body. If the attack is not canceled or defeated, the company may not move. Discard this card if the company moves. May not be duplicated on a given company.		
Snowstorm	Condition	
<i>Environment. Playable if Doors of Night is in play.</i> If a company moves through a Wilderness [w], return it to its site of origin at the end of its movement phase. May not be duplicated. Discard at the end of your turn.		
Storms of Ossë	Condition	
<i>Environment. Playable if Doors of Night is in play.</i> If a company moves through a Coastal Sea [c], place a used counter on the site they are moving to. May not be duplicated. Discard at the end of your turn.		
Tookish Blood	Event	
<i>Playable on a Hobbit character.</i> The character's player makes a roll, adding the highest mind in the company. Count main characters as having five mind for this card. If the roll is 9 or more, this card is cancelled. Otherwise, return the character to his player's hand. One item owned by the character may be transferred to another character in the company.		
Traitor	Condition	
When the next character fails a corruption roll, his company must face an attack. The attack has the same race as the character, 1 strike (attacker assigns all strikes), and a prowess equal to the character's plus 7. +1 to any body rolls caused by the attack. Discard this card after the attack. May not be duplicated.		
Twilight	Event	
<i>Environment, Counter, Free Hazard.</i> Discard target <i>Environment</i> event or condition. This card may be played as a resource on your turn, and may be counted as a resource for deck construction. In all other cases this card counts as a hazard.		
Unexpected Outpost	Event	
You may take one hazard (two if <i>Doors of Night</i> is in play) from your discard pile or sideboard and place it in your reserve pile.		
Wake of War	Condition	
<i>Engagement.</i> Each Wolf, Spider, and Animal attack gets +1 prowess and +1 strike. If <i>Doors of Night</i> is in play, each Wolf attack gets +2 strikes and +2 prowess instead. May not be duplicated. Discard at the end of your turn.		
Weariness of the Heart	Condition or Event	
<i>As a condition:</i> The prowess of a character is modified by -1 until the end of the turn. Discard at the end of the turn. <i>As an event:</i> the character is forced to make a corruption roll.		
Will of Sauron	Condition	
<i>Playable if Doors of Night is in play, on a hazard condition not played on another card.</i> The target hazard condition cannot be discarded while <i>Will of Sauron</i> is in play. Discard this card if <i>Doors of Night</i> leaves play, or if any draw pile is exhausted. May not be duplicated on a given card.		
The Will of the Ring	Event	
The owner of <i>The One Ring</i> makes a corruption roll at -4.		
Words of Power and Terror	Condition	
<i>Engagement. Playable on a</i>		

company facing a Nazgûl attack.

All characters in the company get -2 prowess and -1 body.

May not be duplicated on a given company. Discard this card at the end of the turn.

HERO ALLIES (10)

Bill the Pony Animal Ally

[1 MP, -2/11 prowess/body]

Site, Unique. Playable at Bree or Bag End. May be played at a used site, and does not put a used counter on the site. If the company's size is four or less, you may discard or reserve *Bill the Pony* at the end of the turn to move his company to a Haven [H] within three regions. No cards are drawn, and no hazards are played. *Bill* may not own items.

Goldberry Maia Ally

[1 MP]

Site, Unique. Playable at Old Forest. -1 to her company's hazard limit (minimum 2). May not be assigned a strike. You may tap *Goldberry* to cancel any effect that would return her company to its site of origin. *Goldberry* may not own items and is unaffected by corruption.

Engagement: Tap *Goldberry* to cancel an attack keyed to Wilderness [w].

Gollum Scout/Hobbit Ally

[2 MP, 2/10 prowess/body, +2 Corruption]

Site, Unique, Half Size. Playable at Goblin-gate or Moria. If his company's size is less than four, *Gollum* may tap to cancel one attack against his company keyed to Wilderness [w] or Shadow-land [s].

If Gollum is at the same non-Haven site as your opponent's *The One Ring*, you may tap *Gollum* to discard himself and *The One Ring*.

Gwaihir Animal Ally

[2 MP, 4/9 prowess/body]

Site, Unique. Playable at Eagles' Eyrie. If his company's size is less than four, you may discard *Gwaihir* at the beginning of the movement phase to allow his company to move to any site not in a Shadow-land [s] or Dark-domain [d]. The company has no site path. *Gwaihir* may not own items.

Lindion the Oronin Warrior/Maia Ally

[1 MP, 3/10 prowess/body]

Unique, Site. Playable at Stone-circle. Eagle-mounts may be played on his company regardless of their site of origin or the presence of a diplomat.

Engagement: Tap *Lindion* to cancel an Animal or Spider attack.

Noble Hound Animal Ally

[1 MP, 3/7 prowess/body]

Site. Playable at a Border-hold [B]. May be played if there is a used counter at the site.

No one may assign a strike to *Noble Hound's* controller without first assigning a strike to *Noble Hound*. The defender may assign strikes to a tapped or wounded *Noble Hound*. *Noble Hound* may not own items.

Roac the Raven

Diplomat/Animal Ally

[1 MP, -3/9 prowess/body]

Unique, Site, Half Size. Playable at any site in Northern Rhovanion.

Site: Tap to attempt to have *Roac the Raven* make an influence roll for any faction, regardless of his current site. No spent counters are placed. If the roll fails, discard *Roac*. If the roll succeeds, place him

in your marshalling point pile.

Roac may not own items.

Shadowfax Animal Ally

[1 MP, 2/9 prowess/body]

Unique, Site. Playable at Edoras or Dunharrow. If his company has a company size of less than three at the end of the movement phase, tap *Shadowfax* to allow his company to immediately take a second movement phase on the same turn. *Shadowfax* may not own items.

Quickbeam Ent Ally

[2 MP, 6/10 prowess/body]

Site. Playable at Wellinghall.

May not face strikes from attacks keyed to sites.

Tom Bombadil Sage/Maia Ally

[2 MP, 12/12 prowess/body]

Site, Unique. Playable at Old Forest.

Counter: Tap to counter and discard any one hazard that targets any company moving to a site in Arthedain, Cardolan, Rhudaur, or The Shire. *Tom Bombadil* may not own items, and he is unaffected by corruption.

Discard *Tom Bombadil* if his company declares movement to a site not in Southern Arthedain, Northern Arthedain, Cardolan, Rhudaur, or the Shire.

HERO CHARACTERS (66)

Adrazar Scout/Diplomat Dúnanan

[1 Mind, 3/8 prowess/body]

Unique. +1 to all his faction rolls. Home site: Dol Amroth

Anborn Scout/Ranger Dúnanan

[0 Mind, 2/9 prowess/body, -1

Corruption]

Unique. +2 to his faction rolls for *Men of Lebennin*.

Home site: Pelargir

Annalena Scout/Sage Elf

[1 Mind, 3/9 prowess/body]

Unique. +1 to her faction rolls for Elf factions.

Home site: Edhellond

Aragorn II

Warrior/Scout/Ranger Dúnanan

[(-3) MP, 4 Mind, 1 IP, 6/10

prowess/body, +1 Corruption]

Unique. +2 to his faction rolls for

Rangers of the North. +1 to faction rolls for Dúnadan factions. -3 marshalling points if eliminated.
Home site: Bree

Arinmîr Sage/Diplomat Elf
[1 Mind, 1 IP, 2/9 prowess/body]
Unique. +1 to her faction rolls for *Variags*.
Home site: Edhellond

Arwen Scout/Sage Elf
[1 Mind, (2) IP, 2/9 prowess/body]
Unique. 2 Aragorn II influence point. +1 body if in the same company as Aragorn II.
Home site: Rivendell

Balin Warrior/Sage Dwarf
[3 Mind, 1 IP, 5/9 prowess/body]
Unique. +2 prowess against Orcs, +1 to his faction rolls for Dwarf factions.
Home site: Blue Mountain Dwarf-hold

Bard Bowman Warrior/Scout Man
[1 Mind, 3/9 prowess/body]
Unique. +2 to his factions rolls for Man factions playable in Northern Rhovanion.
Home site: Lake-town

Barliman Butterbur Warrior Man
[0 Mind, 2/9 prowess/body]
Unique.
Home site: Bree

Beorn Warrior/Ranger Man
[3 Mind, 1 IP, 7/10 prowess/body]
Unique. +2 to his faction rolls for *Beornings*.
Home site: Beorn's House

Beregond Warrior Dúnadan
[0 Mind, 4/8 prowess/body, -1 Corruption]
Unique.
Home site: Minas Tirith

Beretar Ranger/Warrior Dúnadan
[2 Mind, 5/9 prowess/body]
Unique. +2 to his faction rolls for *Rangers of the North*.

Organization: If Beretar is at a site in a Wilderness [w], he may top to allow his company to move four regions this turn.

Home site: Bree

Bergil Warrior/Scout Dúnadan
[0 Mind, 1/10 prowess/body]
Unique, Half Size.
Home site: Minas Tirith

??) Bifur Warrior Dwarf
[0 Mind, 4/9 prowess/body, -1 Corruption]
Unique. +1 prowess vs. Orcs.
-1 to all his faction rolls.
Home site: Blue Mountain Dwarf-hold

Bilbo Scout/Sage Hobbit
[(-2) MP, 2 Mind, (1) IP 1/10 prowess/body, +4 Corruption]
Unique, Half Size. May only be brought into play at his home site or in the starting company.
1 Hobbit influence point. -2 MP if eliminated.
Home site: Bag End or Rivendell

??) Bofur Warrior Dwarf
[0 Mind, 4/9 prowess/body, -1 Corruption]
Unique. +1 prowess vs. Orcs.
-1 to all his faction rolls.
Home site: Blue Mountain Dwarf-hold

??) Bombur Warrior Dwarf
[0 Mind, 3/9 prowess/body, -1 Corruption]
Unique. +1 prowess vs. Orcs.
-1 to all his faction rolls.
Home site: Blue Mountain Dwarf-hold

Boromir II Warrior Dúnadan
[1 Mind, 6/8 prowess/body, -1

Éowyn Warrior/Scout Man
[0 Mind, 3/8 prowess/body]
Unique. +6 prowess against Nazgûl, and -5 to the Nazgûl's body for that strike.
Home site: Edoras

Erkenbrand Warrior Man
[1 Mind, (1) IP, 5/7 prowess/body]
Unique. +2 to his faction rolls for *Riders of Rohan*. 1 Man influence point.
Home site: Edoras

Faramir Warrior/Ranger Dúnadan
[2 Mind, 5/9 prowess/body]
Unique. +2 to his faction rolls for *Rangers of Ithilien*.
-1 to his company's hazard limit (minimum one) if moving through Ithilien or Anórien.
Home site: Henneth Annûn.

??) Fíli Warrior/Scout Dwarf
[0 Mind, 2/9 prowess/body, -1 Corruption]
Unique. +1 prowess against Orcs
-1 to his faction rolls for non-Dwarf factions.
Home site: Blue Mountain Dwarf-hold.

Forlong Warrior Dúnadan
[0 Mind, 3/9 prowess/body, -1 Corruption]
Unique.
Home site: Minas Tirith

Frodo Scout/Diplomat Hobbit
[(-2) MP, 2 Mind, (1) IP, 1/10 prowess/body, +4 Corruption]
Unique, Half Size. May only be brought into play at Bag End or in the starting company. 1 Hobbit influence point Frodo may play *Mustel*. -2 MP if eliminated.
Home site: Bag End

Galadriel Scout/Sage/Diplomat Elf
[(-3) MPs, 3 Mind, 1 IP, 3/11 prowess/body, +1 Corruption]
Unique. Increase your hand size by one when Galadriel is at Lórien.
-3 marshalling points if eliminated.
Home site: Lórien

Galva Scout/Sage/Diplomat Man
[1 Mind, 0/10 prowess/body]
Unique. +2 to her faction rolls for *Men of Dorwinion*. +6 prowess against Nazgûl, and -5 to the

Nazgûl's body for that strike.
Home site: Shrel-Kain

Gamling the Old Warrior Man
[0 mind, 3/8 prowess/body]
Unique.
Home site: Edoras

Ghân-buri-Ghân Scout/Ranger Wose
[2 Mind, 1 IP, 2/9 prowess/body]
Unique. +2 to his faction rolls for Wose factions.
Home site: Drúadan Forest

Gildor Inglorion Warrior/Ranger Elf
[1 Mind, 5/8 prowess/body]
Unique. +2 prowess against Orcs.
Home site: Rivendell

Gimli Warrior/Diplomat Dwarf
[2 Mind, 5/9 prowess/body]
Unique. +2 to his faction rolls for *Iron Hill Dwarves*. +1 to Elf faction rolls. +1 prowess against Orcs.
Home site: Iron Hill Dwarf-hold

Glóin Warrior/Diplomat Dwarf
[2 Mind, (1) IP, 5/8 prowess/body, -1 Corruption]
Unique. +1 to his faction rolls for *Blue Mountain Dwarves*. +1 to his faction rolls for Dwarf factions. +1 prowess against Orcs. 1 Dwarf influence point.
Home site: Blue Mountain Dwarf-hold

Glorfindel II Warrior/Sage Elf
[3 Mind, (1) IP, 8/10 prowess/body]
Unique. 1 Elf influence point.
Home site: Rivendell

Halbarad Warrior/Sage Dúnadan
[1 Mind, 5/8 prowess/body]
Unique.
Home site: Bree

Haldalam Warrior/Diplomat Dúnadan
[2 Mind, 4/10 prowess/body]
Unique. +4 to his faction rolls for *Easterlings*.
Home site: Shrel-kain

Haldir Warrior Elf
[0 Mind, 4/9 prowess/body, -1 Corruption]
Unique. - 1 to all his faction rolls.
Home site: Lórien

Háma Warrior Man
[0 Mind, 4/9 prowess/body, -1

Corruption]
Unique. -1 to all his faction rolls.
Home site: Edoras

Imrahil Warrior/Diplomat Dúnadan
[2 Mind, (1) IP, 5/9 prowess/body]
Unique. +2 to his faction rolls for *Knights of Dol Amroth*. 1 Dúnadan influence point.
Home site: Dol Amroth

Ioreth Sage Dúnadan
[0 Mind, 0/9 prowess/body]
Unique. Healing effects in her company affect all characters in her company.
Home site: Minas Tirith

Kíli Warrior/Scout Dwarf
[1 Mind, 3/9 prowess/body, -1 Corruption]
Unique. +1 prowess and body against Orcs.
Home site: Blue Mountain Dwarf-hold

Legolas Warrior/Diplomat Elf
[2 Mind, (1) IP, 5/9 prowess/body]
Unique. +2 to faction rolls for *Wood-elves*. 1 Elf influence point.
Home site: Thranduil's Halls

Mablung Warrior/Scout Dúnadan
[0 mind, 1/7 prowess/body]
Unique. +2 to his faction rolls for *Men of Anfalas*.
Home site: Lond Galen

Merry Scout Hobbit
[0 Mind, 1/10 prowess/body, +2 Corruption]
Unique, Half Size. +1 to his faction rolls for *The Hobbits*. May only be brought into play at Bag End or in the starting company.
Home site: Bag End.

Nori Warrior Dwarf
[0 Mind, 4/8 prowess/body, -1 Corruption]
Unique. +1 prowess and body against Orcs.
-1 to all of his faction rolls.
Home site: Blue Mountain Dwarf-hold

Óin Warrior/Ranger Dwarf
[1 Mind, 3/9 prowess/body, -1 Corruption]
Unique. +1 prowess and body against Orcs.
Home site: Blue Mountain

Dwarf-hold

Ori Warrior Dwarf
[0 Mind, 3/8 prowess/body, -1 Corruption]
Unique. +1 prowess against Orcs, -1 to the Orc's body for that strike.
Home site: Blue Mountain Dwarf-hold

Orophin Warrior/Ranger Elf
[0 Mind, 2/9 prowess/body, -1 Corruption]
Unique.
Home site: Lórien

Peath Ranger/Diplomat Man
[1 Mind, 4/8 prowess/body]
Unique. +2 to her faction rolls for *Dunlendings*. +5 prowess against Nazgûl, -5 to the Nazgûl's body for that strike.
Home site: Dunnish Clan-hold

Pippin Scout Hobbit
[0 Mind, 1/10 prowess/body, +2 Corruption]
Unique, Half Size. +1 prowess if in a company with another Hobbit. May only be brought into play at Bag End or in the starting company.
Home site: Bag End

Robin Smallburrow Scout Hobbit
[0 Mind, 1/10 prowess/body, +2 Corruption]
Unique, Half Size. May only be brought into play at Bag End or in the starting company.
Untap: May heal at Bag End or Bree.
Home site: Bag End

Sam Gamgee Scout/Ranger Hobbit
[1 Mind, 1/10 prowess/body, +3 Corruption]
Unique, Half Size. May only be brought into play at Bag End or in the starting company.
+1 to his corruption rolls if he is in a company with Frodo.
Home site: Bag End

Théoden Warrior/Diplomat Man
[2 Mind, 1 IP, 5/7 prowess/body]
Unique. +2 to his faction rolls for *Riders of Rohan*.
Home site: Edoras

Thráin II Warrior/Ranger/Sage Dwarf
[4 Mind, 1(2) IP, 7/9 prowess/body]
Unique. 1 influence point, 1 Dwarf influence point.

Home site: None

Thorin II Warrior/Scout/Diplomat Dwarf
[3 Mind, (1) IP, 5/9 prowess/body]
Unique. +2 to his faction rolls for *Blue Mountain Dwarves*. +2 prowess against Orcs. 1 Dwarf influence point.
Home site: Blue Mountain Dwarf-hold

Thranduil Warrior/Sage/Ranger Elf
[4 Mind, 1 IP, 7/9 prowess/body]
Unique. +3 to his faction rolls for *Wood-elves*.
Home site: Thranduil's Halls

Vôteli Ranger/Sage Man
[1 Mind, 3/8 prowess/body]
Unique. +3 to her faction rolls for *Lossoth*. +5 prowess against Nazgûl, and -5 to the Nazgûl's body for that strike.
Home site: Lossadan Camp

Vygavril Scout/Diplomat Man
[1 Mind, 2/9 prowess/body]
Unique. +3 to her faction rolls for *Southrons*. +5 prowess against Nazgûl, and -5 to the Nazgûl's body.
Home site: Southron Oasis.

Wacho Scout/Sage Man
[0 Mind, 1/9 prowess/body]
Unique. +2 to his faction rolls for *Woodmen*.
Home site: Woodmen-town

HERO EVENTS (107)

A Chance Meeting Event
Any non-Main character may be brought into play with one of your companies at any Free-hold [F], Border-hold [B], or Ruins & Lairs [R]. This card overrides any playability restrictions on the character card.

A Friend or Three Event
Corruption Roll, Faction Roll. +1 to a corruption roll or a faction roll

for each character in the company.

Align Palantír Condition
[2 MPs]
Sage only. Playable on a Palantír. The palantír's bearer may tap to use the palantír. If the palantír is stored, so is this card. Discard this card if the palantír is moved. May not be duplicated on a given palantír.

Alliance of Free Peoples Condition
[(2) MPs]
Quest. Playable on a company. If you have a Dwarf faction, an Elf faction, and a Man faction in play, then you may store this card for 2 marshalling points at a Haven [H] or at one of the sites where one of the required factions was played..
May not be duplicated by a given player.

And Forth He Hastened Event
Engagement. Untap a character in your Main Character's company.

Anduin River Condition
Organization, Ranger Only. If the ranger's company moves to a site in Anórien, Dagorlad, Harondor, Ithilien, or Lebennin, then their hazard limit is reduced by two (minimum one).
Additionally: The ranger's company may move as if all of the regions listed above are adjacent to each other.
May not be duplicated on a given company. Discard this card at the end of your turn.

Ash Mountains Condition
Organization, Ranger Only: If the ranger's company moves to a site in Dagorlad, Gorgoroth, or Horse Plains, then their hazard limit is reduced by two (minimum one) and they face an attack of Orcs: 4 strikes at 8.
Additionally: The ranger's company may move as if Dagorlad and Horse Plains are adjacent to Gorgoroth.
May not be duplicated on a given company. Discard this card at the end of your turn.

Await the Advent of Allies Condition
Organization. Playable on a non-

- Haven site.* You may play a character with two or less mind with this card, on the same turn you play this card. The character does not count against influence or the two company limit. Discard this card when you play a site resource at the site, or when the character is wounded or moves. May not be duplicated on a given character.
- Block** Event
Strike, Warrior Only. The warrior may face the strike untapped without the -3 penalty for not tapping.
- Bridge** Event
Movement. Playable at the end of the phase on a company that moved to a Haven [H]. That company gets a second movement phase this turn, during which they may move up to four regions.
- Burglary** Event
Site, Engagement, Burglary Attempt. Playable on a character facing an automatic-attack. Tap the character and put a used counter on the site. Make a roll, +2 if the character is a scout, +3 if the character is a Hobbit. If the roll is 10 or more, the attack is cancelled and an item normally playable at the site may be played on the character. Otherwise, the character must face the automatic-attack alone.
- Clear Skies** Condition
Environment. Playable if Gates of Morning is in play. +2 to the prowess of each hero character. Discard this card at the beginning of your turn.
- Cock Crows** Event
 Cancel a Troll attack.
Alternatively: Playable if Gates of Morning is in play. Discard one hazard condition.
- Concealment** Event
Engagement, Scout only. Tap the scout to cancel an attack.
- Cracks of Doom** Event
Site. Playable by a hero player, and only if The One Ring is at Mount Doom. Its owner must make a corruption roll at -4. If successful,
- The One Ring* is destroyed and you win.
- Dark Quarrels** Event
Engagement. Cancel an Orc, Troll, or Man attack.
Alternatively: Engagement. Playable if Gates of Morning is in play. An attack gets -2 strikes (minimum 1).
- Dodge** Event
Strike. Playable on a character. The character may face the strike untapped without the -3 penalty for not tapping. -1 to that character's body against the strike.
- Dreams of Lore** Condition
 [2 MP]
Site, Sage Only, Information. Tap the sage and put a used counter on the site. Sage may not untap until this card is stored at a Haven [H] or

of the company's movement phase if they are not moving through a Free-domains [f].		
Fair Travels in Shadow-lands		
Condition		
<i>Organization. Playable on a company. Creatures may not be keyed to Shadow-lands [s] against this company. Discard at the end of your turn.</i>		
Fair Travels in the Wilderness		
Condition		
<i>Organization. Playable on a character.</i>		
<i>Engagement:</i> Tap the character to cancel a creature attack keyed to Wilderness [w].		
Discard at the end of your turn.		
Far-sight	Condition	
<i>Site, Sage Only, Information.</i> Tap the sage and put a used counter on the site. Discard at the end of your turn to search your deck and put any one item into your hand.		
Fate of the Ithil-stone	Condition	
[(2) MPs]		
<i>Quest. Playable on a company.</i>		
Tap this card if the company enters Barad-dûr. This card never untaps. If tapped, this card may be stored for 2 marshalling points if the company is at a Haven [H], Freehold [F], or Border-hold [B] with a Palantír item. May not be duplicated by a given character.		
Favor of the Valar	Event	
<i>Unique. Playable if you have at least five cards in your hand.</i> Put up to three resources from your discard pile into your reserve pile. Shuffle your hand and reserve pile into your draw pile. Draw back up to hand size. Remove <i>Favor of the Valar</i> from the game.		
Fellowship	Condition	
<i>Organization. Playable at a Haven [H] on a company with four or more characters.</i> All characters in the company get +1 prowess and +1 to corruption rolls. Discard this card if a character leaves the company.		
Fog	Condition	
<i>Environment.</i> Change all Borderlands [b] and Shadow-lands [s] to Wilderness [w].		
<i>Additionally:</i> If <i>Gates of Morning</i> is in play, change all Free-domains [f] to Borderlands [b] and all Dark-domains [d] to Shadowlands [s].		
May not be duplicated. Discard at the beginning of your turn.		
Ford	Condition	
<i>Organization, Ranger Only.</i> Tap the ranger and pick a region type. Creatures may not be keyed to that region type against the ranger's company. May not be duplicated on a given company. Discard at the end of your turn.		
Forewarned is Forearmed	Condition	
<i>Engagement.</i> Any site or creature with more than one attack is reduced to one attack of the hazard player's choice. The attack may not be cancelled. Discard when such an attack is defeated. May not be duplicated.		
Gates of Morning	Condition	
<i>Environment.</i> When <i>Gates of Morning</i> comes into play discard all hazard environments in play.		
May not be duplicated.		
Gollum's Fate	Event	
<i>Unique, Site. Only playable by a hero player, and only if The One Ring and Gollum are in the same company at Mount Doom. The One Ring is destroyed and you win.</i>		
Great-road	Condition	
<i>Organization. Playable on a company at a Haven [H].</i> Double the hazard card draw for any site the company moves to. At the end of the turn, move the company back to the Haven (no cards are drawn, no hazards may be played). Discard this card at the end of your turn.		
Great Ship	Event	
<i>Playable on a company with a Coastal Sea [c] in its site path.</i> Until the end of the turn, any character in the company may tap and make a corruption roll to cancel any creature attack keyable to a region besides Coastal Sea [c].		
Halfling Stealth	Event	
<i>Strike, Hobbit Only.</i> Cancel one strike against the Hobbit.		
Halfling Strength	Event	
<i>Hobbit Only.</i>		
<i>Engagement:</i> The Hobbit may heal and/or untap.		
<i>Alternatively, Corruption Roll:</i> The Hobbit gets +4 to one corruption roll.		
Helm of her Secrecy	Condition	
[+2/+1 prowess/body]		
<i>Engagement. Playable during an attack if Éowyn is in your hand.</i> Éowyn may be played with the target company, and <i>Helm of her Secrecy</i> may be played on her. +2 to her prowess, +1 to her body, and +1 to all her faction rolls.		
Hiding	Condition	
<i>Organization, Scout Only.</i> The scout's company may not move. Cancel any creature attacks against the scout's company. Discard this card at the end of your turn.		
Horses	Condition	
<i>Organization. Playable on a company.</i> The hazard limit for the company is reduced by two (minimum one). +1 prowess to all attacks against the company. Discard this card at the end of your turn. May not be duplicated on a given company.		
It Might have Been Mine	Event	
<i>Site, Diplomat Only. Playable on a item in play on an opponent's character at the same site.</i> Reveal a copy of the item's card from your hand. Make a roll, adding the diplomat's mind (this counts as an influence roll). Subtract a roll made by the opponent, and the highest mind in the opponent's company. If the result is 1 or more, discard the item and place your copy on the diplomat. Otherwise, discard your copy of the item.		
Kindling of the Spirit	Event	
<i>Engagement, Wizard Only, Spell.</i> +2 prowess against one attack for all characters in the Wizard's company. The Wizard makes a corruption roll.		

Lapse of Will Condition

The prowess of each attack is modified by -2. This does not apply to detainment attacks against hero companies, or creatures with a * next to their marshalling points. The prowess of each Nazgûl attack is modified by -4.

Discard at the beginning of your turn.

Lordly Presence Event

Faction Roll, Diplomat Only. +5 to a faction roll by the diplomat.

If the faction roll is successful, draw back up to hand size.

Lucky Search Event

Site, Scout Only. Playable at a Shadow-hold [S] or Dark-hold [D]. Tap the scout. Reveal cards from your draw pile until you reveal an item normally playable at the site. The scout faces a single strike with a prowess equal to 3 plus the number of revealed cards, which cannot be cancelled. If the scout survives the attack, place the item with him, otherwise discard it. In any case, put the other revealed cards in the reserve pile.

Lucky Strike Event

Strike, Warrior Only. +1 prowess against one strike, and you may make two rolls and pick the one you want.

Make our Councils Together Event

Site, Diplomat Only. Playable on a faction in play, which is playable at the diplomat's site. You must reveal a copy of the faction's card from your hand to play this card. The diplomat makes an influence roll against the faction. Subtract from the roll a roll made by the player controlling the faction. If the roll is 1 or more, discard the faction and bring your copy into play. Otherwise, discard your copy of the faction.

Many Turns and Doublings Event

Ranger Only.

Engagement: Cancel a Wolf, Spider, Animal, or Undead attack.

Alternatively, Counter:

Playable If Gates of Morning is in play. Discard a hazard, if that hazard is the last one allowed on

the hazard limit.

Marvels Told Event

Sage only. Tap target sage to discard target non-environment hazard condition. The sage makes a corruption roll at -2.

Mirror of Galadriel Event

Playable on a company at Lórien. You may look at your opponent's hand. You may look at the top five cards of any draw pile, return them to the draw pile in the same order.

Misty Mountains Condition

Organization, Ranger Only. If the ranger's company moves to a site in Anduin Vales, Dunland, Fangorn, Hollin, Rhudaur, or Wold & Foothills their hazard limit is reduced by two (minimum one).

Additionally: The ranger's company may move as if Dunland, Hollin and Rhudaur are all adjacent to Anduin Vales, Fangorn, and Wold & Foothills.

May not be duplicated on a given company. Discard this card at the end of your turn.

MoonCondition

Environment. If *Gates of Morning* is in play, change all Borderlands [b] to Free-domains [f] and all Wilderness [w] to Borderlands [b]. +1 prowess to all hero characters.

If *Doors of Night* is in play, change all Shadow-lands [s] to Wilderness [w] and all Dark-domains [d] to Shadow-lands [s]. +1 body to all hero characters.

May not be duplicated. Discard at the beginning of your turn.

Morannon Condition

[2 MPs]

Organization. Playable on a company with a size of four or less.

The company may move as if Dagorlad and Uduin were adjacent. Discard at the end of your turn.

Additionally: The company may move as if to a Dark-hold [D] in Uduin, (2) (4) card draw, Automatic-attack of Orcs: 5 strikes at 8. Do not discard this card, instead put it in your marshalling point pile when the company gets to another site.

May not be duplicated.

Mountains of Shadow Condition

Organization, Ranger Only. If the ranger's company moves to a site in Gorgoroth, Harondor, Ithilien, or Nurn, then their hazard limit is reduced by two (minimum one), and they face an attack of Orcs 4 strikes at 9.

Additionally: The ranger's company may move as if Harondor and Ithilien were both adjacent to Gorgoroth and Nurn.

May not be duplicated on a given company. Discard this card at the end of your turn.

Muster Event

Faction Roll, Warrior Only. Add the prowess of the character making the faction roll (maximum 5) to the faction roll.

Narya Condition

Strike, Gandalf Only. Gandalf gets +4 prowess, +1 body, and +2 to faction rolls.

When *Narya* is played, untap all unwounded characters in Gandalf's company, and Gandalf makes a corruption roll at -4.

Discard this card at the end of your turn. May not be duplicated.

Nenya Condition

Strike, Corruption Roll, Galadriel Only. Galadriel gets +2 prowess, +2 body, and +2 to faction rolls.

When *Nenya* is played, Galadriel makes a corruption roll at -3 (-1 if she is in a Haven [H]), and any one corruption roll made by a character not in a Shadow-hold [S] or Dark-hold [D] is automatically successful.

Discard this card at the end of your turn. May not be duplicated.

New Friendship Event

<p><i>Diplomat Only, Faction Roll, Corruption Roll.</i> +3 to a faction roll by the diplomat or to a corruption roll by any character in the diplomat's company.</p>		<p>Rescue Prisoners Condition [(3) MPs] <i>Site. Playable at a used Dark-hold [D] or Shadow-hold [S].</i> The company faces a Spider attack (2 strikes at 7 prowess). After the attack, discard this card or tap a character and place this card with him. The character may not untap until this card is stored at a Haven [H], Border-hold [B], or Free-hold [F]. This card gives 3 MPs when stored. May not be duplicated by a given player.</p>
<p>Not at Home Event <i>Engagement.</i> Cancel one Dragon, Drake, or Troll attack. The attack cannot be one keyed to a region(s). <i>Alternatively, Site:</i> If <i>Gates of Morning</i> is in play, reduce the number of strikes of any one attack by two (minimum one).</p>	<p>Peoples Mustered Condition If you are the only player with marshalling points from factions at the end of the game, double all of your marshalling points from factions. May not be duplicated.</p> <p>Persuasive Words Event <i>Faction Roll, Diplomat Only.</i> +1 to one faction roll by the diplomat, and you may make two rolls and choose the one you want.</p>	
<p>Old Friendship Event <i>Diplomat Only, Faction Roll, Corruption Roll.</i> +2 to a faction roll by the diplomat or +4 to a corruption roll by any character in the diplomat's company.</p>	<p>Power of Artifice Condition If you are the only player with marshalling points from items at the end of the game, double all of your marshalling points from items. May not be duplicated.</p>	<p>Return of the King Condition [2 MPs, 1 IP] <i>Unique, Aragorn II Only. Playable at Minas Tirith if Denethor II is not in play.</i> 1 influence point.</p>
<p>Old Road Event <i>Site. Playable by a hero player on a character at a Haven [H].</i> The character may make a faction roll against any faction. The faction's site must be unused. The faction roll is at -2 for each region beyond the first in the site path to the faction's site. Place a used counter on the faction's site if the faction roll is successful. Remove this card from the game.</p>	<p>Praise to Elbereth Condition Each of your characters gains the following ability: "<i>Counter, Engagement:</i> tap to discard one Nazgûl condition or cancel one Nazgûl attack." <i>Additionally:</i> If <i>Doors of Night</i> is in play, all hero characters gain +1 prowess. Discard this card at the end of your turn.</p>	<p>Ringlore Event <i>Sage Only, Information.</i> Tap the sage and put a used counter on the site. Discard a gold ring item at the site and replace it with any other ring item except <i>The One Ring</i>.</p>
<p>The Old Thrush Event <i>Strike.</i> One non-Nazgûl attack with a normal prowess of 13 or more gets -3 prowess and -3 body. May not be duplicated on a given attack.</p>	<p>Quiet Lands Condition <i>Environment.</i> One automatic-attack of the moving player's choice at each Shadow-hold [S] and Ruins & Lairs [R] gets two less strikes (minimum one). <i>Alternatively:</i> If <i>Gates of Morning</i> is in play, change all Shadow-lands [s] to Wilderness [w] or all Shadow-holds [S] to Ruins & Lairs [R]. May not be duplicated. Discard this card at the end of your turn.</p>	<p>Ringwinner Condition [(2) MPs] <i>Quest. Playable on a company.</i> You may store this card at a Haven [H] or Free-hold [F] for 2 marshalling points if there are three major or greater ring items in the company. May not be duplicated by a given player.</p>
<p>Pass the Doors of Dol Guldur Condition [(2) MPs] <i>Quest. Playable on a company.</i> Tap this card if the company plays <i>Rescue Prisoners</i> at Dol Guldur (does not untap). If tapped, you may store this card with the <i>Rescue Prisoners</i> for 2 marshalling points at a Haven [H]. May not be duplicated by a given player.</p>	<p>Reforging Condition [1 MP] <i>Site, Sage Only, Information.</i> Tap the sage and put a used counter on the site. <i>Reforging</i> may be stored at a Haven [H]. <i>Organization:</i> Tap the sage at a Haven and discard this card to retrieve any minor or major weapon, armor, or shield from your discard pile or sideboard. Place the item under the control of a character in the sage's company.</p>	<p>Risky Blow Event <i>Strike, Warrior Only.</i> A warrior gets +3 prowess and -1 body against one strike.</p>
<p>Paths of the Dead Condition <i>Organization. Playable on a company containing Aragorn II at Dunharrow.</i> The company may move to Vale of Erech this turn. If</p>		<p>Sacrifice of Form Condition [+1/+1 prowess/body]</p>

- Engagement, Wizard Only, Spell.*
Playable against an attack. All of the strikes from one creature attack against the Wizard's company fail. +3 to any body rolls to see if the attack is defeated. Discard the Wizard and any non-item cards on him. Place any items on him off to the side, under this card.
- You may play the Wizard again, but no other player may. If you do so, place the items and *Sacrifice of Form* on him. The Wizard gains +1 prowess, +1 body, and +1 to all faction rolls.
- May not be duplicated by a given player.
- Save from Unwise Council Event
Site, Diplomat Only. Playable on an oponent's character at the same site. You must reveal a copy of the character's card from your hand to play this card. Roll and add the diplomat's mind (this roll counts as an influence roll). Subtract a roll made by your opponent, and the highest mind in the opponent's company. If the result is 1 or more, discard the character and put your copy into play. Otherwise, discard your copy of the character.
- Secret Entrance Condition
Organization, Sage Only. Tap the sage. If the sage's company moves to a site not in a Dark-domain [d], then no hazard creatures may be keyed to the site on the company. Discard at the end of your turn.
- Secret Passage Condition
Organization. Playable on a company. Discard this card if the company moves to a site other than a Ruins & Lairs [R]. Creatures may only be keyed to the site against this company. Discard at the end of your turn.
- Smoke Rings Event
 You may take one resource or character from your discard pile or sideboard and put it in your reserve pile.
- Alternatively: Playable if Gates of Morning is in play.* You may take two resources from your discard pile or sideboard and put them in your reserve pile.
- Stars Condition
Environment. -1 prowess to all Undead attacks.
- Additionally: If Gates of Morning is in play, treat all Dark-domains [d] as Shadow-lands [s] or all Shadow-lands[s] and Wilderness [w].*
- May not be duplicated. Discard at the end of your turn.
- Stealth Event
Organization, Scout Only.
Playable if the company size is less than three. Tap the target scout. No creature hazards may be played on the company this turn.
- Sun Condition
Environment. +1 to the prowess and body of each Dúnadan character.
- Additionally: If Gates of Morning is in play, each attack gets -1 prowess, and each Man character and Dúnadan character gets +1 prowess..*
- Discard at the beginning of the turn. May not be duplicated.
- Taming the Wilds Condition
 [(2) MPs]
Quest. Playable on a company.
 You may store this card for 2 marshalling points at a Ruins & Lairs [R] if you have at least three defeated creatures in your MP pile. May not be duplicated by a given player.
- Tempering Friendship Event
Faction Roll. +4 to one faction roll.
- Test of Form Event
Sage Only. You may test a gold ring in the sage's company without tapping a sage. +2 to the ring roll.
- Test of Lore Event
Sage Only. You may test a gold ring in the sage's company without tapping a sage. The gold ring is not discarded unless the ring roll is successful.
- There and Back Again Condition
 [(2) MPs]
- Quest. Playable on a company.*
 Tap this card if the company is at least five regions from the site you started the game at. If this card is tapped, you may store it for 2 marshalling points at the site you started the game at.
- May not be duplicated by a given player.
- Thorough Search Event
Site, Scout Only. Tap the scout to allow another character in his company to play a non-greater item normally playable at the site. This may be done at a used site, and does not put a used counter on the site.
- True Fána Event
Engagement, Wizard Only, Spell.
Playable on a creature attack against the Wizard's company. Make a roll and add the Wizard's prowess. If the result is equal to the attack's prowess or more, all of the attack's strikes fail. Make body rolls to see if the attack is defeated. The Wizard makes a corruption roll at -3.
- Useful Companions Condition
 If you are the only player with marshalling points from allies at the end of the game, double your marshalling points from allies. May not be duplicated
- Use Palantír Condition
Sage Only. Tap the sage. He may use one Palantír he owns. Discard this card at the end of your turn. You may reserve this card instead of discarding it.
- Vanishment Event
Engagement, Spell, Wizard Only.
 Cancel an attack against the Wizard's company. Your Wizard makes a corruption roll at -2.
- Vilya Condition
Elrond Only. +4 prowess and +2 body to Elrond. +6 to all Elrond's faction rolls. Elrond makes a corruption roll at -3. If this card is

played while Elrond is at Rivendell, take up to three resource cards from your discard pile and put them in your reserve pile.

Discard this card at the end of the turn. May not be duplicated.

White Mountains Condition

Organization, Ranger Only. If the ranger's company moves to Anfalas, Anórien, Lamedon, Rohan, or Old Pûkel-land, then their hazard limit is decreased by two (minimum one).

Additionally: The ranger's company may move as if Anfalas and Anórien were adjacent to Lamedon, Rohan, and Old Pûkel-land.

The White Tree Condition
[5 MP]

Unique, Site, Sage Only. Playable if you discard your Sapling of the White Tree stored at Minas Tirith. No creatures can be keyed to Minas Tirith. Characters at Minas Tirith may heal during the untap phase.

The Windlord Found Me Condition
[3 MP]

Site. Playable by a hero player at Isengard or any Shadow-hold [S] or Dark-hold [D]. Tap the site. The company faces an attack of Orcs: 4 strikes at 9/0 prowess/body. Afterwards, tap a character and place this card on him, otherwise discard this card. The character may not untap until this card is stored at a Haven [H]. At the end of the turn this card is stored, you may search your play deck for your Wizard if he is not in play, and play him at that Haven [H]. Reshuffle the draw pile. May not be duplicated by a given player.

Wizard's Fire Event

Strike, Wizard Only, Spell. +5 to the Wizard's prowess against one strike. The Wizard makes a corruption roll at -3.

Wizard's Flame Condition

Engagement, Wizard Only, Spell. -2 to the prowess of all attacks

against the Wizard's company. The Wizard makes a corruption roll at -2. Discard at the end of the turn.

Wizard's River-horses Event

Wizard Only, Spell. Discard all Nazgûl hazard conditions.

Alternatively, Engagement: Cancel an attack against the Wizard if his company's size is less than three.

The Wizard makes a corruption roll at -1.

Wizard's Test Event

Wizard Only, Spell. Play to make a ring roll. Make two rolls, and choose the one you want. The Wizard makes a corruption roll at -1.

Wizard's Voice Event

Faction roll, Wizard Only, Spell. +6 to one faction roll by the Wizard. The Wizard makes a corruption roll at -2. May not be duplicated.

HERO FACTION (30)

Army of the Dead Undead Faction
[6 MPs]

Unique, Site. Playable at Vale of Erech by Aragorn II on the same turn you play Paths of the Dead.

This faction may not be discarded.

Beornings Man Faction

[2 MPs]

Unique, Site. Playable at Beorn's House after a faction roll of 8 or more.

Faction roll modifications: Men (+1).

Blue Mountain Dwarves

Dwarf Faction

[3 MPs]

Unique, Site. Playable at Blue Mountain Dwarf-hold after a faction roll of 10 or more.

Faction roll modifications: Dwarves (+2), Elves (-2).

Dunlendings Man Faction

[2 MPs]

Unique, Site. Playable at

Dunnish Clan-hold after a faction roll of 9 or more.

Faction roll modifications: Dúnedain (-1), Dwarves (-1), Men (-1).

Easterlings Man Faction

[3 MPs]

Unique, Site. Playable at Easterling Camp after a faction roll of 10 or more.

Faction roll modifications: Dúnedain (-2).

Elves of Lindon Elf Faction

[1 MPs]

Unique, Site. Playable at Grey Havens after a faction roll of 10 or more.

Faction roll modifications: Dúnedain (+1), Elves (+2).

Ents of Fangorn Ent Faction

[3 MPs]

Unique, Site. Playable at Wellinghall after a faction roll of 10 or more.

Faction roll modifications: Hobbits (+4).

The Great Eagles Animal Faction

[3 MPs]

Unique, Site. Playable at Eagles' Eyrie after a faction roll of 9 or more.

Hillmen Man Faction

[1 MPs]

Unique, Site. Playable at Cameth Brin after a faction roll of 8 or more.

Faction roll modifications: Men (+2).

Hobbits Hobbit Faction

[1 MPs]

Unique, Site. Playable at Bag End after a faction roll of 8 or more.

Faction roll modifications: Hobbits (+4).

Iron Hill Dwarves Dwarf Faction

[3 MPs]

Unique, Site. Playable at Iron Hill Dwarf-hold after a faction roll of 9 or more.

Faction roll modifications: Dwarves (+2), Elves (-2).

Knights of Dol Amroth

Dúnadan Faction

[2 MPs]
Unique, Site. Playable at Dol Amroth after a faction roll of 9 or more.
 Faction roll modifications:
 Dúnedain (+1).

Lossoth Man Faction
 [2 MPs]
Unique, Site. Playable at Lossodan Camp after a faction roll of 8 or more.
 Faction roll modifications: Men (+1).

Men of Anfalas Man Faction
 [2 MPs]
Unique, Site. Playable at Lond Galen after a faction roll of 9 or more.
 Faction roll modifications:
 Dúnedain (+2).

Men of Anórien Man Faction
 [2 MPs]
Unique, Site. Playable at Minas Tirith after a faction roll of 9 or more.
 Faction roll modifications:
 Dúndain (+1).

Men of Dorwinion Man Faction
 [2 MPs]
Unique, Site. Playable at Shrel-kain after a faction roll of 7 or more.
 Faction roll modifications: Men (+1).

Men of Lamedon Man Faction
 [2 MPs]
Unique, Site. Playable at Vale of Erech after a faction roll of 8 or more.
 Faction roll modifications:
 Dúndedain (+1).

Men of Lake-town Man Faction
 [2 MPs]
Unique, Site. Playable at Lake-town after a faction roll of 9 or more.
 Faction roll modifications: Men (+2), Dwarves (-1).

Men of Lebennin Man Faction
 [2 MPs]

Unique, Site. Playable at Pelargir after a faction roll of 8 or more.
 Faction roll modifications:
 Dúnedain (+1).

Men of Northern Rhovanion
 Man Faction
 [2 MPs]
Unique, Site. Playable at any Border-hold in Northern Rhovanion after a faction roll of 8 or more.
 Faction roll modifications: Men (+1).

Rangers of Ithilien Dúnadan Faction
 [3 MPs]
Unique, Site. Playable at Henneth Annûn after a faction roll of 9 or more.
 Faction roll modifications:
 Dúnedain (+1).

Rangers of the North
 Dúnadan Faction
 [3 MPs]
Unique, Site. Playable at Bree after a faction roll of 10 or more.
 Faction roll modifications:
 Dúnedain (+1).

Riders of Rohan Man Faction
 [3 MPs]
Unique, Site. Playable at Edoras after a faction roll of 10 or more.
 Faction roll modifications:
 Dúnedain (+1), Hobbits (+1).

Southrons Man Faction
 [3 MPs]
Unique, Site. Playable at Southron Oasis after a faction roll of 9 or more.
 Faction roll modifications:
 Dúnedain (-2), Dwarves (-2), Elves (-2).

Tower Guard of Minas Tirith
 Dúnadan Faction
 [2 MPs]
Unique, Site. Playable at Minas Tirith after a faction roll of 9 or more.
 Faction roll modifications:
 Dúnedain (+1).

Variags of Khand Man Faction
 [3 MPs]
Unique, Site. Playable at Variag Camp after a faction roll of 10 or more.

Wood-elves Elf Faction
 [3 MPs]
Unique, Site. Playable at Thranduil's Halls after a faction roll of 9 or more.
 Faction roll modifications:
 Dwarves (-2), Elves (+2), Men (-1).

Woodmen Man Faction
 [2 MPs]
Unique, Site. Playable at Woodmen-town after a faction roll of 8 or more.
 Faction roll modifications: Men (+1).

Woses of Old Pûkel-land
 Wose Faction
 [2 MPs]
Unique, Site. Playable at Wose Passage-hold after a faction roll of 8 or more.
 Faction roll modifications: Wose (+1).

Woses of the Drúadan Forest
 Wose Faction
 [2 MPs]
Unique, Site. Playable at Drúadan Forest after a faction roll of 8 or more.
 Faction roll modifications: Wose (+1).

HERO ITEMS, GOLD RING (4)

Beautiful Gold Ring Gold Ring Item
 [1 MP, -1 Corruption]
Site, Ring. Playable at any Ring site. Ring roll modifications: Magic (+2).

Fair Gold Ring Gold Ring Item
 [1 MP, -1 Corruption]
Site, Ring. Playable at any Ring site. Ring roll modifications: Dwarven (+1), Magic (+1), The One (+1)

Precious Gold Ring Gold Ring Item
 [1 MP, -1 Corruption]
Site, Ring. Playable at any Ring site. Ring roll modifications: The

One (+2)

Pure Gold Ring Gold Ring Item
[1 MP, -1 Corruption]
Site, Ring. Playable at any Ring site. Ring roll modifications:
Dwarven (+2)

HERO ITEMS, GREATER (13)

Andúril Greater Item
[4 MPs, 1 IP, +5/- prowess/body, -3 Corruption]

Unique, Site, Sage Only. Playable at an information site on Narsil's owner if you discard a Reforging from your hand or MP pile. The sage makes a corruption roll at -3. Put *Narsil* in you MP pile.

+5 prowess (to a maximum of 11) and 1 influence point.

Strike: You may tap *Andúril* to untap a Dúndan character in the same company. *Andúril's* owner makes a corruption roll.

The Arkenstone Greater Item
[2(4) MPs, (1) IPs, -2(-4) Corruption]

Unique, Site. Playable at a Dragon's Lair in a Wilderness. 1 Dwarf influence point. +3 to all faction rolls for Dwarf factions. If owned by a Dwarf, *The Arkenstone* gives 4 marshalling points and -4 to corruption rolls.

You may tap *The Arkenstone* to untap a Dwarf character in the same company. The target Dwarf makes a corruption check.

Dwarven Ring of Barin's Tribe

Greater Item

[4(6) MPs, 1(2) IPs, +2(4)/1 prowess/body, -3(-5) corruption]

Unique, Dwarven Ring. Playable after a ring roll of 10 or more.

Values in parentheses apply to a Dwarf owner. Tap a Dwarf owner to search your draw pile for a major item. Reshuffle the draw pile.

Owner makes a corruption check at +2. If the item is in your hand at the end of the turn, discard it.

Dwarven Ring of Bavor's Tribe

Greater Item

[4(6) MPs, 1(2) IPs, +2(4)/1 prowess/body, -3(-5) corruption]

Unique, Dwarven Ring. Playable after a ring roll of 10 or more.

Values in parentheses apply to a Dwarf owner. Tap a Dwarf owner to search your draw pile for a greater item. Reshuffle the draw pile. Owner makes a corruption check at +2. If the item is in your hand at the end of the turn, discard it.

Dwarven Ring of Durin's Tribe

Greater Item

[4(6) MPs, 1(2) IPs, +2(4)/1 prowess/body, -3(-5) corruption]

Unique, Dwarven Ring. Playable after a ring roll of 10 or more.

Values in parentheses apply to a Dwarf owner. Tap a Dwarf owner to remove a used counter from his current site. Owner makes a corruption check at +2

Dwarven Ring of Thrór's Tribe

Greater Item

[4(6) MPs, 1(2) IPs, +2(4)/1 prowess/body, -3(-5) corruption]

Unique, Dwarven Ring. Playable after a ring roll of 10 or more.

Values in parentheses apply to a Dwarf owner.

Site: Tap a Dwarf owner to search your draw pile, discard pile, and sideboard for one or two minor items. Reshuffle the draw pile.

Owner makes a corruption check at +2. Place these items with characters in the owner's company.

The Mithril Coat

Greater Item

[4 MPs, -/+3 prowess/body, -2 Corruption]

Unique, Site, Armor. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold [S] or Dark-hold [D]. +3 to body (to a maximum of 11).

Narsil

Greater Item

[3 MPs, +1/- prowess/body, -2 Corruption]

Unique, Site, Weapon. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold

[S] or Dark-hold [D]. +1 to prowess.

The One Ring

Greater Item

[6 MP, -6 Corruption, 2 IP, +5/+5 prowess/body]

Unique, Ring. Playable after a ring roll of 12 or more. +5 prowess (maximum double normal prowess). +5 body (maximum of 11). 2 influence points.

Strike. Its owner may make a corruption check at -2 to cancel a non-Undead, non-Nazgûl strike.

-1 corruption to every character in the company.

Orcrist

Greater Item

[3 MPs, +3(4)/- prowess/body, -2 corruption]

Unique, Site, Weapon. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold [S] or Dark-hold [D]. +3 prowess to a maximum of 9 (+4 to a maximum of 10 vs. Orcs).

Palantír of Amon Súl Greater Item

[3(5) MPs, -3 Corruption]

Unique, Site, Palantír. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold [S] or Dark-hold [D]. If the owner's company is ever below two characters and the company moves, discard this card. 5 marshalling points if stored in a Haven [H].

If its owner is able to use a Palantír, tap *Palantír of Amon Súl* to look at your opponent's hand **or** tap it to use the abilities of either the hero *Palantír of Annúminas* or the hero *Palantír of Elostirion* if either one is in play. The owner makes a corruption check.

Palantír of Annúminas Greater Item

[3 MPs, -2 Corruption]

Unique, Palantír. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold [S] or Dark-hold [D]. If its owner able to use a Palantír, tap this card to search through your draw pile and discard pile for a *Sage Only* card,

and put that card in your hand.
Reshuffle the draw pile. The owner makes a corruption check.

Palantír of Osgiliath Greater Item
[3(5) MPs, -3 Corruption]

Unique, Site, Palantír. Playable at any Dragon's Lair in a Wilderness [w], or at any Shadow-hold [S] or Dark-hold [D]. If the owner's company is ever moving with less than four characters, discard this card. 5 marshalling points if stored in a Haven [H].

If it's owner is able to use a Palantír, tap this card to discard a hazard condition **or** to duplicate the ability of any hero Palantír in play.

Scroll of Isildur Greater Item
[3 MP, -2 Corruption]

Unique, Site. Playable at Tolfalas, any Dragon's Lair in a Wilderness [w], or at any Dark-hold [D] or Shadow-hold [S]. +2 to all Ring rolls in the owner's company.

HERO ITEMS, MAJOR (21)

Book of Mazarbul Major Item
[1(5) MPs, -2 Corruption]

Unique, Site. Playable at Moria. May be stored at a Dwarf-hold for 5 MPs.

Sage only: tap this card to get +1 hand size until your next untap phase.

Durin's Axe Major Item
[2(3) MPs, +2(4)/- prowess/body, -2(3) Corruption]

Unique, Site, Weapon. Playable at any Dark-hold [D], Shadow-hold [S], or Ruins & Lairs [R]. +2 prowess (+4 if held by a Dwarf) to a maximum of 9.

If held by a Dwarf: 4 marshalling points and -3 to corruption rolls.

Earth of Galadriel's Orchard
Major Item

[2(2) MPs, -1 Corruption]

Unique, Site. Playable at Lórien. 2 marshalling points if stored at Bag End.

Glamdring Major Item
[2 MPs, +3/- prowess/body, -1 Corruption]

Unique, Site, Weapon. Playable

at any Dark-hold [D], Shadow-hold [S], or Ruins & Lairs [R]. +3 prowess to a maximum of 8 (maximum of 9 against Orcs).

Great Shield of Rohan Major Item
[2 MPs, -/+2 prowess/body, -2 Corruption]

Unique, Site, Shield. Playable at any Dark-hold [D], Shadow-hold [S], or Ruins & Lairs [R]. +2 to body to a maximum of 10.

Warrior Only: The owner does not tap against one strike. Tap this item instead.

Hauberk of Bright Mail Major Item
[2 MPs, -/+2 prowess/body, -1 Corruption]

Site, Armor. Playable at any Dark-hold [D], Shadow-hold [S], or Ruins & Lairs [R].

Warrior Only: +2 body to a maximum of 11.

Lesser Ring Major Item
[2 MPs, 1 IP, -1 Corruption]

Lesser Ring. Playable after any ring roll. 1 influence point.

Magic Ring of Courage Major Item
[3 MPs, (+2)/- prowess/body, -2 Corruption]

Magic Ring. Playable after a ring roll of 8 or more. Owner gains the warrior skill. If already a warrior, the owner gets +2 prowess. May not be duplicated on a given character.

Magic Ring of Lore Major Item
[3 MPs, -1 Corruption]

Magic Ring. Playable after a ring roll of 8 or more. Owner gains the sage skill. If already a sage, he may tap to use a palantír. May not be duplicated on a given character.

Magic Ring of Nature Major Item
[3 MPs, -2 Corruption]

Magic Ring. Playable after a ring roll of 8 or more. Owner gains the ranger skill.

Organization. If the owner is already a ranger, he may tap to allow his company to move an extra region this turn.

May not be duplicated on a given character.

Magic Ring of Stealth Major Item
[3 MPs, -2 Corruption]

Magic Ring. Playable after a ring roll of 8 or more. Owner gains the scout skill.

Engagement. If the owner is already a scout, he may tap to cancel an attack.

May not be duplicated on a given character.

Magic Ring of Words Major Item
[3 MPs, (1) IP, -2 Corruption]

Magic Ring. Playable after a ring roll of 8 or more. Owner gains the diplomat skill. If already a diplomat, one influence point and +3 to all his faction rolls. May not be duplicated on a given character.

Palantír of Elostirion Major Item
[2 MPs, -2 Corruption]

Unique, Site, Palantír. Playable at the White Towers. Discard if the owner moves.

Sage Only: Tap the *Palantír of Elostirion* to remove one corruption card from an Elf or Main Character. The owner makes a corruption roll.

Palantír of Minas Tirith Major Item
[2 MPs, -2 Corruption]

Unique, Site, Palantír. Playable at Minas Tirith. If its owner is able to use a Palantír, you may tap *Palantír of Minas Tirith* to look at the top five cards of your play deck, and the top five cards of your opponent's play deck. The owner makes a corruption roll.

Palantír of Orthanc Major Item
[2 MPs, -2 Corruption]

Unique, Site, Palantír. Playable at Isengard. With its owner able to use a Palantír, tap this card to move one card from your discard pile to your reserve pile. The owner makes a corruption roll.

Red Arrow Major Item
[2 MPs, (2) IPs, -1 Corruption]

Unique, Site. Playable at any Ruins & Lairs [R], Shadow-hold [S], or Dark-hold [D]. Owner may play *Riders of Rohan* without a faction roll. 2 influence points for characters with Edoras as a home site.

Red Book of Westmarch Major Item
[(2) MPs, (1) IPs, -1 Corruption]

Unique, Site. Playable at Bag

End. 1 Hobbit influence point. 2 marshalling points if stored at a Haven [H].

Sapling of the White Tree
Major Item
[1(2) MP, -1 Corruption]
Site. Playable at any Ruins & Lairs [R]. May be stored at Minas Tirith. 2 marshalling points if stored at Minas Tirith.

Sword of Gondolin
Major Item
[2 MPs, +2/- prowess/body, -1 Corruption]
Site, Weapon. Playable at any Ruins & Lairs [R], Shadow-hold [S], or Dark-hold [D].
Warrior Only: +2 prowess to a maximum of 8.

Torque of Hues
Major Item
[2 MPs, -2 Corruption]
Unique, Site. Playable at any Ruins & Lairs [R], Shadow-hold [S], or Dark-hold [D].
Engagement: Tap *Torque of Hues* and its owner to cancel an attack against his company. Owner makes a corruption check.

Wizard's Ring
Major Item
[2 MPs, +2/+1 prowess/body. -3 Corruption]
Wizard Only. May not be duplicated on a given Wizard. May not be transferred or stored. Owner makes a corruption check when this card is played.

HERO ITEMS, MINOR (14)

Athelas
Minor Item
[-1 Corruption]
Site. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
Dúadan Only: Tap the owner and this item to heal a character.
Aragorn II Only: Tap Aragorn II to remove a corruption card in his company.

Black Arrow
Minor Item

[-1 Corruption]
Site. Playable after entering any site, from your hand or sidebar. Does not use the site, and may be played at a used site.
Engagement. Tap *Black Arrow* to give -1 prowess and body to one attack. If the owner of this card is not a Man, discard this card when tapped.

Cram
Minor Item
[-1 Corruption]
Site. Playable after entering any site, from your hand or sidebar. Does not use the site, and may be played at a used site.
Engagement: Discard *Cram* to untap its owner.
Organization. Discard *Cram* to allow its owner's company to move an extra region this turn.

Dagger of Westrenesse
Minor Item
[-1 Corruption]
Site, Weapon. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
+1 to prowess to a maximum of 8.

Elf-stone
Minor Item
[(1) IPs, -1 Corruption]
Site. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
One Elf influence point. May not be duplicated on a given company.

Elven Cloak
Minor Item
[-1 Corruption]
Site. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
Engagement: Tap *Elven Cloak* to cancel a strike against its owner from a creature keyed to Wilderness [w].

Ent-draughts
Minor Item
[+1/- prowess/body]
Site. Playable after entering Wellinghall, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
+1 prowess. This item may not be transferred or stored, and can not be discarded by card effects. May not be duplicated on a given character.

Healing Herbs
Minor Item
[-1 Corruption]
Site. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site.
Tap *Healing Herbs* and its owner to heal a character. Owner makes a corruption roll.

Horn of Anor
Minor Item
[-1 Corruption]
Site. Playable after entering any site, from your hand, discard pile, or sidebar. Does not use the site, and may be played at a used site. May not be duplicated on a given character. The owner gets +2 to all faction rolls.

Miruvor
Minor Item
[-/+2) prowess/body, -1 Corruption]
Site. Playable after entering any site, from your hand or sidebar. Does not use the site, and may be played at a used site.
Body Roll: Tap this card. While tapped, all character's in the owner's company get +2 body (maximum 12). If tapped, discard this card at the end of your turn.

Potion of Prowess
Minor Item
[(+1)/- prowess/body, -1 Corruption]
Site. Playable after entering any site, from your hand or sidebar. Does not use the site, and may be played at a used site.
Engagement: Tap this card. While tapped, all character's in the owner's company get +1 prowess. If tapped, discard this card at the end of your turn.

Shield of Iron-bound Ash
Minor Item
[(+1)/+1 prowess/body, -1 Corruption]

Site, Shield. Playable after entering any site, from your hand, discard pile, or sideboard. Does not use the site, and may be played at a used site.

+1 body to a maximum of 9.

Strike. Tap this card to get +1 prowess against one strike.

Star-glass Minor Item
[-1 Corruption]

Site. Playable after entering any site, from your hand, or discard pile. Does not use the site, and may be played at a used site.

Engagement: Tap owner of *Star-glass* to cancel an Undead attack **or** to give -2 prowess to a Wolf, Spider, or Animal attack. The owner makes a corruption roll.

Sting Minor Item
[+1(2)- prowess/body, -1 Corruption]

Unique, Site, Weapon. Playable after entering any site, from your hand, discard pile, or sideboard. Does not use the site, and may be played at a used site.

+1 prowess to a maximum of 8. An additional +1 to a Hobbit's prowess.

WIZARD CHARACTERS (5)

Alatar

Warrior/Scout/Sage/Ranger Wizard
[(-5) MPs, 3 IPs, 6/10 prowess/body, +1 Corruption]

Unique, Main Character. During the movement phase, the number of cards that your opponent draws based on Alatar's company's movement is reduced by one. +5 to all of his faction rolls. -5 marshalling points if eliminated.

Engagement. If Alatar is at a Haven [H] or Free-hold [F] when a creature is played on your other company, he may join that company and face one of the strikes. After the attack, Alatar taps if untapped, and makes a corruption roll.

Home site: Edhellond.

Gandalf

Warrior/Scout/Sage/Diplomat Wizard
[(-5) MPs, 3 IPs, 6/10 prowess/

body, +2 Corruption]

Unique, Main Character. Ring rolls for rings in *Gandalf's* company are at +1. An additional +1 to his corruption rolls for spells. +5 to all of his faction rolls. -5 marshalling points if eliminated.

Home site: Any Haven.

Pallando

Warrior/Sage/Ranger/Diplomat Wizard
[(-5) MPs, 3 IPs, 6/10 prowess/body, +1 Corruption]

Unique, Main Character. Your hand size is increased by one. Your opponent must discard face up. +5 to all of his faction rolls. -5 marshalling points if eliminated.

Home site: Grey Havens

Radagast

Warrior/Scout/Ranger/Diplomat Wizard

[(-5) MPs, 3 IPs, 6/10 prowess/body, +2 Corruption]

Unique, Main Character. If Radagast's site path contains a Wilderness [w], you may draw an extra card based on his company's movement. +5 to all of his faction rolls. -5 marshalling points if eliminated.

Home site: Rhosgobel

Saruman

Scout/Sage/Ranger/Diplomat Wizard
[(-5) MPs, 3 IPs, 6/10 prowess/body, +1 Corruption]

Unique, Main Character. Any sage in his company may tap to use a Palantír. +5 to all of his faction rolls. -5 marshalling points if eliminated.

Site. Saruman may tap to take one *spell* card from your discard pile and put it in your hand.

Home site: Isengard