



















### WAKE OF WAR



LONG-EVENT

The number of strikes and prowess of each Wolf, Spider, and Animal attack are increased by one (by two for Wolves if *Doors of Night* is in play). Cannot be duplicated.

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

C - Dwarven Quest

ART BY RANDY GALLEGO

11  
C  
N

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ART BY RANDY GALLEGO

8  
C  
N

1

### WARGS



CREATURE

Wolves. Two strikes.

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

9/-

ART BY SUSAN VAN CAMP

6  
C  
N

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9  
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### WATCHER IN THE WATER



CREATURE

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

Two Wildernesses [●] in site path are required.

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

8/-

ART BY KEVIN WARD

7  
C  
N

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11  
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ART BY KEVIN WARD

10  
C  
N

### WELLINGHALL



FANGORN

Nearest Haven: Lórien

"...the trees in the court had also begun to glow, faintly at first, but steadily quickening, until every leaf was edged with light; some green, some gold, some red as copper; while the tree-trunks looked like pillars moulded out of luminous stone." —*LotRIII*

C - Dwarven Quest

ART BY ANGUS McBRIDE

1  
C  
N

### WORMSBANE



GREATER ITEM

Unique. Weapon. +2 to prowess to a maximum of 9 (+4 to prowess to a maximum of 12 and -2 to strikes body against a Dragon or a Drake strike).

"...and among them were several swords of various makes, shapes, and sizes." —*Hob*

+2/-

ART BY N. TAYLOR BLANCHARD

12  
C  
N

## Sideboard





