











DOWN DOWN TO GOBLIN-TOWN

SHORT-EVENT

Playable during the organization phase on a moving company. If the company moves to a Ruins & Lairs [L], no hazard creatures may be played (by type or by name) keyed to regions against his company.

"The passages there were crossed and tangled in all directions, but the goblins knew their way..." —Hob

6

The Lidless Eye

ART BY LIZ DANFORTH

**GIFTS AS GIVEN OF OLD**

SHORT-EVENT

Provides +3 to an influence attempt against a faction.

"The Lord Sauron the Great, so he said, wished for our friendship. Ring he would give for it, such as he gave of old." —LotRII

4

The Lidless Eye

ART BY JOHN C. DUKE

**VOICES OF MALICE**

SHORT-EVENT

Sage only. Tap a sage to discard one non-environment hazard permanent-event on non-environment hazard long-event. Sage makes a corruption check modified by -2.

"...so their voices, which uttered only his will and malice, were filled with evil and horror." —LotRI

6

The Lidless Eye

ART BY HANNIBAL KING

**WEIGH ALL THINGS TO A NICETY**

SHORT-EVENT

Bring one resource or character (including your Ringwraith) from your sideboard or discard pile into your play deck and shuffle.

"But it was no orc-chieftain or brigand that led the assault upon Gondor." —LotRI

8

The Lidless Eye

ART BY CHRIS TREVAS

**WHAT OF THE DAWN?**

SHORT-EVENT

Environment. Playable on a minion or overt company. Cancels the effects of one environment hazard for the company this turn. Alternatively, make a roll to attempt to cancel any one hazard short-event (or permanent event if Skies of Fire is in play) played on the company or an associated entity before it resolves: if the result is greater than 6, the event is discarded.

"We are the Uruk-hai; we do not stop the fight for night or day, for fair weather or for storm." —LotRIII

7

DC — Treason of Isengard

ART BY JOHN HOWE



2

DWARF-CHOPPER

SPECIAL ITEM

Unique. Weapon. Axe. Playable at Deep-cleft or any non-Darkhaven Under-deeps site.

Warrior only: +2 prowess to a maximum of 9 (+4 against Dwarves to a maximum of 10).

Leader only: +2 ♀ against Orcs.

Orc with mind 7 or more: ♀: during strike assignment to allow bearer to face all strikes from a Dwarf attack (in a single strike sequence).

7

+2/-

ART BY JAVIER CAMPOS SANTANDER



3

**ELFHOWER**

SPECIAL ITEM

Unique. Weapon. Playable at Goblin-gate. May be played at a tapped site if Great Lord of Goblin-gate is in the company. Warrior only: +2 prowess to a maximum of 9 (+3 against Elves to a maximum of 10, and -1 to strike's body).

Leader only: +2 ♀ against Orcs.

Orc with mind 7 or more: ♀: during strike assignment to allow bearer to face all strikes from an Elf attack (as though he were a one-character company).

+2/-

DC — Great Wyrms

ART BY



2



3(5)

THE ULŪKAI OF MORGOTH

SPECIAL ITEM

Unique. Jewel. Playable at the Crypt of Skorg. You may eliminate a prisoner from the company and place it with this item values: values in parentheses apply.

♀: reduce the number of strikes (to a minimum of 1) of an attack bearers company faces by the number of bearer's skills.

7

DC — Morgoth's Legacy

ART BY WOJTEK SIODMAK



4









2* ARTHADAN RANGERS

CREATURE

Dinedain. Each character in the company faces one strike (detainment against covert and hero companies). May be played keyed to Arthedain, Rhudaur, Cardolan, Hollin, and The Shire; and may also be played at sites in these regions. May not be played against a company containing a character with Bree as a home site.

10/6 ART BY ALAN GUTIERREZ The Lidless Eye

1 ASH-DRAKE

CREATURE

Drake. Two strikes. Attacker chooses defending characters. May be played keyed to Ered Lithui, Gorgoroth, Nurn, and Udûn; and at any volcano site. May also be played keyed to a region affected by *Awaken the Earth's Fire*. If *Drought* is in play, may also be played keyed to Khand, Cheilar, and their adjacent regions.

13/- ART BY MICHAEL GULLBRANDSON 2018 DC — The Necromancer

3 BAIRANAX AHUNT

LONG-EVENT

Unique. Any company moving in Withered Heath, Gundabad, Anduin Vales, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) — 3 strikes at 12/6 (attacker chooses defending characters).

If *Doors of Night* is in play, this attack also affects: Northern Rhovanion, Iron Hills, Southern Rhovanion, and Angmar.

12/6 ART BY ROB ALEXANDER The Dragons

2* BARDINGS

CREATURE

Men. Each character in the company faces a strike (detainment against covert and hero companies). May be played keyed to Dorwinion, Grey Mountain Narrows, Iron Hills, Northern Rhovanion, or Southern Rhovanion; and may also be played at non-Haven sites in these regions. May also be played on Dale or Lake-town, creating an additional automatic-attack (discard Bardings at the end of the site phase).

May not be played against a covert or hero company containing a character with a home site in Dorwinion, Northern Rhovanion, or Southern Rhovanion.

10/6 ART BY STEFANO BALDO DC — The Great Wyrms

1 BARROW-WIGHT

CREATURE

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

"...evil spirits out of Angmar and Rhudaur entered into the deserted mounds and dwell there." —*LotR*

12/- ART BY JOHN HOWE The Lidless Eye

1 CAVE WORM

CREATURE

Drake. One strike. May be played keyed to Redhorn Gate, High Pass, Gap of Isen, Angmar, Gundabad, Grey Mountain Narrows, Withered Heath, Nûmeriad, and Iron Hills.

"There are older and fouler things than Orcs in the deep places of the world." —*LotR*

16/- ART BY OMAR RAYYAN The Lidless Eye

1 CORPSE-CANDLE

CREATURE

Undead. One strike. If this attack is not canceled, every character in the company makes a corruption check before defending characters are selected.

"In the pools when the candles were lit. They lie in all the pools, pale faces, deep, deep under the dark water..." —*LotR*

7/- ART BY STEVEN CAVALLO The Lidless Eye

FOOLISH WORDS

PERMANENT-EVENT

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt.

During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) — if the result is greater than 7, discard this card. Cannot be duplicated on a given character.

7/- ART BY ANGUS McBRIDE The Lidless Eye

6 ITANGAST AHUNT

LONG-EVENT

Unique. Any company moving in Withered Heath, Northern Rhovanion, Iron Hills, and/or Grey Mountain Narrows immediately faces one Dragon attack (considered a hazard creature attack) — 4 strikes at 16/7.

If *Doors of Night* is in play, this attack also affects: Southern Rhovanion, Dorwinion, Heart of Mirkwood, and Woodland Realm.

16/7 ART BY LIZ DANFORTH The Dragons

UNDERNEATH THE SHADOW

LONG-EVENT

Environment. Each player's hand size is reduced by one (by two if *Morgul Night* is in play). If *Skies of Fire* is in play, each minion player's hand size is increased by one. Cannot be duplicated.

"Too weary to go further... they sat without speaking under the shadow of a mound of slag; but foul fumes leaked out of it, catching their throats and choking them." —*LotRIII*

ART BY OSCAR EL BARDO

2018 DC — The Necromancer

WIELDER'S CURSE

PERMANENT-EVENT

Dark enchantment. Playable on a weapon. After facing a strike, bearer must make a \diamond , modified by -1 if a Man or Dwarf and by -2 if the weapon gives a bonus or ability to a race other than bearer's race. Any normal result of a failed \diamond is canceled, but defender must choose to wound either the bearer or a character in his company of the hazard player's choice. Cannot be duplicated on a given weapon.

"Death shall come to any man that draws Elendil's sword save Elendil's heir." —*LotRIII*

ART BY TED NASMITH

DC — The Great Wyrms

YOU'VE PUT YOUR FINGER IN IT

PERMANENT-EVENT

Playable on a non-Wizard, non-Ringwraith character bearing a ring. The hazard limit for the character's company is increased by one for every ring item in the company. Cannot be duplicated on a given character.

During the organization phase, a ranger in the target character's company may tap to attempt to remove this card. Make a roll; if the result is greater than 7, discard this card.

ART BY MIKEL JANIN

DC — Rings for Mortal Men

A WORTHY SUBSTITUTE

PERMANENT-EVENT

Minion only. Playable on a Darkhaven [★] or Dark-hold [■]. Characters at the site may transfer any allies they control to other characters in the company with an equal or greater mind (or to an avatar or a Ringwraith). If the ally is non-unique, the new controlling character may not already control such an ally.

ART BY JONAS JENSEN

2018 DC — The Necromancer

BLACK RIDER

PERMANENT-EVENT

Black Rider mode. Playable at a Darkhaven [★] during the organization phase on your Ringwraith's own company. The company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [★]. Cannot be duplicated on a given company.

ART BY CHRIS COCOZZA

The Lidless Eye

BLACK RIDER

PERMANENT-EVENT

Black Rider mode. Playable at a Darkhaven [★] during the organization phase on your Ringwraith's own company. The company may move to a non-Darkhaven site. Discard this card and any other Ringwraith followers in the company during any of your following organization phases the company is at a Darkhaven [★]. Cannot be duplicated on a given company.

ART BY CHRIS COCOZZA

The Lidless Eye

2 GOBLINS OF GOBLIN-GATE

ORC FACTION

Unique. Playable at Goblin-gate if the influence check is greater than 8. Once in play, the number required to influence this faction is zero.

Standard Modifications: Grey Mountain Goblins (+2).

"...goblins in full armour with drawn swords sitting just inside the door, watching it with wide eyes..." —*Hob*

ART BY JON FOSTER

The Lidless Eye

ORC QUARRELS

SHORT-EVENT

Playable on an Orc, Troll, or Man attack. The attack is canceled. Alternatively, playable on any attack if *Skies of Fire* is in play. The number of strikes from the attack is reduced to half of its original number (rounded up).

"...something like a quarrel had begun, and was getting hotter." —*LotRIII*

ART BY VAL MAYERIK

The Lidless Eye

ORC-GARRISON

PERMANENT-EVENT

Playable at the end of the organization phase on a company that can legally move to a mountain region; only playable by a Fallen-wizard if A Strident Spawn is in play. This card is used as a site card in a mountain region (place the region card with it). **Shadow-hold** [■], draw 2/2. You may play *A Few Recruits* at this site. Discard if no company is at or moving to the site.

Alternatively, playable on a Shadow-hold [■] or Dark-hold [■]. The site does not leave play. Discard if an opponent's company enters a version of the site.

ART BY STEVE ARGYLE

2018 DC — The Necromancer





MORKAI

ANGMAR

Nearest Darkhaven: Carn Dûm
Automatic-attacks: Orcs — 4 strikes with 6 prowess (detainment against overt company).
Special: Any non-unique wolf ally normally playable at a (tapped) site in Eriador, The Northern Waste, or Wilderland may be played at this site.

I **1**

ART BY RICHARD CACHIA

DC — Kingdom of the North

MOUNT GUNDABAD

GUNDABAD

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, major)
Automatic-attacks: Orcs — each character faces 1 strike with 7 prowess (detainment against overt company)
"Messengers had passed to and fro between all their cities and strongholds...they gathered in secret ways, and in all the mountains there was a forging and an arming." —Hob

I **2**

ART BY LARRY ELMORE

The Lidless Eye

OST-IN-EDHIL

HOLLIN

Nearest Darkhaven: Carn Dûm
Playable: Items (minor, gold ring)
Automatic-attacks: Wolves — 3 strikes with 5 prowess
"...he told of the Elven-smiths of Eregion and their friendship with Moria, and their eagerness for knowledge, by which Sauron ensnared them." —LoTRI

2 **2**

ART BY LIZ DANFORTH

The Lidless Eye

SARN GORIWING

HEART OF MIRKWOOD

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major)
Automatic-attacks: Orcs — 3 strikes with 5 prowess
"...the doubled waters poured out again over high waterfalls and ran away hurriedly..." —Hob

I **1**

ART BY GRAHAM WALSH

The Lidless Eye

SONOTOR'S MOUND

MISTY MOUNTAINS - NORTHERN SPUR

Nearest Darkhaven: Dol Guldur
Playable: Information, Items* (minor, major, greater***)
**only if the company discards a Lost Knowledge card it controls*
***non-unique battle-gear items only*
Automatic-attacks: Animals, Bears — 2 strikes with 9 prowess
Special: Anduin Vales; Gundabad. Contains a hoard. The Misty Mountain Wargs faction is playable at this site.

2 **1**

ART BY PENWIPER

DC — The Great Wyrm

THE COBALT-DEEPS

UNDER-DEEPS

Adjacent Sites: Kala Dulakurth (0), The Rusted-deeps (8), The Wind-deeps (5)
Playable: Items (minor, major)
Automatic-attacks (2): (1st) Rock Fall — 5 strikes with 7 prowess; **(2nd)** Opponent may play from hand as an automatic-attack one creature normally keyable to Ruins & Lairs [L]
Special: Non-Nazgûl creatures played at this site attack normally, not as detainment.

3 **1**

ART BY PIOTR DURA

DC — The Northern Waste

THE LONELY MOUNTAIN

NORTHERN RHOVANION

Nearest Darkhaven: Dol Guldur
Playable: Items (minor, major, greater, gold ring)
Automatic-attacks: Dragon — 1 strike with 14 prowess
"...they could look out and see the dark cavernous opening in a great cliff-wall between the arms of the Mountain. Out of it the waters of the Running River sprang..." —Hob

2 **2**

ART BY LARRY ELMORE

The Lidless Eye

THE WHITE TOWERS

ARTHEDAIN

Nearest Darkhaven: Carn Dûm
Playable: Information
Automatic-attacks: Wolves — 2 strikes with 6 prowess
"...they came to the Far Downs, and to the Towers, and looked on the distant Sea..." —LoTRI

2 **2**

ART BY TED NASMITH

The Lidless Eye

THE WIND-DEEPS

UNDER-DEEPS

Adjacent Sites: The Wind Throne (0), The Cobalt-deeps (5), The Rusted-deeps (9), The Under-leas (6)
Playable: Items (minor, major)
Automatic-attacks (2): (1st) Orcs — 3 strikes with 7 prowess; **(2nd)** Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-holds [S]
Special: Any Drake creature not playable keyed to a Desert [D] region may be keyed to this site.

3 **1**

ART BY DEVON CADY-LEE

DC — Durin's Folk

