



















**3\*** DWARVEN WARPARTY

**CREATURE**

Dwarves. Three strikes. Detainment against hero companies. May be played keyed to any Dwarf-hold or ancient Dwarf-ruin; and also to the regions containing such a site and to High Pass. If Hunting Orcs or The Watchful Peace is in play, may also be played at any Under-deeps site. If The Dark Days is in play, the attack becomes normal against hero companies that do not contain a Dwarf or a Wizard.

11/5 ART BY RAFAL HRYNKIEWICZ

2018 - DC Team: Durin's Folk

**1** BLACK CROWS

**CREATURE OR SHORT-EVENT**

Animals. Six strikes. As a creature, playable at any non-Under-deeps Ruins & Lairs [L]. As a short-event, bring from your discard pile to your hand one hazard you have played as a creature this movement/hazard phase. Cannot be duplicated in a given phase.

2/- Hob ART BY TESS GARMAN

DC — Firstborn

**1** AMBusher

**CREATURE**

Men. Two strikes. Attacker chooses defending characters.

"...stealing up the slopes, singly or in long files, keeping always to the shade of grove or thicket, or crawling, hardly visible in their brown and green raiment, through grass and brake." —LotRII

10/- ART BY ANGUS McBRIDE

The Lidless Eye

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The Lidless Eye

**1\*** ENT IN SEARCH OF THE ENTWIVES

**CREATURE**

Awakened Plant. One strike (detainment against covert and hero companies). If Doors of Night is not in play, may also be played keyed to Shadow-lands [O].

"...we used to go out every now and again and look for the Entwives, walking far and wide and calling..." —LotRIII

14/8 ART BY LIZ DANFORTH

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14/8 ART BY LIZ DANFORTH

The Lidless Eye

**SUDDEN CALL**

**SHORT-EVENT**

You may play this card as a resource or a hazard according to The Audience of Sauron Rules. This card may not be played as a hazard against a Wizard player, and may be included as a hazard in a Wizard's deck. You may reshuffle this card into your play deck at any time that it is in your hand (show opponent).

12 ART BY TED NASMITH

The Lidless Eye

**2** ORC GRUNT

**WARRIOR ORC**

Discard on a body check result of 9. If there are at least two other Orcs in his company, his prowess and body are modified by -1 (instead of -3) when not tapping to face a strike. -1 to his ⚔.

"Can't you stop your rabble making such a racket, Shagrat?" grunted the one." —LotRIV

2/9 ART BY SHAUN McKEANT

Home Site: any Orc-hold

2018 DC — The Necromancer

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