



**HAUDH-IN-GWANÛR**

**HARONDOR**

**Nearest Haven:** Edhellond  
**Playable:** Items (minor, major)  
**Automatic-attacks:**  
Undead — 1 strike with 10 prowess; each character wounded must make a corruption check  
“The Riders buried them after the fashion of their people, and they were laid in one mound, for they were twin brothers.”  
—*LotR*

**ART BY PAM SHANTEAU**

**E - Return of the King**

**2** **2**

**HENNETH ANNÛN**

**ITHILien**

**Nearest Haven:** Lórien  
“...Window of the Sunset, Henneth Annûn, fairest of all the falls of Ithilien, land of many fountains.”  
—*LotRIV*

**ART BY ROB ALEXANDER**

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**2** **2**

**IMRAHIL**

**WARRIOR/DIPLOMAT DUNADAN**

**Unique.** +2 direct influence against the Knights of Dol Amroth faction.  
“...Prince of Dol Amroth, kinsman of the Lord, with gilded banners bearing his token of the Ship and the Silver Swan—grey-eyed, dark-haired...”  
—*LotRV*

**Home Site:** Dol Amroth  
**ART BY DONATO GIANCOLA**

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**5/8**

**ISENGARD**

**GAP OF ISEN**

**Nearest Haven:** Lórien  
**Playable:** Items (minor, major, gold ring)  
**Automatic-attacks:**  
Wolves — 3 strikes with 7 prowess  
“...four mighty piers of many-sided stone were welded into one, but near the summit they opened into gaping horns, their pinnacles sharp as the points of spears...”  
—*LotRIII*

**ART BY DAVID ANDERSON**

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**2** **2**

**LESSER RING**

**SPECIAL ITEM**

**Lesser Ring.** *Playable only with a Gold Ring and after a test indicates Lesser Ring.*  
+2 to direct influence.  
“The lesser rings were only essays in the craft before it was full-grown, and to the Elven-smiths they were but trifles—yet still to my mind dangerous for mortals.”  
—*LotRI*

**ART BY LARRY FORCELLA**

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**1**

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**1**

**LÓRIEN**

**WOLD & FOOTHILLS**

**Site Path From Rivendell:**  
**Site Path From Edhellond:**  
“There are no trees like the trees of that land. For in autumn their leaves fall not, but turn to gold. Not till the spring comes...do they fall, and then the boughs are laden with golden flowers...”  
—*LotRII*

**ART BY STEFANO BALDO**

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**2** **2**

**LURE OF EXPEDIENCE**

**PERMANENT-EVENT**

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

**ART BY KEVIN WARD**

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**8** **2**

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**8** **2**

3

## MAGIC RING OF STEALTH



SPECIAL ITEM

*Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring.*

Gives the bearer scout skill. If the bearer is already a scout, he may tap the *Magic Ring of Stealth* to cancel a strike directed against him. May not be duplicated on a given character.

4

E

N

ART BY MELISSA BENSON

2

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1

## MARSH-DRAKE



CREATURE

*Drake. Two strikes.*

*"The hiswalóki rarely ignite their breath, preferring to allow the corrosive gases to burn prey via chemical rather than combustive means."*

—Kuduk Lore

6

E

N

11/-

ART BY ANGUS MCBRIDE

1

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6

E

N

ART BY ANGUS MCBRIDE

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## MARVELS TOLD



SHORT-EVENT

*Ritual. Tap a sage to force the discard of a hazard non-environment permanent-event or long-event. Sage makes a corruption check modified by -2.*

*"He tarried there from errantry, and melodies they taught to him, and sages old him marvels told..." —LotRII*

4

E

N

ART BY FRANK KELLEY FRIA

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4

E

N

ART BY FRANK KELLEY FRIA

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## MINAS TIRITH



ANÓRIEN

*Nearest Haven: Lórien*

*"...the Guarded City, with its seven walls of stone so strong and old that it seemed to have been not built by carven giants out of the stones of the earth."*

—LotRV

2

2

ART BY ERIC DAVID ANDERSON

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## MORIA



REDHORN GATE

*Nearest Haven: Lórien*

*Playable:*

Items (minor, major, greater, gold ring)

*Automatic-attacks:*

Orcs — 4 strikes with 7 prowess

*"In the pale ray of the wizard's staff...glimpses of stairs and arches, and of other passages and tunnels..." —LotRII*

2

2

ART BY KEVIN WARD

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3

## NARSIL



GREATER ITEM

*Unique. Weapon. +1 to prowess and direct influence.*

*"For the Sword that was Broken is the Sword of Elendil that broke beneath him when he fell. It has been treasured by his heirs when all other heirlooms were lost; for it was spoken of old among us that it should be made again when the Ring, Isildur's Bane, was found."*

—LotRII

4

E

N

+1/-

ART BY AUDREY CORMAN

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1

## NOBLE STEED



ALLY

*Playable at any tapped or untapped non-Haven site in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. If each character in a company controls a Noble Steed (or Bill the Pony or Shadowfax), the company may move up to two additional regions.*

*Tap to cancel a strike (not from an automatic-attack) against its bearer or itself.*

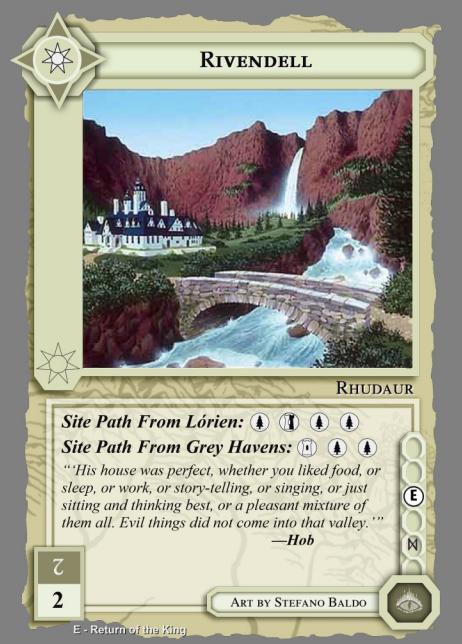
0/8

ART BY PASCAL YUNG

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*"Then he must be a noble beast indeed..." —LotRII*





2

## SWORD OF GONDOLIN



MAJOR ITEM

**Weapon.** Warrior only: +2 to prowess to a maximum of 8.

"They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars." —Hob

+2/-

ART BY MARK POOLE

2

## TIDINGS OF BOLD SPIES



SHORT-EVENT

**Playable on a company moving to a site with an automatic-attack.** This card creates one or more attacks on the company, the total of which duplicates exactly (including modifications) all automatic-attacks at the site. These attacks must be faced immediately and are not considered automatic-attacks.

ART BY DAVID R. SEELEY

8

## TWILIGHT



SHORT-EVENT

**Environment.** One environment card (in play or declared earlier in the same chain of effects) is canceled and discarded. Twilight may also be played as a resource, and may be played at any point during any player's turn.

"The sun dipped and vanished, and as if at the shattering of a lamp, black night fell." —LotRII

ART BY TED NASMITH

5

## THOROUGH SEARCH



SHORT-EVENT

**Scout only.** Tap a scout during the site phase to allow another character in his company to play a minor, major, or gold ring item normally found at its current site. The company must face any automatic-attack for its current site at least once during this site phase. This does not tap the site, and *Thorough Search* can be played at a site that is already tapped.

ART BY DONATO GIANCOLA

7

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## THRANDUIL



WARRIOR/RANGER/SAGE ELF

**Unique.** +2 direct influence against the Wood-elves faction.

"In a great hall with pillars hewn out of the living stone sat the Elvenking on a chair of carven wood. On his head was a crown of berries and red leaves... In his hand he held a carven staff of oak." —Hob

7/8

Home Site: Thranduil's Halls

ART BY ROB ALEXANDER

9

## TOWER GUARD OF MINAS TIRITH



DÚNADAN FACTION

**Unique. Playable at Minas Tirith**

if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).

"This is a fortress and a tower of guard and is now in posture of war. We rise ere the Sun, and take a morsel in grey light, and go to our duties at the opening hour." —LotRV

ART BY ANGELO MONTANINI

3

## 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

ART BY ANGUS McBRIDE

1

1

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ART BY MARK POOLE

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ART BY DAVID R. SEELEY

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ART BY DONATO GIANCOLA

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1

## Sideboard





