

3 STRIDER

8

2



WARRIOR/SCOUT/RANGER DUNADAN

**Unique. Manifestation of Aragorn II.** You may bring *Aragorn II* into play with Strider's company, removing *Strider* from the game and automatically transferring all cards on Strider to Aragorn II. +3 direct influence against the *Rangers of the North* faction. Tap *Strider* to search your discard pile for any one item, ally, or faction playable at his current site—the site must be in Arthedain, Cardolan, Rhudaur, or The Shire. **Home Site:** Bree

12

6/9

ART BY DAVID SEXTON

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3 TOM BOMBADIL

4



SAGE ALLY

**Unique. Playable at Old Forest.**

Tap to cancel the effects of one hazard that targets a company, or an entity associated with a company, moving to a site in: Arthedain, Cardolan, Rhudaur, or The Shire. Discard *Tom Bombadil* if his company moves to a site that is not in: Arthedain, Cardolan, Rhudaur, or The Shire.

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12/11

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ATHELAS



LOTR PART I MINOR ITEM

**Additionally playable at Weathertop and at every encampment site in a wilderness region.**

A Dúnadan can tap and use this item to heal a character in his company (change from wounded to well, character remains tapped). Aragorn II or Strider can also tap and use this item to remove a corruption card from a character in his company. Discard after use.

11

"...it is a medicinal plant, that the people from the West brought back to Middle-Earth. Athelas they called it..."  
—*LotRI*

ART BY ANGELO MONTANINI

1

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1 BILL THE PONY

1



LOTR PART I ALLY

**Unique. Playable at Bree or Bag End; playable even if the site is tapped.**

If at a non-Haven site and if his company's size is three or less, you may discard *Bill the Pony* at the end of his company's turn and replace its site with the next or last site in the array of sites.

2

-2/10

ART BY GAIL MCINTOSH

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WIZARD'S RIVER HORSES



LOTR PART I SHORT-EVENT

Discard an Elf from the company to cancel a Nazgûl attack and the next Nazgûl attack the company faces this turn.

8

"...some of the waves took the form of great white horses with shining white riders; and there were many rolling and grinding boulders."  
—*LotRI*

ART BY ROB ALEXANDER

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6 KHAMÛL THE EASTERLING



LOTR PART I CREATURE

**Unique. Nazgûl (2nd).** One Strike.

*Khamûl the Easterling* is always playable, regardless of the company's or the site's site path.

12

18/8

ART BY LIZ DANFORTH

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SPELLS OF THE BARROW-WIGHTS



LOTR PART I PERMANENT-EVENT

**When revealed this card affects the next Undead attack against a character this turn.** If the strike is successful, target character is not harmed and is taken prisoner at a Ruins & Lairs [L] or Shadow-hold [A]. Character must discard any rings along with his other items. At the start of each untap phase, make a body check for that character. Rescue-attack: Undead —3 strikes with 8 prowess.

6

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RELUCTANT FINAL PARTING



LOTR PART I PERMANENT-EVENT

Make a roll. Discard an ally from the company (player's choice) if the result plus the controlling characters direct influence is less than 7

8

"A deep loneliness and sense of loss was on them. They stood silent, reluctant to make the final parting..."  
—*LotRI*

ART BY LIZ DANFORTH

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5 REN THE UNCLEAN



LOTR PART I CREATURE

**Unique. Nazgûl (8th).** One strike.

*Ren the Unclean* is always playable, regardless of the company's or the site's site path.

5

15/10

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5 **INDÛR DAWNDEATH**



LOTR PART I CREATURE

*Unique. Nazgûl (4th). One Strike.*  
*Indûr Dawndeath is always playable, regardless of the company's or the site's site path.*

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5 **DWAR OF WAW**



LOTR PART I CREATURE

*Unique. Nazgûl (3rd). One Strike.*  
*Dwarf of Waw is always playable, regardless of the company's or the site's site path.*

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**ELF PATH**



LOTR PART I SHORT-EVENT

Playable only at the end of the organization phase. Tap an Elf. If his company's site path only has one or two regions with no Dark-domains [1] and no Shadow-lands [4], opponent may only play hazards creatures this turn that are keyed to the company's site. May not be played if the company declares movement to Rivendell this turn.

7 ART BY TED NASMITH

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**PRAISE TO ELBERETH**



LOTR PART I SHORT-EVENT

If you tap one of your characters in play, you cancel one and only one Nazgûl attack. Additionally, if *Doors of Night* is in play, characters gain +1 prowess until the end of turn.

"O Elbereth! Githioniel!... Thy starlight on the Western Seas." -LotRI

10 ART BY DONATO GIANCOLA

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**REFUGE**



LOTR PART I PERMANENT-EVENT

*Playable at the end of the organization phase on a company moving to a Wilderness [4]. This card is used as a site card, Free-hold [•] (cards drawn: 1/1). In order to play this card discard an Elf character at your current site (i.e. which is in your company or placed with this site) instead. This card is used as a separate site card that geographically lies between your site of origin and the next site card in the row of laid out site cards. It is considered to be in the same region as your site of origin. While moving to this site hazards are drawn from the hazard deck of your site of origin. Characters at this site heal as though they were in a Haven [•]. Discard *Refuge* when the company moves to a new site.*

7 ART BY DOUGLAS CHAFFEE

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1 **BILL FERNY**



LOTR PART I CREATURE

*Unique. Man.*  
 \* Prowess = 2D6

"...as for Ferny, he would sell anything to anybody; or make mischief for amusement." -LotRI

\*/8 ART BY CHRIS COCOZZA

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**THE PALE SWORD**



LOTR PART I PERMANENT-EVENT

*Unique. When revealed this card affects the next Nazgûl attack this turn. A Nazgûl's prowess is modified by +1. If used with the *Witch-king of Angmar*, his prowess is increased by +1 plus the number of Nazgûl permanent-events in play. Discard if attack doesn't wound a character. *Corruption*. One character (attacker's choice) wounded by an attack modified by this card receives 6 corruption points (place this card under the character). If at a Haven [•] during his untap phase, a character with this card may attempt to remove it instead of untapping or healing. Make a roll (or draw a #): if this result is greater than 5, discard this card. Cannot be duplicated on a given Nazgûl.*

7 ART BY RANDY ASPLUND-FAITH

6

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**MORGUL-KNIFE**



LOTR PART I PERMANENT-EVENT

*When revealed this card affects the next Nazgûl attack this turn. A Nazgûl's prowess is modified by +2. Discard if attack doesn't wound a character. *Corruption*. One character (attacker's choice) wounded by an attack modified by this card receives 4 corruption points. If at a Haven during his untap phase, a character with this card may attempt to remove it (but not untap or heal). Make a roll (or draw a #): if this result is greater than 4, discard this card. Cannot be duplicated on a given Nazgûl.*

7 ART BY LIZ DANFORTH

4

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6 **WITCH-KING OF ANGMAR**



LOTR PART I CREATURE

*Unique. Nazgûl (1st). One strike.*  
*Witch-King of Angmar is always playable, regardless of the company's or the site's site path.*

17/12 ART BY LIZ DANFORTH

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5 AKHÔRAHIL



LOTR PART I CREATURE

*Unique. Nazgûl (5th). One Strike.*  
*Akhôrâhîl is always playable, regardless of the company's or the site's site path.*

8

16/9

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6 KHAMÛL THE EASTERLING



LOTR PART I CREATURE

*Unique. Nazgûl (2nd). One Strike.*  
*Khamûl the Easterling is always playable, regardless of the company's or the site's site path.*

3

18/8

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SOLITAIRE HERO SCENARIO

THE LORD OF THE RINGS  
PART 1

10

ART BY TIM HILDEBRANDT

2020 Fan Made Edition

1 THIEF



CREATURE

*Men. One strike. For each successful strike, an item held by the defending company must be discarded (defender's choice); the defending character is not harmed.*

7

*"The ponies had vanished! The stable-doors had all opened in the night, and they were gone..." -LotRI*

15/-

ART BY CHRISTINA WALD

2020 Fan Made Edition

1 BARROW-WIGHT



LOTR PART I CREATURE

*Undead. One strike. After each attack, each character wounded by Barrow-wight makes a corruption check modified by -2.*  
 May be played keyed to Barrow-downs.

7

*"...two eyes, very cold though lit with a pale light...Then a grip stronger and colder than iron..." -LotRI*

12/-

ART BY JOHN HOWE

2020 Fan Made Edition

2 ASSASSIN



CREATURE

*Men. 3 attacks (of 1 strike each) all against the same character. Attacker chooses defending character. 1 or 2 of these attacks may be canceled by tapping 1 character (not the defending character) in the defender's company for each attack canceled.*

6

11/-

ART BY ANONYMOUS

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SOLITAIRE HERO SCENARIO

THE LORD OF THE RINGS  
PART 1

11

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SOLITAIRE HERO SCENARIO

THE LORD OF THE RINGS  
PART 1

9

ART BY TED NASMITH

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1 BARROW-WIGHT



LOTR PART I CREATURE

*Undead. One strike. After each attack, each character wounded by Barrow-wight makes a corruption check modified by -2.*  
 May be played keyed to Barrow-downs.

9

*"...two eyes, very cold though lit with a pale light...Then a grip stronger and colder than iron..." -LotRI*

12/-

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