

DIMINISH AND DEPART



PERMANENT-EVENT

Playable on an Elf, Hobbit, or Wizard. All Elves and Hobbits in the target's company have +1 mind, and a Wizard in the company has -1 direct influence. Tap target character at a Haven [★] during the organization phase to discard this card. Cannot be duplicated in a given company.
 "...if all the fair folk take to the Havens, it will be a duller world for those who are doomed to stay."
 —LotRV

ART BY TED NASMITH

©1998 Tolkien Enterprises

THE SUN UNVEILED



SHORT-EVENT

Playable on a character at a Free-hold [■] if Gates of Morning is in play. Remove all hazard permanent-events on the character and, if tapped, untap him.
 "And the Shadow departed, and the Sun was unveiled, and light leaped forth..."
 —LotRVI

ART BY TED NASMITH

©1997 Tolkien Enterprises

ELF-PATH



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 [■] and no Shadow-lands [■], opponent may only play hazard creatures this turn that are keyed to the company's site.
 "...It is not our custom, but for this time we will take you on our road..."
 —LotRI

ART BY TED NASMITH

©1996 Tolkien Enterprises

MASTER OF WOOD, WATER, OR HILL



SHORT-EVENT

Ritual. Tap a sage to change one Wilderness [■] to a Border-land [■] or Shadow-land [■] or one Shadow-land [■] to a Wilderness [■] or one Border-land [■] to a Wilderness [■]. Sage makes a corruption check.
 "...No one has ever caught old Tom walking in the forest, wading in the water, leaping on the hill-tops under light and shadow. He has no fear."
 —LotRI

ART BY TED NASMITH

©1996 Tolkien Enterprises

HOST OF BATS



LONG-EVENT

Against each company, one Orc hazard creature may be played that does not count against the hazard limit. Any character wounded by an Orc attack makes an additional body check modified by -1.
 Additionally, if Shadow of Mordor is in play, any character wounded by an attack keyed to (or an automatic-attack at) a Shadow-hold [■] or a Darkhold [■] makes an additional body check modified by -2.
 Cannot be duplicated.

ART BY TED NASMITH

©1996 Tolkien Enterprises

MEMORIES STOLEN



PERMANENT-EVENT

Dark enchantment. A non-Wizard character facing a strike from a Dragon hazard creature attack loses all skills while bearing this card. The strike's prowess is modified by -3. Cannot be duplicated on a given character. If at a Haven [★] 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 8, discard this card. Modify the roll by +1 for each character in his company that taps in support.

ART BY TED NASMITH

©1996 Tolkien Enterprises

ANCIENT STAIR



SHORT-EVENT

Playable only at the end of the organization phase on a company that starts its turn at an untapped adjacent site of an Under-deeps site. Opponent may draw up to twice the normal number of cards for this company during the movement/hazard phase. If company moved to an Under-deeps site, at the end of the turn the company may replace its site card with the site card at which it began the turn.

ART BY TED NASMITH

©1996 Tolkien Enterprises

HUNDREDS OF BUTTERFLIES



SHORT-EVENT

Playable on a moving character during his movement/hazard phase. Untap the character and increase the hazard limit against his company by one.
 "He looked at the 'black emperors' for a long time, and enjoyed the feel of the breeze in his hair and on his face..."
 —Hob

ART BY TED NASMITH

©1996 Tolkien Enterprises



6

ARMY OF THE DEAD

SPECIAL FACTION

Unique. Playable at Vale of Erech.
May only be played by Aragorn II on the same turn that he plays *Paths of the Dead*.

"I see shapes of Men and of horses, and pale banners like shreds of cloud, and spears like winter-thickets on a misty night. The Dead are following." —LotRV

ART BY LUBOV

©1995 Tolkien Enterprises

2

ELWEN

WARRIOR/DIPLOMAT ELF

Unique. Agent. +2 direct influence against Elves and Elf Factions. **Agent only:** may move to a Haven [H].

"...Elves of this land were of a race strange to us of the silvan folk..." —LotRII

Home Site: Dol Amroth, Minas Tirith

ART BY TED NASMITH

©1996 Tolkien Enterprises

3

MALLORN

PERMANENT-EVENT

Unique. Playable at Bag End only if Earth of Galadriel's Orchard is stored there. Bag End becomes a Haven [H] for the purposes of healing and bringing characters into play. Bag End can untap during its owner's untap phase. If Bag End is discarded, return it to its location deck. All Hobbit factions are worth +1 marshalling points.

"In the party field, a beautiful young sapling leaped up; it had silver bark and long leaves and burst into golden flowers in April." —LotRVI

ART BY TED NASMITH

©1998 Tolkien Enterprises



THE SHIRE

Arthedain, Cardolan

ART BY JO HARTWIG

©1995 Tolkien Enterprises

RHUDAUR

Angmar, Arthedain, Cardolan, High Pass, Hollin

ART BY JO HARTWIG

©1996 Tolkien Enterprises

ANDUIN VALES, RHUDAUR

HIGH PASS

ART BY JO HARTWIG

©1998 Tolkien Enterprises

ANDUIN VALES

Brown Lands, Grey Mountain Narrows, Gundabad, High Pass, Southern Mirkwood, Western Mirkwood, Wold & Foothills, Woodland Realm

ART BY JO HARTWIG

©1998 Tolkien Enterprises

BAG END

SHIRE

Nearest Haven: Rivendell

"In a hole in the ground there lived a hobbit. Not a nasty, dirty, wet hole, filled with the ends of worms and an oozy smell, nor yet a dry, bare, sandy hole with nothing in it to sit down on or to eat: it was a hobbit-hole, and that means comfort." —Hob

ART BY RANDY ASPLUND-FAITH

©1995 Tolkien Enterprises

1

NO STRANGERS AT THIS TIME

PERMANENT-EVENT

Playable during the site phase on a Free-hold [F] or Border-hold [B] if you have played a faction there. This site is never discarded and never untaps for you. All detainment attacks at all versions of this site against minion companies instead attack normally. Against minion companies, each version of this site has an additional automatic-attack: an exact copy including all modifications of the first automatic-attack listed on its card. Cannot be duplicated on a given site.

ART BY BRAD WILLIAMS

©1997 Tolkien Enterprises

2

ARATHORN II

7

2

WARRIOR/RANGER/DIPLOMAT DÚNADAN

Unique. +1 [M] against Elves and Dúnedain. +1 prowess against Orcs and Wolves. +2 [M] against the Rangers of the North faction. -2 [M] if eliminated. If Arathorn II is the highest mind Dúnedain in the company and bears a unique weapon, he becomes a leader and receives +1 to his [M].

“Arathorn is a stern man of full age, and will be chieftain sooner than men looked for; yet my heart forebodes that he will be shortlived.”

—**LotR** Home Site: Annúminas, Rivendell

ART BY RAFAL HRYNKIEWICZ

©1998 Tolkien Enterprises

POCKET HANDKERCHIEF

MINOR ITEM

Cannot be included with a starting company (unless it contains a Hobbit). Discard to cancel any card effect this turn that would return the bearer to your hand (or that would discard him, if bearer is a Hobbit).

“You will have to manage without pocket handkerchiefs, and a good many other things, before you get to the journey’s end.” —**Hob**

ART BY MIKA KARMITSA

2018 DCTeam MEDF: 148

ATHELAS

MINOR ITEM

A Dúnedain can tap and use this item to heal a character in his company (change from wounded to well, character remains tapped).

Aragorn II can also tap and use this item to remove a corruption card from a character in his company.

Discard after use.

ART BY ANGELO MOSTANISI

©1995 Tolkien Enterprises

3

NARSIL

1

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**

ART BY AUDREY CORMAN

©1995 Tolkien Enterprises

1(4)

ANDÚRIL, THE FLAME OF THE WEST

1

PERMANENT-EVENT

Unique. Sage only during the site phase at an untapped site where “Information” is playable. Tap the sage and the site. Sage makes a corruption check modified by -3. Keep sage tapped until Andúril is stored at a Haven [H]. Once stored, you may discard a stored Reforging and place Andúril with Narsil.

In addition to Narsil’s effects, Andúril gives its bearer 4 marshalling points, +4 prowess (to a maximum of 11), +1 direct influence, and one more corruption point. Andúril may be tapped to untap a Dúnedain character in the same company, but its bearer must make a corruption check modified by -1.

ART BY N. TAYLOR BLANCHARD

©1995 Tolkien Enterprises

ELF-FRIEND

2

PERMANENT-EVENT

Playable on a character at an Elf-hold (not an Elf, Wizard, Ringwraith, or overt character). Target character receives +2 [M] against Elves. He suffers no negative modifications due to his race when attempting to influence Elf factions. He is also considered an Elf for the purpose of non-environment, non-item cards and effects. Cannot be duplicated on a given character.

ART BY ALAN LEE

2018 DCTeam MEFB: 58

DWARF-FRIEND

2

PERMANENT-EVENT

Playable on a character at a Dwarf-hold (not a Dwarf, Wizard, Ringwraith, or overt character). The character receives +2 [M] against Dwarves. He suffers no negative modifications due to his race when attempting to influence Dwarf factions. He is also considered a Dwarf for the purpose of non-environment, non-item cards and effects. Cannot be duplicated on a given character.

ART BY KEITH PARKINSON

2018 DCTeam MEDF: 47

RANGER’S GEAR

PERMANENT-EVENT

Playable on a non-Hobbit scout or ranger. May be played in lieu of a minor item with a character in your starting company. Minor items target character bears which mention his race or any of his skills in their card text or title do not give any corruption points. Discard if bearer’s company does not (attempt to) move.

ART BY GEOFF TAYLOR

2020 DCTeam MERS:

BANNERS OF THE LORD

PERMANENT-EVENT

Playable on a character with a home site in a home region of one of your factions in play. +1 to body. Discard during the site phase if there is no such faction in the character’s current region. Cannot be duplicated on a given character.

“Upon the other hill hard by stood the banners of Rohan and Dol Amroth, White Horse and Silver Swan.” —**LotRVI**

ART BY ABE PAPAKHIAN

©1998 Tolkien Enterprises

3 RETURN OF THE KING



PERMANENT-EVENT

Unique. Aragorn II only. Only playable in Minas Tirith (8) and only if Denethor II is not in play. Aragorn II's direct influence is modified by +3. Keep this card with Aragorn II; discard if he leaves play.

"...wisdom sat upon his brow, and strength and healing were in his hands, and a light was about him." —LotRVI

ART BY ROB ALEXANDER

©1995 Tolkien Enterprises

1 GILRAEN



SCOUT/SAGE DUNADAN

Unique. +4 against Aragorn II and Arathorn II. Against Nazgûl, +5 to her prowess and his body is halved (round up). If Gilraen is at the same site as Arathorn II, you may take *Estel* from your sideboard to your hand.

"Gilraen took leave of Elrond and returned to her own people...and she seldom saw her son again, for he spent many years in far countries." —LotR

Home Site: Rivendell, Tol Lamfirth

ART BY ALAN LEE

©1995 Tolkien Enterprises

DAGGER OF WESTERNESSE



MINOR ITEM

Weapon. +1 to prowess to a maximum of 8.

"For each of the hobbits he chose a dagger, long, leaf-shaped, and keen, of marvelous workmanship, damasked with serpent-forms in red and gold. They gleamed as he drew them from their black sheaths, wrought of some strange metal, light and strong, and set with many fiery stones." —LotRI

+1/-

ART BY STEFANO BALDO

©1995 Tolkien Enterprises

1 HALBARAD



SAGE/DIPLOMAT DUNADAN

Unique. +2 direct influence against the Hillmen faction.

"'Halbarad Dúnadan, Ranger of the North I am,' cried the man. 'We seek one Aragorn son of Arathorn, and we heard that he was in Rohan.'" —LotRV

Home Site: Cameth Brin

ART BY QUINTON HOOVER

©1995 Tolkien Enterprises

2 NENSELDË THE WINGILD



ALLY

Unique. Playable at Dol Amroth. May not be attacked.

Tap *Nenseldë* to return one environment resource long-event or short-event from your discard pile to your hand. Discard *Nenseldë* if her company moves to a site that is not in: Belfalas, Bay of Belfalas, Anfalas, or Mouths of the Anduin.

ART BY TED NASMITH

©1995 Tolkien Enterprises

THE UNDER-GROTTO



UNDER-DEEPS

Adjacent Sites: Goblin-gate (0), The Under-leas (8), The Under-gates (8)

Playable: Items (minor, major, gold ring)

Automatic-attacks (2): Ores (1st) — 4 strikes with 7 prowess (2nd attack) Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to a Shadow-hold [A]

Special: When a gold ring is tested in a company at this site, the result of the roll is modified by +2.

ART BY TED NASMITH

©1995 Tolkien Enterprises

2 BERETAR



WARRIOR/RANGER DUNADAN

Unique. +2 direct influence against the Rangers of the North faction.

"When the kingdom ended the Dúnedain passed into the shadows and became a secret and wandering people, and their deeds and labours were seldom sung or recorded." —LotR

Home Site: Bree

ART BY ANGELO MONTANINI

©1995 Tolkien Enterprises

1 PIPPIN



SCOUT HOBBIT

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.

"...then there came a faint glow...and it held his eyes, so that now he could not look away." —LotRIII

Home Site: Bag End

ART BY ANGELO MONTANINI

©1995 Tolkien Enterprises

STAR-GLASS



MINOR ITEM

Tap bearer of *Star-glass* to cancel an attack by Undead or to modify the prowess of a spiders, animals, or wolves attack by -2. Bearer makes a corruption check.

"...it glimmered, faint as a rising star struggling in heavy earthward mists, and then as its power waxed...it began to burn, and kindled to a silver flame, a minute heart of dazzling light..." —LotRIV

ART BY RANDY ASPLUND-FATH

©1995 Tolkien Enterprises

HELMS OF IRON



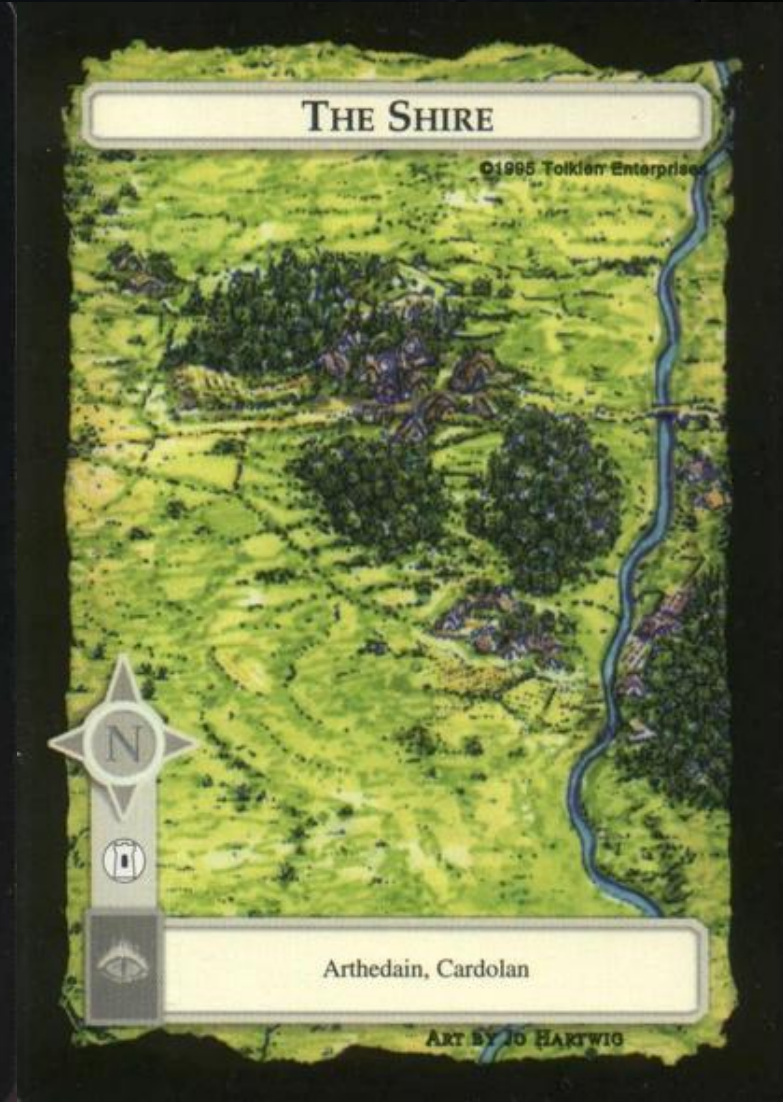
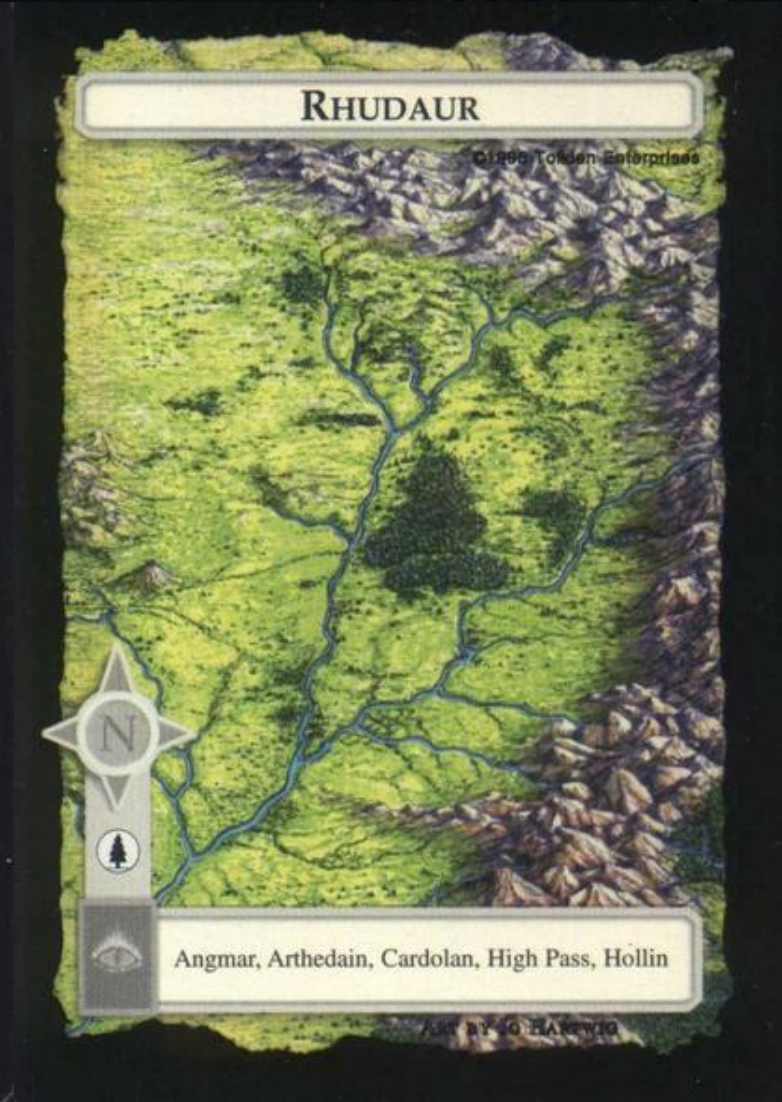
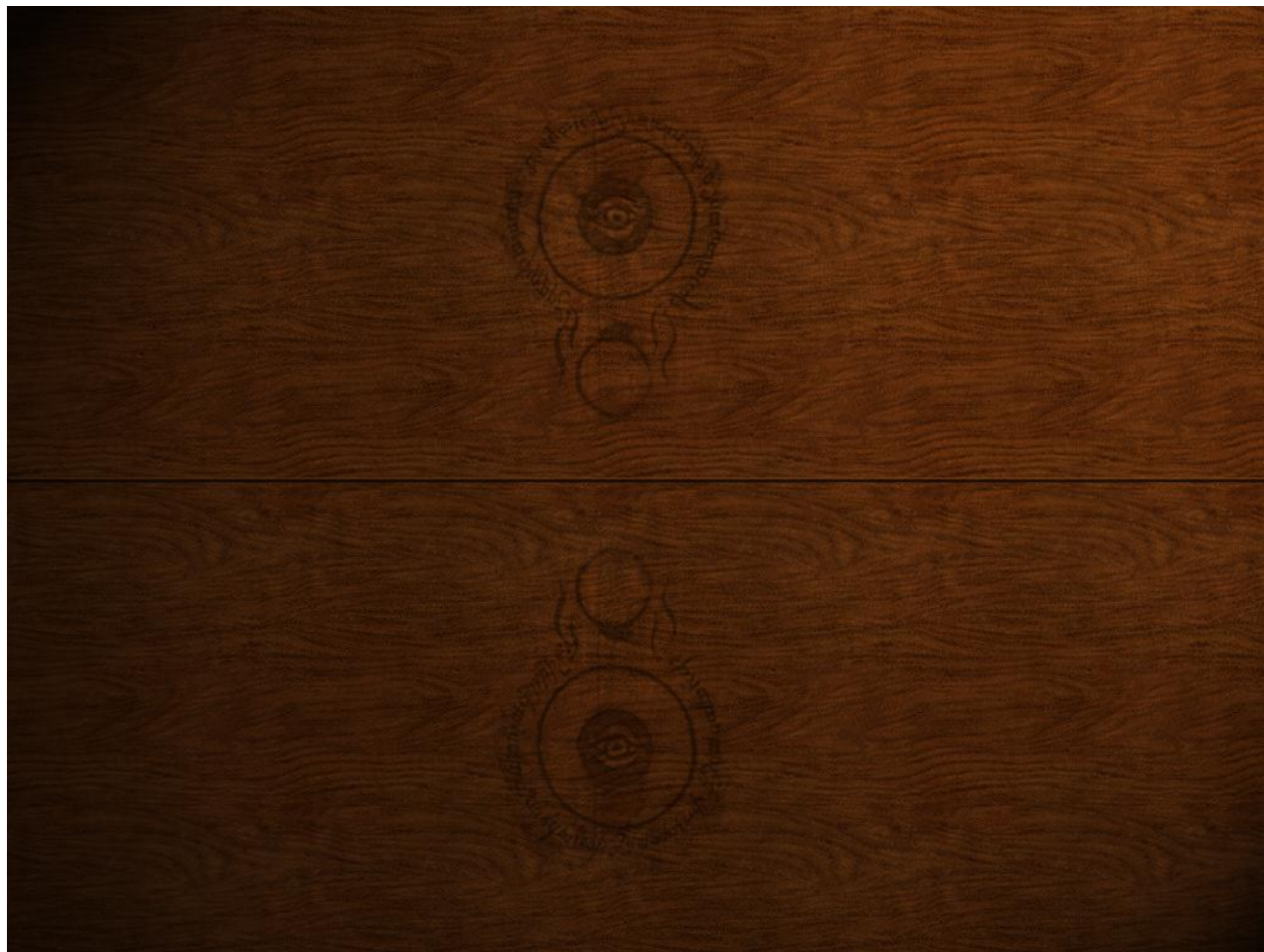
PERMANENT-EVENT

Playable only if you have a Nazgûl permanent-event in play. Discard the Nazgûl when this card is brought into play. All Orc, Troll, and Man attacks with body have their body modified by +1; and all Orc, Troll, and Man attacks with no body have 4 body.

"...on the front of their iron helms was an S-rune, wrought of some white metal." —LotRIII

ART BY AUDREY CORMAN

©1995 Tolkien Enterprises



ORDERS FROM LUGBÚRZ



PERMANENT-EVENT

Playable on a company. May be played with a starting company in lieu of a minor item. This company may contain a Troll leader in addition to another leader. +1 to all corruption checks by followers of Troll leaders in this company. Discard if Ren is your Ringwraith or when a leader leaves the company. Cannot be duplicated on a given company.

"A great cave-troll, I think, or more than one."
—LotR11

ART BY JON FOSTER

©1997 Tolkien Enterprises

LIEUTENANT OF ANGMAR



WARRIOR/SCOUT TROLL

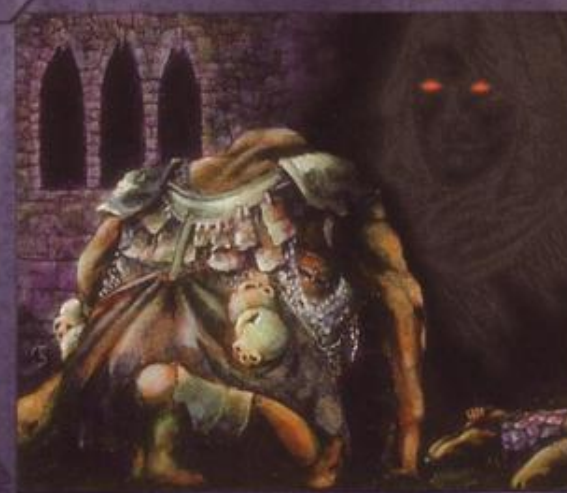
Unique. Olog-hai. Leader. Manifestation of Rogrog. Discard on a body check result of 9. +4 direct influence against Trolls, Orcs, Troll factions, and Orc factions. When he is at Carn Dûm, you may keep one more card than normal in your hand.

Home Site: Carn Dûm

ART BY JON FOSTER

©1997 Tolkien Enterprises

BY THE RINGWRAITH'S WORD



PERMANENT-EVENT

Playable during the organization phase on one of your other characters at the same Darkhaven [★] as your Ringwraith. The character: becomes a leader (if not already), receives +4 direct influence against characters in his company, and cannot be discarded by a body check. Discard at any time if there is a character in his company with a higher mind. Cannot be duplicated by a given player.

ART BY B. CHURASHIN & L. DAWFORTH

©1997 Tolkien Enterprises

WARLORD



PERMANENT-EVENT

Black player only. Playable on a warrior leader with a mind of 7 or more, bearing trophies worth at least 2. Target character becomes a Warlord. +3 to his mind. He may only be controlled by your avatar or you.

You may only have a second copy of Warlord in play if you have 6 or more mind, or a third if you have 10 or more mind.

ART BY FRANK FRAZETTA

©1998 Tolkien Enterprises

MAGIC RING OF FURY



SPECIAL ITEM

Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer warrior skill. If the bearer is already a warrior, he gets +2 to prowess. Cannot be duplicated on a given character.

"This is a thing of worth...my kin will ransom it with great store of all that you desire."
—LotR

(+2)/-

ART BY JON FOSTER

©1997 Tolkien Enterprises

SMART AND SECRET



PERMANENT-EVENT

Command. Playable on a leader during the organization phase. Return all other command cards on target leader to your hand when this card is played. -2 to leader's direct influence (to a minimum of 0) and +1 body to all characters in his company. You may return this card to your hand during any organization phase.

ART BY STEPHEN KING

©1997 Tolkien Enterprises

OLOG-POWER



PERMANENT-EVENT

Playable on a Troll. Target Troll may use two-handed battle-gear items as if they were not two-handed. Additionally, when bearer taps to face a strike, he may reduce his prowess by any factor of 3 to give -1 to the body of the strike (for each factor of 3). Cannot be duplicated on a given character.

"Like a storm they broke upon the line of the men of Gondor, and beat upon helm and head."
—LotRV

ART BY JAN PATRIK KRASNY

©1998 Tolkien Enterprises

LURE OF THE SENSES



PERMANENT-EVENT

Corruption. A character receives 2 corruption points. Target character makes a corruption check at the end of his untap phase if he is at a Haven [★]. 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 6, discard this card.

ART BY RON ROUSSELLE II

©1995 Tolkien Enterprises

ORC SHAMAN



WARRIOR/SAGE ORC

Can use spirit-magic. +1 mind if he controls a trophy. You may eliminate a trophy in the company or a prisoner he controls to heal an Orc or Troll in the company (from wounded to tapped; tap Orc Shaman if untapped). Cannot be duplicated by a player unless he has a unique Orc faction in play for each Orc Shaman.

Home Site: any Orc-hold

ART BY JOSHUA CAIRÓS

2018 DCTeam MENE: 135

MORGUL-APPRENTICE

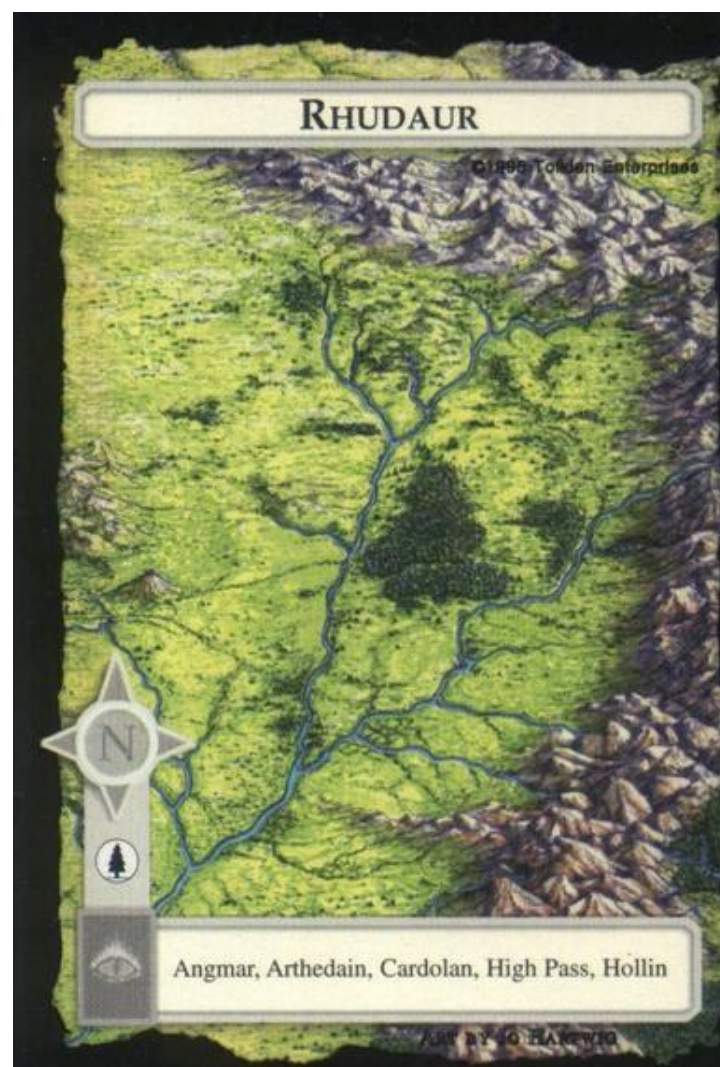


PERMANENT-EVENT

Playable during the organization phase on a sage at a Darkhaven [★]. Tap your Ringwraith at the site and make a body check for target sage. Afterwards, if he is still in play, rotate this card any number of times. Not rotated: the sage may use shadow-magic. Rotated once: the sage may use spirit-magic. Rotated twice: the sage may use sorcery.

ART BY TED NASMITH

2018 DCTeam MENE: 120



RHUDAUR

©1996 Tolkien Enterprises

Angmar, Arthedain, Cardolan, High Pass, Hollin



Anduin Vales, Rhudaur

HIGH PASS

ART BY JO HARTWIG

©1996 Tolkien Enterprises



ANDUIN VALES

©1996 Tolkien Enterprises

Brown Lands, Grey Mountain Narrows, Gundabad, High Pass, Southern Mirkwood, Western Mirkwood, Wold & Foothills, Woodland Realm

ART BY JO HARTWIG



Anduin Vales, Brown Lands, Dagorlad, Heart of Mirkwood, Southern Rhovanion, Western Mirkwood

SOUTHERN MIRKWOOD

ART BY JO HARTWIG



ETTENMOORS

RHUDAUR

Nearest Darkhaven: Carn Dûm

Playable: Items (minor)

Automatic-attacks (2):

(1st) Troll — 1 strike with 9 prowess

(2nd) Wolves — 2 strikes with 8 prowess

"...a ridge of high land; its dark edge against the sky was broken in many bare points like teeth of a blunted saw."
—*LotR II*

L

1

ART BY GAIL MCINTOSH

©1997 Tolkien Enterprises



TALADHAN

2

6

1

SCOUT/RANGER/SAGE MAN

Unique. Agent. Can use shadow-magic. Agent only: chooses defending characters; for each successful strike, the company must discard one item (of defender's choice), but the defending character is not harmed.

Home Site: Sarn Goriwing, Dol Guldur

ART BY LISSANNE LAKE

4/9

©1996 Tolkien Enterprises



OPEN TO THE SUMMONS

-1

PERMANENT-EVENT

Playable on a minion company. One agent minion may be played with target company at a Darkhaven [★] — place this card with the agent. -1 to his mind to a minimum of 1. This card may be played with a starting company in lieu of a minor item. When played as such, reveal it when starting companies are determined as if it were a character. Cannot be duplicated on a given character.

ART BY COURTNEY SKINNER

©1998 Tolkien Enterprises



FEAGWATH

2

3

SAGE ALLY

Unique. Undead. Playable at a site in Dagorlad by a magic-using character bearing a mind ring. Cannot be played by a Lord-player. Can use shadow-magic. Feagwath's company is always overt. All characters in the company receive -1 to their.

◊: cancel an Undead attack against his company or take *Gold Chains in the Wind* from your discard pile to your hand.

6/8

ART BY DIEGO GISBERT

2018 DC Team MENE: 63



BONE DRAGON

3

5

WARRIOR ALLY

Magic. Shadow-magic. Undead. Playable only by a shadow-magic using character at a tapped or untapped site where an at home Dragon manifestation has been defeated. Unless he is a Ringwraith, the character makes a modified by -4. Cannot be duplicated for an eliminated Dragon. Discard if not in the company with a shadow-magic using character.

8/9

ART BY MARKUS SCHÄFER

©1998 Tolkien Enterprises



FOREST-TROLL

1

4

0

WARRIOR/RANGER TROLL

Forest-troll. Discard on a body check result of 7. +1 prowess against Ents and Awakened Plants. -1 to his.

"'Maybe you have heard of Trolls? They are mighty strong. But Trolls are only counterfeits, made by the Enemy in the Great Darkness, in mockery of Ents.'"
—*LotR III*

Home Site: any non-Dragon's lair Ruins & Lairs in a Wilderness

ART BY DAVE DORMAN

4/8

©1998 Tolkien Enterprises

Saw-toothed Blade



Minor Item

Weapon. +1 to prowess to a maximum of 8.

"He had a black knife with a long jagged blade in his hand. 'Lie quiet, or I'll tickle you with this,' he hissed."

—LotRIII

+1/-

Art by Audrey Corman

1

©1997 Tolkien Enterprises

1Sharpen Up



Permanent-Event

Playable on a Saw-toothed Blade during the site phase at a Ruins & Lairs [L]. Tap the bearer of Saw-toothed Blade. The Blade now gives an extra +1 prowess (+3 against Elves and Maia). Cannot be duplicated on a Saw-toothed Blade.

"...still clutching its long saw-edged knife...it was sharp and the dead hand held it fast."

—LotRIII

+1(3)/-

Art by Quinton Hoover

1

2018 DCTeam MENE: 167

Trophy1



Minor Item

Trophy: An orc or troll character that has faced a strike from a defeated creature can elect to take the creature card as a trophy. Trophies give bonuses based on the total Marshalling Points indicated on the creature cards:

- 1: +1 Direct Influence.
- 2: +1 Direct Influence, +1 Prowess
- 3: +2 Direct Influence, +1 Prowess
- 4 or more: +2 Direct Influence, +2 Prowess

These bonuses do not stack; use the one that applies.

/

Art by

11

©1998 Tolkien Enterprises

1Pick-Pocket



Creature

Men. One strike. Attacker chooses defending characters. For each successful strike, an item the defending character bears must be discarded (defender's choice); he is not harmed.

"A really first class...burglar would at this point have picked the trolls' pockets...and walked off without their noticing him."

—Hob

11/-

Art by Ronald Shuey

9

©1995 Tolkien Enterprises

Reunion



Permanent-Event

Playable on a Haven [H] or Free-hold [F]. Any [E] made for transferring a non-ring item between characters of the same race at this site (or characters with the same home site) is modified by +2. Additionally, characters at this site may transfer items during their end-of-turn phase. Discard if the site leaves active play, or after a failed [E] made for transferring an item at the site.

7

Art by Christiaan Iken

2020 DCTeam MERS:

