

RIVENDELL

Organisation Phase Actions if Remain:

Tap: *Elrond* or *Gandalf* to reveal a Quest card; any Character to gain a Skill token or gain Courage or discard card from hand and draw one from deck.

Special Rule: When a Company leaves Rivendell, you may discard a card from hand to search deck and play 'Fellowship' on Company.

Site Phase Encounter: (2D6)

2: The Last Homely House: Roll 2D6 - if result 5 or less, Company may not move next turn.

3: Master of Lore: You may search deck or Quest Display for any Event card with 'Lore' in title and place in hand 'Information' playable here next turn

4: Songs and Tales: You may search deck or discard pile for any *Song* Event and place in hand.

5: Cares Lifted: Choose a Character to remove one corruption card, or become healed and untapped.

6: Wise Council: May look at top 3 cards of the Quest or Hazard or Long Event deck.

7: Many Meetings: Search your draw deck for any Character playable at Rivendell and put into play.

8+: The Serenity of Rivendell: No encounter.

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LÓRIEN

Organisation Phase Actions if Remain:

Tap: *Galadriel* or *Gandalf* to reveal a Quest card; a Sage to gain a Skill token; any Character to gain Courage; an Elf to play 'Elf Lament' from deck.

Special Rule: A Dwarf Character with corruption points can heal but not untap at Lorien.

Site Phase Encounter: (2D6)

2: Song of the Lady: Roll 2D6 - if result 6 or less, Company may not move next turn.

3: Lure of the Golden Wood: Random Character must make a corruption check with -1 modifier.

4: Wisdom of the Galadhrim: Search Draw deck for a resource with 'Elf' in the title or a Character with Lorien as home site and place in hand.

5: Cares Lifted: Choose a Character to remove one corruption card.

6: Mirror of Galadriel: May look at top 5 cards of any deck, shuffle them then replace cards on deck

7: Gifts of the Lady: May play a Minor Item from your hand or search your deck for a Special Item playable at Lorien and place in hand.

8+: The Beauty of Lorien: No encounter this turn.

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BAG END

Organisation Phase Actions if Remain:

Tap: Hobbit Scout to gain Skill token; any Hobbit Character to search deck for either 'The Green Dragon' or 'Smoke Rings' and put into play.

Special Rule: A Hobbit Character may heal here as if a Haven.

Site Phase Encounter: (2D6)

2: Lure of the Hearth: Random Hobbit Character must make a corruption check with -1 modifier

3: Home Comforts: Roll 2D6 - if result 5 or less, Company may not move next turn.

4: Songs and Tales: You may search deck or discard pile for any *Song* Event and place in hand

5: Cares Lifted: Choose a Hobbit Character to remove one corruption card or Shadow Token.

6: Smoke Rings: Tap a Hobbit, Dwarf or Wizard to bring one resource or character from deck and put into play.

7: Celebration Feast: Either search draw deck for a Hobbit Character and put into play, or tap a Hobbit Character to play a Minor Item.

8+: The Tranquil Shire: No encounter this turn.

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THRANDUIL'S HALLS

Organisation Phase Actions if Remain:

Tap: *Thranduil* to reveal a new Quest card; an Elf Sage, Scout or Warrior to gain a Skill token.

Special Rule: A company with Dwarf Characters are detained (prisoners) unless make 9+ Influence roll or face Elves (3 strikes of 10 prowess) as a rescue attack. A company with an Elf Character may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Barrels Out of Bond: Tap a Hobbit Scout to rescue prisoners here and move to Lake-town.

3: The Gates Are Shut: Roll 2D6 - if result 7 or less, Company may not move next turn.

4: Wisdom of the Elves: Search Draw deck for a resource with 'Elf' in the title and place in hand.

5: Feast of Starlight: Choose an Elf Character to remove one corruption card.

6: Thranduil's Cellars: Roll to remove a Hazard permanent event on a character here.

7: News of the Greenwood: May look at top card of the Quest, Hazard, Long Event or Draw deck

8+: Halls of the Woodland Realm: No encounter.

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BEORN'S HOUSE

Organisation Phase Actions if Remain:

Tap: A wizard to search draw deck for *Beorn* and put him into play; a Ranger, Scout or Warrior to gain a Skill token, a Man to search draw deck for 'Twice-baked Cakes' and place in hand.

Special Rule: A company with Dwarf Characters are detained unless make 7+ Influence roll. If with *Beorn*, company may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Howls in the Night: Unless a company has a Character with Mind 5+, may not move next turn.

3: Beorn's Hospitality: All characters may heal this turn.

4: Queer Lodgings: Each company moving from here next turn may draw an extra card.

5: Ponies: If moving next turn, may discard a card from hand to reduce Hazard limit by 1.

6: A Very Good Tale: You may search draw deck for a *Song* or 'A Friend or Three' and place in hand.

7: News of the Vales: May look at top card of the Quest, Hazard, Long Event or Draw deck.

8+: Peaceful Pastures: No encounter this turn.

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BLUE MOUNTAIN DWARF-HOLD

Organisation Phase Actions if Remain:

Tap: A Dwarf Sage, Scout or Warrior to gain a Skill token; any Dwarf Character to gain Courage.

Special Rule: A company with Elf Characters are detained (prisoners) unless make 9+ Influence roll or face Dwarves (4 strikes of 10 prowess) as a rescue attack. A company with a Dwarf Character may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Malt Beer: Dwarf Characters do not untap next turn but gain Courage or +1 body for turn.

3: Deep Snows: Unless you can tap a Ranger in a company, it may not move next turn.

4: Lore of Aule: Tap a Dwarf sage to search Quest deck for *Map to Mithril* or *Dragon-Lore* and play.

5: Foundation of Stone: Discard cards from hand - for each, one Dwarf gains +1 prowess next turn.

6: Dwarf Feast: May roll for a Tavern encounter, adding +1 per Dwarf Character (max +3).

7: News of the Lune: May look at top card of the Quest, Hazard, Long Event or Draw deck

8+: Fair Mountain Halls: No encounter this turn.

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DOL AMROTH

Organisation Phase Actions if Remain:

Tap: A Dunadan Diplomat, Ranger, Warrior or Scout to gain a Skill token.

Special Rule: Port - may discard card from hand to reduce Hazard limit by 1 if site path has Coastal region. A company with *Imrahil* may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Kidnapped: Move company to a random site in a random adjacent region and discard all Items carried by Characters in company.

3: Storms at Sea: Any company moving next turn may not include a Coastal region in site path.

4: Thieves at the Dock: Discard an Item or face Men at Rack (3 strikes of 7 prowess).

5: Port Trading: May discard 2 cards from hand to search draw deck for any Minor Item and play.

6: The Silver Swan: You may roll for a Tavern encounter adding +1 to the roll.

7: News from Belfalas: May look at top card of the Quest, Hazard, Long Event or Draw deck

8+: Beauty of the Swan Port: No encounter.

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EAGLES' EYRIE

Organisation Phase Actions if Remain:

Tap: A wizard or diplomat to gain a Skill token.

Special Rule: If you have Ally with *Eagles' Eyrie* as Home Site, +2 to Site Encounter roll; if *Gandalf* or *Radagast* here, +1 to Site Encounter roll.

Site Phase Encounter: (2D6)

2-3: Angered Eagles: Company faces attack with 2 strikes of 10 prowess (on random characters).

4: Harsh Winds: Roll 2D6 - if result 7 or less, Company may not move next turn.

5: Injured Eagle: If you discard 'Healing Herbs' or 'Athelas', or tap 'Herb-Lore', either this turn or next turn, gain IMP and immediately roll again here with +3 to roll.

6: Feast in the Nest: Roll to remove a Hazard permanent event on a character here.

7-8: News of the Wing: May look at top card of the Quest, Hazard, Long Event or Draw deck

9-11: Peace in the Mountains: No encounter.

12+: Support of the Eagles: May search decks for 'The Great Eagles' or 'Eagle-Mounts' or any Eagle Ally and put into play.

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