

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; a Character to play 'Lament' from deck.

Special Rule: A Dwarf Character with 4 or more corruption points can heal but not untap here.

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. Dwarf Characters 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 atack (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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EDHELLOND

Organisation Phase Actions if Remain:

Tap: *Alatar* or *Gandalf* to reveal a Quest card; a Diplomat or Sage to gain a Skill token; an Elf to gain a Skill token; any Character to gain Courage.

Special Rule: Port – if an Elf in company, may discard up to X cards from hand to reduce Hazard limit by X if site path has X Coastal regions.

Site Phase Encounter: (2D6)

2: Abandoned: Haven instead becomes a Ruins & Lairs site with an automated attack of Men (5 strikes with 9 prowess).

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

4: Port Assaulted: Company faces Men attack (5 strikes of 9 prowess).

5: Ocean Storms: Any company moving next turn may not include a Coastal region in site path.

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

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

8+: Beauty of the Elf Harbour: No encounter.

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GREY HAVENS

Organisation Phase Actions if Remain:

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

Special Rule: Port. A Dwarf Character with 4+ corruption points can heal but not untap here.

Site Phase Encounter: (2D6)

2: Ocean Storms: Any company moving next turn may not include a Coastal region in site path.

3: Clear Horizons: Look at top 3 cards of draw deck or Quest deck then replace in same order.

4: Lure of the Sea: Random Elf Character must make a corruption check with -2 modifier.

5: Cares Lifted: Choose any Elf Character here to remove one corruption card.

6: Children of the Sea: All Elf Characters here are +1 to any prowess, body or corruption checks next turn if site path contains a Coastal region.

7: Beyond White Shores: May place an Elf Character here in MP pile to gain MP points.

8+: The Serenity of the Havens: No encounter.

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EDORAS

Organisation Phase Actions if Remain:

Tap: Any Man Character with Edoras as a home site to gain a Skill token or Courage.

Special Rule: A company with *Theoden* may heal here as if a Haven.

Site Phase Encounter: (2D6)

2: Orc Raiders: Company must face Orc attack (4 strikes of 6 prowess).

3: Viper at Edoras: Search Hazard deck for Agent with Edoras as a Home Site and put into play.

4: Songs of the Rohirrim: May search deck or discard pile for any *Song* Event and place in hand

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

6: Meeting at the Golden Hall: Search draw deck for any Character with Edoras as a home site and put into play.

7: Mounts of Rohan: May search draw deck for 'Horses' or Quest deck for 'Noble Steed' and put into play.

8+: Peace at Meduseld: No encounter this turn.

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IRON HILL 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 8+ Influence roll or face Dwarves (4 strikes of 10 prowess) as a rescue attack. Dwarf Characters may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Dragon Attack: Company must face Dragon attack (2 strikes with 11 prowess).

3: Malt Beer: Dwarf Characters do not untap next turn but gain Courage or +1 body for 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 Hills: 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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MINAS TIRITH

Organisation Phase Actions if Remain:

Tap: Any Man character with Minas Tirith as a home site to gain a Skill token or Courage.

Special Rule: A company with *Denethor II* or *Boromir II* may heal here as if at a Haven.

Site Phase Encounter: (2D6)

2: Anger Tower Guard: Each character must face a detainment strike of 9 prowess.

3: The Will of the Steward: Unless *Denethor II* is in play at a different site, you may not move from here next turn or play 'Return of the King'.

4: Agents in the Shadows: Search Hazard deck for Agent with Minas Tirith as a Home Site and put into play.

5: Archives of Minas Tirith: May tap sage to search draw deck or discard pile for 'Forgotten Scrolls' and play on sage.

6: The Fourth Star: You may roll for a Tavern encounter.

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

8+: Peace at the White City: No encounter.

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PELARGIR

Organisation Phase Actions if Remain:

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

Special Rule: Port – may discard card from hand to either reduce Hazard limit by 1 if site path has Coastal region or search draw deck for 'Great Ship' and play.

Site Phase Encounter: (2D6)

2: Agent at the Port: Search Hazard deck for an Agent with Pelargir as a Home Site and put into play.

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 attack (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 Leaping Fish: You may roll for a Tavern encounter but with -1 to the roll.

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

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

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RHOSGOBEL

Organisation Phase Actions if Remain:

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

Special Rule: A company with *Radagast* may heal here as if a Haven, and may search draw deck or discard pile for 'Beasts of the Wood' and play here. 'A Panoply of Wings' may play here.

Site Phase Encounter: (2D6)

2-3: Flies and Spiders: Company faces spider attack (2 strikes of 10 prowess; -1 to body checks).

4: The Lure of Nature: Random Elf or Wizard character must make a corruption check (-1 to roll if *Radagast*).

5: Herblore: May search draw deck for 'Healing Herbs' or 'Athelas' and give to Character here.

6: Sanctuary in the Wood: Characters may heal as if at a Haven or you may roll to remove a Hazard permanent event on a character here.

7: Rumours in Mirkwood: May look at top card of Hazard or Long Event deck, or all automatic attacks at Dol Guldur are -1 prowess next turn.

8+: Calm in the Darkness: No encounter.

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WELLINGHALL

Organisation Phase Actions if Remain:

Tap: A Hobbit or sage to gain a Skill token.

Special Rule: If you have Ally with Wellinghall as Home Site, +2 to Site Encounter roll; if *Gandalf* or *Radagast* or a Hobbit here, +1 to roll. A company with an Ent ally may heal as if at a Haven.

Site Phase Encounter: (2D6)

2-4: Angered Huorn: Company faces awakened plant attack with 1 strike of 10 prowess.

5: Lost in Fangorn: Unless you have an Ent ally or tap a ranger at the end of the organisation phase, company may not move next turn.

6-10: Silence in the Ancient Forest: No encounter this turn, but -1 to roll next turn.

11: Hospitality of the Trees: May search draw deck or discard pile for 'Ent-draughts' and play on character here.

12+: Ent-moot: May search Quest deck for 'The Ents of Fangorn' or any Ent ally and put into play here. Any Ent ally enters play tapped until the end of your next turn.

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CATACOMBS OF CARN DUM



DUNGEON

Upper site: Carn Dum
Playable: Items (minor, major, greater)
Automatic-attacks (2)
 (1st) Orcs - 3 strikes with 8 prowess
 (2nd) Undead - 1 strike with 11 prowess (a character wounded in this attack makes a corruption check with -1 penalty).
Special: May search draw deck for 'rescue' card and play.

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VAULTS OF MINAS MORGUL



DUNGEON

Upper site: Minas Morgul
Playable: Items (minor, major, greater, ring)
Automatic-attacks (2)
 (1st) Orcs - 4 strikes with 7 prowess
 (2nd) Troll - 1 strike with 12 prowess
 Characters who fail body checks are instead taken prisoner here (rescue attacks above).
Special: May search draw deck for 'rescue' card and play.

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DUNGEONS OF THE NECROMANCER



DUNGEON

Upper site: Dol Guldur
Playable: Items (minor, major, greater)
Automatic-attacks (2)
 (1st) Undead - 3 strikes with 7 prowess
 (2nd) Nazgul - 1 strike with 15 prowess
 A character wounded in either attack must make a corruption check with -1 penalty.
Special: May play 'Pass the Doors of Dol Guldur' here.

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PRISONS OF BARAD-DUR



DUNGEON

Upper site: Barad-dur
Playable: Items (minor, major, greater)
Automatic-attacks (2)
 (1st) Orcs - 5 strikes with 8 prowess
 (2nd) Trolls - 1 strike with 11 prowess
 Characters who fail body checks are instead taken prisoner here (rescue attacks above).
Special: May play 'Gollum' here as well as an Item above.

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TROLL CAMP



RHUDAUR

Nearest Haven: Rivendell
Playable: Items (Minor, Major, Greater)
Automatic-attacks: Trolls — 3 strikes at 12 prowess
Special: The only Greater Items that may be played at this site are weapons, armor, shields, or helmets.

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THE PRANCING PONY



PERMANENT EVENT

Unique. Inn. Plays on Bree during your site phase if you have a company there.
 In site phase, instead of rolling on site card for encounter, you may roll for an Inn Encounter (add +2 to roll if *Barliman Butterbur* here). In your organisation phase, you may discard 2 cards from hand to search draw deck and put *Barliman Butterbur* into play here.

ART BY ALAN LEE

THE GREEN DRAGON



PERMANENT EVENT

Unique. Tavern. Plays on a site in The Shire during site phase if you have a company there.
 In site phase, instead of rolling on site card for encounter, may roll for a Tavern Encounter (add +1 to roll if 3 or more Hobbit Characters here). In organisation phase, you may discard 1 card from hand to put a Courage token on a Hobbit Character here.

BAMFURLONG



THE SHIRE

Nearest Haven: Rivendell
Special: No attack may be keyed to this site. Untap all Hobbits at end of the organisation phase. Use Bag End for Site encounters.
 "This is Bamfurlong, old Farmer Maggot's land."
 - LotRI

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SANCHO PROUDFOOT



SCOUT HOBBIT

Unique. +1 to his burglary attempts. Unless he is among the starting characters he may only be brought into play at his home site.

"...young Sancho Proudfoot, who had begun an excavation in the larger pantry....The legend of Bilbo's gold excited both curiosity and hope."
—**LotRI**

Home Site: Any in The Shire

2
7
0/8
+1

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OLD TOBY



SHORT EVENT

Play on a Hobbit, Dwarf, Dunadan or Wizard. Tap character to look at the top five cards of your draw deck and then place them back on top in any order. Tapped character must make a corruption check (-2 modifier if a Hobbit).
"It was Tobold Hornblower, of Longbottom in the Southfarthing who first grew the true pipeweed..."
— **LotRV**

3
12
3/8
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DOLIN



WARRIOR/DIPLOMAT DWARF

Unique. +1 prowess against orcs. When rolling for a site encounter (including Inns or Taverns) at a Border-hold, may roll twice and choose result.

"... your hands shall flow with gold" — **LotRII**

Home Site: Blue Mountain Dwarf-hold

3
7
3/8

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TAURNIL



WARRIOR/RANGER ELF

Unique. Archer. If she does not tap to face an attack, only has a -2 prowess modifier. Reduces the hazard limit of company by 1 if at least 2 are in site path.

"They dwell most often at the edges of the woods, from which they could escape at times to hunt."
— **Hob**

Home Site: Thranduil's Halls

1
7
3/8

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LANWYN



SCOUT/RANGER MAN

Unique. +1 prowess against Animals and Wolves.
+2 direct influence against Animal factions.

"The Men of Dale have the trick of understanding their language and used them for messengers" — **Hob**

Home Site: any Border-hold in Northern Rhovanion

2
10
2/7

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EREBOR AXE



MINOR ITEM

Weapon. Warrior only: +1 prowess (to a maximum of 6); +2 prowess if held by a Dwarf (to a maximum of 7).

"I will keep my axe loose in my belt." — **LotRIII**

+1(+2)
/-

1

MIRKWOOD BOW



MINOR ITEM

Weapon. Warrior only: +1 prowess (to a maximum of 6); +2 prowess if bearer is an Elf Archer (to a maximum of 7).

"Keen are the eyes of the elves." — **LotRIII**

+1(+2)
/-

1

PIPE



MINOR ITEM

Play on a Hobbit, Dwarf, Dunadan or Wizard. Tap the bearer during the end-of-turn phase to make a corruption check to bring one *Smoke Rings*, *Longbottom Leaf* or *Old Toby* from discard pile to play deck, or from draw deck to hand.

"...there was a long silence, broken only by the soft puffs of Gandalf's pipe..." — **LotRII**

1

2(3) RECLAIMED GOLD



SPECIAL ITEM

Hoard Item. Playable at any Hoard site
 Reclaimed Gold gives 3 marshalling points if stored at a Dwarf-hold. Bearer must make a corruption check (-1 to roll if a Dwarf). Discard Reclaimed Gold to give +2 to an influence check against a Dwarf or Man faction.

"To dungeons deep, and caverns old." -Hob

2

(+2) DRAGONSLAYER



PERMANENT EVENT

When played, you may search Hazard deck for any 'at Home' Dragon card and place it on matching site on Quest Display.
 If a Dragon Creature Hazard, an 'Ahunt' or 'at Home' manifestation of a Dragon, is killed, play event on a Warrior Character present. Gain marshalling points and the character gains +2 direct influence.

2

3(4) PALE ENCHANTED GOLD



SPECIAL ITEM

Hoard Item. Playable at any Hoard site
 Pale Enchanted Gold gives 4 marshalling points if stored at a Dwarf-hold and 3 corruption points if held by a Dwarf. Bearer must make a corruption check at the start of each turn (-1 to roll if a Dwarf). Discard Pale Enchanted Gold to give +4 to an influence check against a Dwarf or Man faction. "To find our long, forgotten gold." -Hob

2(3)

1 RESCUE CAPTIVE



PERMANENT EVENT

Quest. Playable at a Dark-hold, Shadow-hold, or if Rescue Prisoners is playable, during the site phase. Company faces automatic attack of the site. If no characters are untapped after the attack, discard Rescue Captive. Otherwise, tap a character to play 1 character here from hand or discard pile. The character needs -3 DI to control (min 1) and enters play wounded.

2

SOLID DEFENCES



PERMANENT EVENT

Playable on a Battle card on the Quest display.
 Attached Battle card attacks have -1 prowess on each strike for this turn (-2 prowess against Rohan Warrior Characters if at Helm's Deep).
"They will break upon this fortress like water on rock." - LotRIII

2

CALL FOR AID



SHORT EVENT

Playable on a Battle card on the Quest display.
 If you have a Captain at a site where a Battle card is located, you may add another Faction to the Battle that matches that Captain.
"And Rohan will answer!" - LotRV

2

UNDER SIEGE



PERMANENT EVENT

Playable on a Battle card on the Quest display.
 Attached Battle card adds +1 to the number of strikes in each attack
 Any Characters currently at the battle site may not move from it until the Battle is resolved.
"...since the middle night the great assault had gone on." - LotRV

2

+2 OPEN WAR IS UPON YOU



PERMANENT EVENT

Playable on a Battle card. If no Battle card is in play, draw cards from Quest deck and put one into play. Shuffle Quest deck.
 Attached Battle card increases MP value. Any Casualty roll you make in this Battle has a -1 penalty.
"...whether you like it or not..." - LotRV

2

5 DEFEND THE MARK



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped site in Rohan or Gap of Isen with matching Faction.
Company faces the following attacks:
Orcs – 5 strikes with 4 prowess
Orcs – 5 strikes with 7 prowess
Troll – 1 strike with 11 prowess
 Rohan Warriors are +1 prowess in Battle.
Defended regions: *Rohan or Gap of Isen*

5 DEFEND THE MOUNTAIN



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped Dwarf-hold, with matching Faction.
Company faces the following attacks:
Orcs – 3 strikes with 7 prowess
Wolves – 2 strikes with 9 prowess
Orcs – 5 strikes with 7 prowess
 Dwarf Warriors are +2 prowess, -1 body in Battle.
Defended region: Dwarf-hold region

3 DEFEND THE SHIRE



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped site in The Shire, with matching Faction.
Company faces the following attacks:
Men – 4 strikes with 7 prowess
Men – 2 strikes with 9 prowess
 Hobbit Characters are +1 prowess in Battle.
Defended region: *The Shire*

5 DEFEND THE TOWN



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped Dale or Lake-town with matching Faction.
Company faces the following attacks:
Dragon – 2 strikes with 12 prowess
Dragon – 3 strikes with 13 prowess
Dragon – 1 strike with 15 prowess
Casualty roll for each attack has -1 penalty.
Defended region: *Northern Rhovanion*

6 DEFEND THE WHITE CITY



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped Minas Tirith, with matching Faction.
Company faces the following attacks:
Orcs – 5 strikes with 4 prowess
Orcs – 5 strikes with 7 prowess
Trolls – 3 strikes with 11 prowess
 Minas Tirith Warriors are +1 prowess in Battle.
Defended region: *Anorien*

4 DEFEND THE PORT



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped Dol Amroth or Pelargir, with matching Faction.
Company faces the following attack (roll 2D6):
2-8: Men – 5 strikes with 9 prowess
9-12: Drake – 2 strikes with 14 prowess
 All your characters are -2 prowess unless you play *Great Ship* (for no effect).
Defended region: None but may draw *Great Ship* from draw deck.

4 DEFEND THE GREENWOOD



PERMANENT EVENT

Unique. Battle. Play on site in Woodland Realm or a Mirkwood region, with matching Faction.
Company faces the following attacks:
Spiders – 5 strikes with 7 prowess
Orcs – 3 strikes with 8 prowess
Nazgul – 1 strike with 11 prowess
 Elf Warriors are +1 prowess in Battle.
Defended region: *Woodland Realm and any Mirkwood region*

4 DEFEND THE NORTH



PERMANENT EVENT

Unique. Battle. Play on tapped or untapped site in Arthedain, with matching Faction.
Company faces the following attacks:
Wolves – 3 strikes with 8 prowess
Undead – 3 strikes with 9 prowess (a Character wounded makes corruption check at -1 penalty).
Trolls – 2 strikes with 11 prowess
 Dunadan Rangers are +1 prowess in Battle.
Defended region: *Arthedain*

(1) O LORIEN



SHORT EVENT

Song. **Play on a company at Lorien during the organisation phase. Company may not move this turn.** Search draw deck for Elf with Lorien as Home site and put Character into play here.

*"I sang of leaves, of leaves of gold,
And leaves of gold there grew
Of wind I sang, a wind there came
And in the branches blew." -LotRII*

MINSTREL



PERMANENT EVENT

Play on a sage.
Tap sage to search draw deck for a Song card and place in hand. Sage must make a corruption check (modified by +1 to roll)
"As Elrond entered and went towards the seat prepared for him, Elvish minstrels began to make sweet music." -LotRII

THE ROAD GOES EVER ON



SHORT EVENT

Song. **Play on a Hobbit during organisation phase if part of a company that plays a new site card.** Untap up to 2 characters in the company and reduce hazard limit by 1 (min 2)

*"The road goes ever on and on,
Down from the door where it began
Now far ahead the road has gone
And I must follow if I can." -LotRI*

TALE OF TINUVIEL



SHORT EVENT

Song. **Tap a Dunadan to untap an Elf or vice versa.** For rest of the turn, add the tapped Character's Mind to the other Character's body and corruption checks.

*"Long was the way that fate them bore,
O'er stony mountains cold and grey
Through halls of iron and darkling door
And woods of nightshade morrowless."
LotRII*

FIRESIDE SONG



SHORT EVENT

Song. **Tap a Hobbit sage at a Haven or at his Home site. Hobbit may not move this turn.** Draw a card for each Hobbit here. You need not discard any cards at the end of this turn.

*"I sit beside the fire and think,
Of all that I have seen
Of meadows, flowers, butterflies
In summers that have been." -LotRII*

DURIN'S SONG



SHORT EVENT

Song. **Play on a Dwarf**
Dwarf gains +1 prowess, +1 body and +1 to corruption checks until the end of the turn (+2 if at a Dwarf-hold, Moria or Under-deeps site)

*"A king he was on carven throne,
In many-pillared halls of stone
With golden roof and silver floor
And runes of power upon the door." -LotRII*

DRINKING SONG



SHORT EVENT

Song. **Play on a company of at least two Dwarf, Man, or Hobbit characters at an Inn or Tavern.** May roll twice on the Inn or Tavern encounter table, adding +1 to each roll. You may apply the result of either roll and ignore the other.

*"Ho! Ho! Ho! To the bottle I go,
To heal my heart and drown my woe"
-LotRI*

SONG OF KINGS



SHORT EVENT

Song. **Play on a Dunadan with Mind 6 or more.** For remainder of turn, either: Dunadan gains +2 direct influence OR all other characters in company are +1 prowess and +1 to corruption.

*"From the ashes a fire shall be woken,
A light from the shadows will spring
Renewed shall the blade that was broken
The crownless again shall be king." -LotRII*

MARCH OF THE ENTS



SHORT EVENT

Song. Play on a company with an Ent ally or at Wellinghall with 'Ents of Fangorn' faction. May search Quest deck for an Ent ally and put into play here. All Ent allies gain +1 prowess and +1 body until the end of the turn.

*"We go, we go, we go to war,
To hew the stone and break the door." -LotRIII*

+1 /+1

FORTH EORLINGAS



SHORT EVENT

Song. Play on a Captain Character with Edoras as a home site

All Characters here with Edoras as a Home Site gain +1 prowess until the end of the turn.

*"Forth rode the King, fear behind him,
fate before him. Fealty kept he;
Oaths he had taken, all fulfilled them." -LotRIII*

+1 /-

BEYOND ALL TOWERS STRONG



SHORT EVENT

Song. Play on a company at a Shadow-hold or Dark-hold if any characters are wounded.

Add a Courage token to each character in the company (2 Courage tokens each if there are at least 15 Shadow tokens in play).

*"I will not say the day is done
Nor bid the stars farewell." -LotRVI*

TO THE SEA



SHORT EVENT

Song. Play on an Elf at a Port or with a Coastal region in site path.

Elf has a +1 modifier to any prowess, body and corruption checks for rest of turn. At the end of turn, make a corruption check (no modifier).

*"To the Sea, to the Sea! The white gulls are crying,
The wind is blowing, and the white foam is flying" - LotRVI*

WE MUST AWAY



SHORT EVENT

Song. Play in the organisation phase on moving company that contains at least 2 Dwarves.

Untap all characters in company. Company may move an additional region this turn (max of 6). Cannot be duplicated on accompany.

*"We must away, ere break of day,
To claim our long forgotten gold." -Hob*

THE LAY OF NIMRODEL



SHORT EVENT

Song. Tap an Elf sage or Goldberry.

Discard X cards from hand to heal and tap X other characters in the same company.

*"An Elven maid there was of old.
A shining star by day.
Her mantle white was hemmed with gold.
Her shoes a silver-grey." -LotRI*

LAMENT



SHORT EVENT

Song. Play on a sage.

Tap sage to take a character with an MP value that has been eliminated and place character in MP area. Sage must make a corruption check.

*"What news of Boromir the Bold? For he is long away,
Beneath Amon Hen I heard his cry. There many foes he fought." -LotRIII*

ATTERCOP! ATTERCOP!



SHORT-EVENT

Song. Playable on a Hobbit facing a strike from an Animal, Spider, Wolf, or Awakened Plant attack. The Hobbit receives +5 prowess against the strike. If untapped after the strike, he may immediately tap to face a strike assigned to another character in his company; any resulting body check after this strike is modified by +1.

"Old fat spider spinning in a tree! Old fat spider can't see me! Attercop! Attercop! Won't you stop..." -Hob

ART BY CAROL E. PHENIX

12

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Discard Pile

Hazard Discard

Tapped Sites

Long Event
Deck

Draw Deck

Hazard Deck

Site Deck

Turn Sequence

1	Quest/Untap Phase
2	Organisation Phase
3	Long Event Phase
4	Move/Hazard Phase
5	Site Phase
6	End/Shadow Phase



Quest Deck

Ring Deck

Marshalling
Point Area

Shadow
Tokens

Quest Card

1

Quest Card

2

Quest Card

3

Quest Card

4

