

# Middle Earth: *The Arda Game*

*Concept, Rules and Tips*

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Tired of playing games in which you see the same decks, same cards and same plays over and over again? You like to improvise and be surprised, but don't want to spend money on boosters for sealed events? Do you enjoy a game of middle earth with all your friends at the table? Or you simply don't have the time to make a deck? Then *The Arda Game* is the game for you!

## *The Concept*

1. The Arda Game is a MECCG game format for 2 up to 7 players.
2. In Arda all players draw from the same decks of cards. This is called a *shared deck* game.
3. Since an Arda deck supplies cards for up to 7 players, it must be quite sizeable (250+ cards). Sticking with the normal 1x unique and 3x non-unique rule, this offers the possibility to play with a wide variety of cards, including cards that normally do not see much play.
4. Since the Arda Game is not constructed, each game will be different, players must rely on improvisation, and a lot of surprising plays will occur.
5. Drawing from the same deck of cards, the playing field is levelled, which makes Arda ideal for new or less experienced players.
6. Having an Arda deck ready at all times, a group of meccg aficionados can easily sit down together for a casual game, which makes Arda ideal for any social meccg event.

First, the basic Arda game setup and rules are explained. This is called the **Arda Basic Game**. For those experienced players who like to diversify the game some more, the **Arda Expanded World Game** is created, with some new rules, variations, and card ideas, as well as some ways to use the Arda concept in other types of games: Arda Sealed Deck Generator, and the Arda Scenario Game.

For more information about Arda, see the Council of Elrond forum:

<http://www.councilofelrond.org/forum/viewforum.php?f=37>

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## I. The Arda Basic Game

### *Preparations: how to build an Arda deck?*

The build-up of an Arda deck will be explained here. If you just want to sit down and play without bothering who built the deck and how, then you can skip to the next section. Nevertheless, it might give you a little hint already what Arda is about.

The Arda Game uses the following shared decks:

**Play Deck:** this consists of hazards and non-MP resources (events)

**Marshalling Points Deck:** contains a selection of resources that yield MP's

**Roving Character Deck:** this will include almost all available characters

**Minor Item Offering Deck:** a selection of minor items

Actually, there are very few rules for creating an Arda deck. Just use any cards you like from the whole of your Middle Earth collection. That's why it's called Arda after all: it encompasses all of Middle Earth! Now, you could grab any number of cards at random, but some selection is advisable.

First, decide if your deck will be **minion or hero**. Both alignments still have their own set of cards (though the Expanded World game makes exceptions for a few cards).

Try to **balance** your MP deck with factions, allies, items and events. Items are more numerous, but don't go over 50% items. For hazards, also balance creatures and events. Events are usually more numerous in a deck, but people like playing and fighting creatures, and odds of building big combos in Arda are slim, so many creatures are needed.

Pick cards for your play deck that seem potentially useful, sticking to the 1 unique/ 3 maximum for non-uniques. **Variation** is important, so do not hesitate to pick cards that normally see less play, even if only 1 copy of such a card. After all, any card can be useful in some specific situation, and that's what makes Arda exciting! Use differing artwork when possible., people like looking at the beautiful artwork and interpretations too.

The **number of cards** for the decks is not fixed, it may vary according to the availability of cards in your collection, or the number of players you want or expect to play with. Don't worry that there might be too many cards in deck, there is no need to use all cards, and normal deck manipulation and card-flow management do not apply. If you have a large Arda deck, you can use it over and again, while it offers different games each time. Besides, as experience shows, it's more difficult to leave out cards than to include them...But just to give an idea:

- **Play Deck:** 50 cards per player will suffice. A standard Play Deck will contain 250+ cards. Use an equal number of resources and hazards.
- **MP Deck:** at least 15 cards per player, usually around 100.
- **Roving Character Deck:** unless playing with 2-3 players, use all available characters (70 for hero). Reserve 2 copies of each wizard for 6-7 player games.
- **Offering Deck:** usually around 35-40. Try to include 2 copies of most minor items.



- **Site Deck:** ideally each player brings his site deck to the table. Otherwise, have one site deck present, use the sites for reference and multiple use, and let players write down on a small sheet of paper which sites they have visited (if tapped and discarded). Having a good map at hand, which shows all sites and playability of resources, is also very useful.

Tip: if playing with unexperienced players, have a map and a full site deck at hand; ideally the site deck should be arranged in 9-pocket sheets by site type or area of map so that the new player can easily browse and look them through and choose the sites to go to.

### *The Game Starts*

- ✓ Each player **first draws a Play Hand** of 8 cards from the Play Deck, and an *MP Hand* of 5 cards from the Marshalling Point Deck.

These are considered separate hands, so keep these separate at all times! Whenever hands are resolved, both hands are resolved. Permutations in hand size affect the Play Hand.

- ✓ **A toss** is made to select the starting player.
- ✓ Each player then **selects a Wizard** to play with. This is done via a draft; the player who has won the toss selects his Wizard first, then proceed clockwise. In 2-5 player games, respect the uniqueness of the wizards; if playing with 6-7 players, don't play two same wizards if you're sitting next to each other.
- ✓ Next, **handing out characters**. Each player receives at random 2 characters with 6 mind or higher (taken from the Roving Character Deck). Deal out the rest of the characters at random, to a maximum of 10 per player.

Each player now **selects his starting company** as per normal rules (20 mind and 5 characters maximum). Return the unused characters to the Roving Character Deck.

*Nb.* Fram Framson may still not start the game, if he is handed out to you, ask for another character.

- ✓ After receiving Play/MP hands and characters, **minor items are drafted**. The player who won the toss selects one minor item from the Offering Deck, then proceed clockwise, until all players have two minor items. You may play *only one copy* of a certain minor item.

*Nb.* All minor items, even unique or hoard items, may be chosen in the draft.

Tip: In 5-7 player games it might be advisable to divide the Offering Deck in two stacks and draft simultaneously from both stacks, to save you some time.

- ✓ Then, turn **4 roving characters** face up from the Roving Character Deck. These characters are *roving* and may be played by any player as if from hand. However, until each player has taken a first resource turn, no roving character may be played.
- ✓ Turn **4 minor items** face up from the Minor Item Offering Deck. These minor items may be played by any player as if from hand.
- ✓ Start the game at Rivendell or your Wizard's home site.



## *The Turn Sequence*

If playing with more than 4 players, *Simultaneous Active Turns* system is used (see below), otherwise there will be too much time between resource turns and players will get bored. In any case, Standard Multiplayer Rules are in effect.

### **Untap and organization phase:**

- ✓ During the untap phase, if there are less than 4 characters roving, reveal characters from the Roving Character Deck until there are 4 again.
- ✓ Do exactly the same for minor items from the Minor Items Offering Deck.
- ✓ Characters may be brought into play under General Influence at their home site, as long as one of your characters is present (i.e. your Wizard does not need to be present, you can send someone to fetch the character on behalf of your Wizard).
- ✓ You may only control 3 companies (outside organization phase).

### **Movement/hazard phase:**

- ✓ When the active resource player starts his turn, the *first hazard player* sits to his right.
- ✓ Only the resource player and first hazard player draw cards from the Play Deck, and the first hazard player is his *designated opponent* (for purpose of interpreting certain card effects).
- ✓ When a hazard player is finished playing hazards, he may “pass” to the next inactive player (that is, non resource player) sitting to his right. Passing hazard play in this fashion will reduce the hazard limit by 1. If the base hazard limit was less than 3 (as determined at the start of the movement/hazard phase), passing hazard play does not reduce the hazard limit.  
*Nb.* You may not pass hazard play back and forth between players.
- ✓ Only the first hazard player (and of course the active player) may resolve his hand after each movement/hazard phase.
- ✓ Each player that is *not* an active resource player may freely trade resources from both Play hand and MP hand, but *only on a one-on-one basis* (e.g. 1 MP card for 1 MP card). This may be done at any time during the turn.  
*Nb.* Hazards may not be traded!
- ✓ Tip: to speed up play it is recommended that the inactive players use their time to plan ahead their next move.

### **Site phase and end-of-turn phase:**

- ✓ During the end-of-turn phase, each player may resolve his hands, and unless he has more cards in hand than his hand size, one card may be discarded *from either* the Play Hand *or* MP Hand.
- ✓ During the end-of-turn phase, if no roving character has been revealed this turn, discard the character who has been revealed first (in line).  
*Nb.* It is thus important to keep the roving characters always in order of being revealed!
- ✓ Do exactly the same for minor items from the Minor Items Offering Deck.



- ✓ Tip: When using Arda to introduce new players to the game, it is advisable to use the following general rule for the playability of MP resources (in addition to what the site cards mention). This will make choosing sites easier for new players:
  - Greater items at any Shadow-hold, Dark-hold and Dragon's lair.
  - Major items at any Shadow-hold, Dark-hold, and Ruins & Lairs.
  - Information events at any Ruins & Lairs.
  - Gold Rings at any Ruins & Lairs in Wilderland or in a Coastal Seas region.

### End of the Game:

- ✓ If you have 20 Marshalling Points, you may call the Council, and all other players get another turn.
- ✓ You only double Marshalling Points at the Council if *no other player* has MP's from a certain type of resources (items, allies, factions).
- ✓ Ring items are considered a separate source of Marshalling Points at the Council (rings are not considered items for the purpose of the Council).

Tip: When playing Arda with new players, a rules reminder card can be a useful tool.

### The Simultaneous Active Turn Sequence:

If you're playing Arda with 5-7 people, it is recommended that you create two simultaneous active turns. This will imply some small changes in the way the game works.

*Nb.* Arda should not exceed 7 players; just start a second game!

*Nb.* Playing simultaneous active turns with 4 people is possible, but is not recommended. *Fairness in Timing Issues* arise, but more importantly you will lose some of the social element of the game. Only experienced players should attempt it, if they feel they can handle complex situations (and still enjoy the game).

- ✓ Taking simultaneous turns is easy. There should at any time be one (5 players) or two (6-7 players) hazard players between two active resource players. Thus, when the player who won the toss and starts the game is decided, count out two (5 players) or 3 people (6-7 players) clockwise to designate the second active resource player.
- ✓ Always start and end the turn of both resource players simultaneously! You do not have to keep pace with every phase in the turn sequence, but try to keep up a bit.
- ✓ Give a token (e.g. a wizard's pin) to the first active resource player (who won the toss), and pass on this token clockwise each turn. This designates the player who has first right should timing issues arise, for example when both active players want to play the same roving character during the organization phase, or minor item during the site phase. Since such occurrences are rare, you can dispense with the token, if you feel you can resolve such issues in good nature.
- ✓ Each player will have a *Sphere* corresponding to him and his two adjacent players. Cards played by him belong to this Sphere, meaning that if they would normally affect all players at the table, they now only affect the players directly to his right and left. This applies to both



resources and hazards. This change is necessary, because allowing 'global events' to affect everyone at the table creates confusing timing issues when turns are acted out simultaneously.

*Nb.* This does not mean that your companies may not interact with those of players not in your Sphere. You may still influence, or otherwise interact, and cards associated with your opponent's companies might still affect you.

- ✓ Hazard play may not be passed clockwise anymore, since that would result in the play of hazards that are out of a resource player's Sphere. But, hazard play may be passed counter clockwise, skipping the resource player, to the hazard player sitting to his left. Thus, the hazards played remain always in the resource player's Sphere.

This **example** should illustrate the way Spheres work in Simultaneous Active Turn sequence. Imagine that players are seated in the following order: John-Mary-Ted-Joe-Mark-Eric.

**A)** Mark plays *Sun*. Mark, Eric and Joe (and nobody else) will benefit from this card.

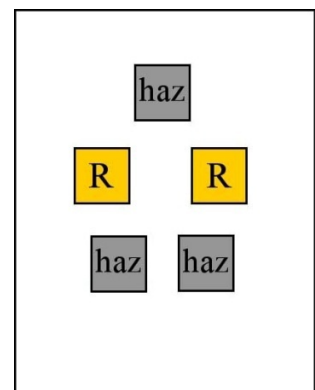
**B)** Eric (in his turn) plays *Gates of Morning*. All of Eric's Dúnadan and Man characters will benefit from Mark's *Sun* with the additional text allowed by *Gates*, since Eric is adjacent to Mark. However, Joe will not get to apply the additional text to *Sun* allowed by *Gates*, since Joe is not adjacent to Eric.

**C)** Joe plays *Doors of Night* (on Ted), which stays in play but does not cancel *Gates*, since Eric is too far away to have his resources affected. This creates an interesting paradox whereby Mark's characters can be affected by both *Gates* and *Doors* at the same time, but such a **paradox** should be considered minor. Should this have an effect on cards, then both are considered not in play for that card only.

**D)** Ted has *Doors of Night* in his hand, but cannot play it, since Joe's *Doors of Night* affects Ted. John and Mary *could* play *Doors of Night*.

Important when playing with 5 players: one of the hazard players will be **playing hazards in two Spheres simultaneously** (as first hazard player to one, and as second hazard player to the other active resource player, see figure below). This results in two difficulties:

He needs to play hazards simultaneously, which of course means he needs to make himself aware of what's going on with both resource players, and he might need to make choices in his hazard play between both resource players. This problem can be solved by creating a **traffic rule**: *a hazard player should always carry out his duties as first hazard player before playing as second hazard player*. This rule should be applied per movement/hazard phase, so you don't have to wait until your second hazard player is done playing hazards on all of the other resource player's companies. Should this traffic rule result in big traffic jams, for example when one player is still in organization phase the other might already be in movement-hazard phase, then it is important to apply a little flexibility.



**Fairness in Timing Issue.** Since the hazards he plays affect both Spheres, one resource player might want to wait (in effect: stall) to see if he plays hazards on the other resource player that will effect him, so he can adjust and respond to that. If this happens, there is a stalemate, because neither resource players will decide to play anything. For example: your second hazard player plays *Smaug Ahunt* on the other resource player, while you are moving in Northern Rhovanion, so you will have to face it. You could of course have waited in the first place until his movement/hazard phase was over, so you might not have wasted your *Flatter a Foe* on that *Cave-drake*. But then the game will not

move an inch. In any case, the traffic rule dictates that you will have to wait facing Smaug until the other resource player has faced him first (and who knows, killed him).

This problem is simply unavoidable in a 5 player game, unless only 1 hazard player is allowed per resource player, which would seriously limit the game and that is not what we want. Therefore, each resource player must look to his own Sphere and his first hazard player. This is a matter of good sportsmanship, thus it will be called the *Fairness in Timing Issue*.

Optional when playing with 7 players: one player will not be playing hazards as by standard rule and will inevitably be inactive for a turn (other than perhaps trading resources). Two options are now open. It can be decided he may still play hazards as a *third hazard player*. Hazards he plays are then considered to affect the resource player *only for that turn* (see above for certain timing issues that might arise). Otherwise, this player might be designated the *Hiding from Sauron Player*: i.e. he forsakes his (potential) hazard turn and is free to take a break.

## Variations in the Arda Format

### Arda Sealed Deck Generator

Arda can also be played in stead of a sealed game. Just get a number of players together and throw the cards from their boosters/starters in the different Arda decks. You lose out on the advantages of a well-edited Arda deck, but using shared decks and the Arda rules (trading, etc.) maximize interplay between players in sealed games. Shared decks also reduces the chances of a player having a better or worse deck than his opponents based on the luck of a few packs.

### Arda Scenario Game

This variant is pretty obvious: design your deck to fit the needs of a specific scenario, like a Dragon-hunt scenario, or a Northern Waste scenario, and apply the normal rules from the Arda Basic Game or Arda Expanded World Game. Scenario's are often lots of fun, because hazards and resources match better, and there's a higher amount of interaction between players. All players are trying to accomplish the same goals. Constructed scenario games however, especially two player games, sometimes tend to undo these benefits, when players try to strategically outwit their opponent to gain an edge. Thus the scenario feel is decreased. The Arda concept can bring this back to the table.

### Arda Opposite-alignment Pair Game (courtesy of Dominique Bergeret)

A four player Arda game, with 2 full Arda decks, one for heroes and one for minions. Use the standard Pair Game rules, one pair being hero and the other minion. This requires some preparation, not only assembling 2 full Arda decks, but also making sure in the hero Arda deck you include vs. minion hazards, and in the minion Arda deck vs. hero hazards. Make sure both decks contain equal number of cards and equal amounts/balance of resources/hazards.

As a 4 player game there are no simultaneous turns. When passing hazard play, do not pass to your left, but simply to your teammate.

There is no trading, but each inactive player may play 1 resource from either hand for his teammate per phase.





## II. The Arda Expanded World Game

The Arda Expanded World takes the Arda Basic Game a bit further by introducing some concepts, rules and new card ideas to make every Arda game a more profound Middle Earth experience. If you are really fascinated by the possibilities Arda offers, and you want to put time into perfecting your homemade Arda deck, then it makes sense to edit your cards or even give them completely different texts. Greater, more thematic, and sometimes just simpler playability helps game enjoyment!

The rules and ideas mentioned below will help game play and create more interaction between players. They also give your Wizard a stronger sense of identity. It is certainly recommended to use these rules and cards and to consider them as a whole, but they are of course optional and you can use them to your own taste, in your own personalized Arda Expanded World game. Or better still, if you have some cool ideas, create your own cards and deck, and let us know!

*Nb.* Check out the Arda section at the Council of Elrond forum for information on how to obtain the **special Arda Expanded World cards**.

<http://www.councilofelrond.org/forum/viewtopic.php?f=37&t=1345>

*Nb.* If the list of new cards and rules is overwhelming, the **suggestions with an asterix (\*)** are most recommended.

### 1. Additional rules\*

- ✓ In addition to the MP Deck there is also a **Ring Special Item Deck**, in which ring special items are placed. Gold Rings still go in the MP Deck. Whenever you are allowed to draw cards from the MP Deck, you may draw from the Ring Special Item Deck instead.
- ✓ The council may be called when you reach 25 MP (not 20).
- ✓ Hoard items are playable at Under-deeps sites (i.e. Under-deeps sites contain a hoard).
- ✓ Ring items *and* hoard items are each separate MP categories for the purpose of the Council.
- ✓ Cards that mention the word 'stored' in their game text may be stored during the site phase.
- ✓ Creature/permanent-event hazards that add an additional automatic-attack to a site affect all versions of a sites, even if they are not in your Sphere.
- ✓ Except when the Council has been called, any character, ally or item that has been **successfully influenced away** by an opponent is transferred to character who has influenced it/him. In the case of influencing a character: place him under DI if possible, discard any allies he controls, transfer one item of defender's choice to a character in his company, and keep all other non-follower cards he controls with the character.
- ✓ Once per game, if your **Wizard is corrupted or killed**, you may flip him: your Wizard is *wandering* (if corrupted), or *sent back by the Valar* (if killed). He may keep any items and permanent events, but discard any allies (shuffle Wizard specific allies back into the MP deck). For the remainder of the turn your Wizard is considered 'off to the side': you may not use your Wizard for any purpose, nor may he be the target of cards. During your next



organization phase, your Wizard may resume active play and may join any of your companies.

If the conditions on the Fallen-wizard card (flip side) are met, you may flip your Wizard back again (keep all cards on him in play).

*While* your Fallen-wizard is in play, you receive -5 MP's at the Council.

*Nb.* A fallen character is considered a normal character for the purpose of making corruption checks, and may still be killed or corrupted. If this happens, you get an extra -5 MP's (so total -10), but may continue the game.

#### **Arda Home Rule variations:**

- ✓ Instead of 4 roving characters there are 6, and instead of discarding 1 during end-of-turn, a dice is rolled to determine which of the 6 is discarded.
- ✓ Roving characters with mind 4 or less may be brought into play at any Free-hold, Border-hold or Ruins & Lairs.
- ✓ If any player has a resource in hand that is specific to a character another player has in play (e.g. *Return of the King*, *Skin-changer*), he *must* trade it with that player.

## **2. Expand the Wizard-feel\***

- ✓ *No country for lonely naked old men:* to make the wizard game more personal and allow for some strategy. Start the game clothing each wizard in his personal robes from ME: *The White Hand* (i.e. *Huntman's Garb*, *Grey Hat*, *Pallando's Hood*, *Pocketed Robes* and *Many Coloured Robes*). Of course you should also add to the Play Deck a copy of the cards these clothes can recycle for you.
- ✓ *A friend in need is a friend indeed:* start the game with each Wizard having his personal 'friend' beside him, from ME: *The White Hand: Squire of the Hunt*, *Gandalf's Friend*, *Pallando's Apprentice* and *The Forge Master*). Delete from these cards the part that reduces the influence to control the character. Since Radagast is such a loner and does not have a friend card, you might start him with *Shifter of Hues* from the Expanded World cardlist.
- ✓ Additionally, the Wizards receive some **new abilities**, and you can add **3 Elf-lord avatars** (to play in 6-7 player games, or as you see fit).

**Alatar:** Unique. May draw 1 additional card for each Coastal Sea or Dark-domain in his site path. If a hazard creature is played on another of your companies, he may "teleport" at any time to join that company and face 1 strike with +1 to his prowess.

**Gandalf:** Unique. May tap to test a ring; you may roll twice and add 2 to the roll. +1 to his corruption checks (+3 if from a spell).

**Pallando:** Unique. +1 to your hand size. During your organization phase, opponent must reveal two hazards from his hand (or else his whole hand).

**Radagast:** Unique. +1 to his corruption checks. You may draw 1 additional card for every 2 Wilderness in his site path (round up). Radagast's company may move 2 additional regions when moving to a site where another company is present.

Radagast gains the abilities of any avatar present at his site and may use their avatar specific items/ events as if controlling them.

**Saruman:** Unique. Any character in his company may use a Palantír. Once per turn you may tap or wound a character in his company to untap a ring or Palantír, or during the end-of-turn phase to untap Saruman.



**Círdan:** Unique. Any Palantír in his company cannot be discarded. Círdan may always make an influence attempt against a non-avatar Elf character at his site, regardless of any rule, card effect or his status.

**Elrond:** Unique. May use items as if of the appropriate race (or the appropriate character). Tap Elrond to fulfill the requirements of *Lost Knowledge* being discarded for his company.

**Galadriel:** Unique. +1 to her corruption checks. Once per turn you may choose for a character at her site to make a corruption check modified by -3: if the character is still in play afterwards, he may heal.

**Fallen Alatar:** warrior/scout/ranger

Unique. Flip this card whenever you play a faction worth 3 MP or more. All your battle gear items and defeated creatures are worth 1 less MP (to a minimum of 1).

**Fallen Gandalf:** warrior/sage/diplomat

Unique. Flip this card whenever you play a non-minor battle gear item. All your ring and non-battle gear items are worth 1 less MP (to a minimum of 1).

**Fallen Pallando:** ranger/sage/diplomat

Unique. Flip this card whenever you play a hoard item. All your Man factions and Palantiri are worth 1 less MP (to a minimum of 1).

**Fallen Radagast:** warrior/scout/diplomat

Unique. Flip this card whenever you store a miscellaneous MP card. All your allies and non-Man factions are worth 1 less MP (to a minimum of 1).

**Fallen Saruman:** scout/ranger/sage

Unique. Flip this card whenever you play an ally worth 2 MP or more, or when you play *Ents of Fangorn*, *Hobbits*, or *Woses of Old Pukel-land*. All your Palantiri and ring items are worth 1 less MP (to a minimum of 1).

**Fallen Círdan:** Unique. Flip this card when you successfully influence a non-Man, non-Elf faction. All your Palantíri and non-Elf characters are worth 1 less MP (to a minimum of 1).

**Fallen Elrond:** Unique. Flip this card when you restore an item or heal one of your opponents' characters. All your miscellaneous resources are worth 1 less MP (to a minimum of 1).

**Fallen Galadriel:** Unique. Flip this card when Galadriel successfully makes a corruption check while bearing a unique ring item. All your ring items are worth 1 less MP (to a minimum of 1).



The Elf-lords are not as powerful as Wizards (less direct influence, can't play spells, don't have clothes/friend card etc), but they may start with their Elven Ring.

**Narya:** Unique. Ring of Fire. Playable only on Círdan or Gandalf. +3 direct influence. Círdan may use spells as if a Wizard.

tap: give +2 to any one roll you have to make for his company or an associated entity: bearer makes a corruption check modified by -1.

tap: during end-of-turn phase to take New Friendship, Use Palantír, or any light enchantment from discard pile to hand.

**Nenya:** Unique. Ring of Water. Playable only on Galadriel. +4 direct influence. Galadriel may use spells as if a Wizard.

tap: cancel River, Enchanted Stream, or the effects of an environment hazard for her company (except Doors of Night). Galadriel makes a corruption check modified by -1.

tap: during end-of-turn phase to take Wizard's River Horses, Moon, or any card with the word Galadriel or Gold/Golden in the title, from the discard pile to your hand; Galadriel may play these cards as if at Lórien.

**Vilya:** Unique. Ring of Air. Playable only on Elrond. +3 direct influence. Elrond may use spells as if a Wizard.

tap: heal a character at his site: Elrond makes a corruption check modified by -2.

tap: during end-of-turn phase to take Praise to Elbereth, Reforging, or any card with the word Lore in the title, from the discard pile to your hand.

### 3. Card Errata/ Changes

There are several ways cards can be edited to fit the needs of Arda:

- A. the *New Legal Cards method*: adding cards that would normally not be legal for heroes, like certain Fallen-wizard and minion resources.
- B. the *Text Replacement method*: replacing the card's text entirely, like the Virtual Cards do. You can do this by creating text boxes and taping them to the card.
- C. the *Corrections method*: small edits and cross-outs with a pen to a card's text.

*Ad. A)* The **new legal cards** suggested would be: the friend cards and clothing cards from ME:WH, and the minion cards they can fetch, notably *Crept Along Cleverly* and *Gifts as Given of Old*. You might also consider using a few covert minions or agents, to fill up holes in the character deck, like Pon-ora-Pon and Om-buri-Om to increase the number of Wose characters, Uchel as Cameth Brin character. As with adding minion resources, keep it to a minimum! Any other new legal cards are ones that have received new text (see cardlist).

*Nb.* Stage cards may be played outside the organization phase.

#### *Ad. B)* New Card Texts

*Cards from Virtual Card Set 1: The Road Goes Ever On\**

##### **Andúril:**

Unique. *Sage only*. Playable on a sage at a site where *Information* is playable, if opponent does not have Narsil in play. Tap sage, tap site if untapped. Narsil may not be played by other players. Sage may tap at Rivendell and discard *Reforging* from the company to play or place Narsil with Anduril on any character in the company; you may search the MP Deck or discard pile to play Narsil: Anduril now gives +4 prowess (maximum of 11).

Tap Narsil to return a Nazgul or non unique creature to opponent's hand. *Aragorn only*: if Narsil becomes tapped, untap all Dunedain in the company. Bearer makes a corruption check.

##### **Bard Bowman (V):**

Unique. If bearing *Black Arrow* and facing a Dragon or Drake attack, *Black Arrow's* modifiers are changed to -3/-3. Bard may untap *Black Arrow* at the end of his movement/hazard phase. He may only bear one *Black Arrow*. Home Site: Lake-town

##### **Legolas (V):** warrior/scout/ranger

Unique. 7 Mind. +1 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions. If in a company with Gimli, that company cannot be targeted by *Unhappy Blows*, your Dwarf factions are worth +1 MP, and both may take defeated creatures and minions as trophies (double the prowess bonus given by a trophy). If one of them has less trophy MPs, he must face the first strike of every attack that does not choose defenders, regardless of status. Home Site: Thranduil's Halls

##### **Shadowfax (V):** Ranger ally

Unique. Playable only by Gandalf at any tapped or untapped Border-hold or Ruins & Lairs. Tap to cancel a strike (not from an automatic-attack) against its bearer or itself. When Gandalf enters play, you may bring this card from your discard pile into your hand.



**Ancient Stair (V):** permanent-event

*Playable on a company.* If the company moves to a surface site of an Under-deeps site, the company may move again to the adjacent Under-deeps site. May be played with a starting company in lieu of a minor item.

**First of the Order (V):** permanent-event

*Playable on Saruman during the organization phase.* Tap *First of the Order* to give +2 to a corruption check for a character in Saruman's company (except Saruman) bearing a ring or Palantir. You may discard this card to give hero Saruman +2 to a corruption check from a spell or while bearing a ring or Palantir. You may discard this card and a character in fallen Saruman's company to prevent fallen Saruman from being eliminated by a corruption check. Cannot be duplicated.

**Dwar of Waw (V):**

*Unique. Nazgûl (3rd).* One strike. As a creature, can also be keyed to [ ] (attacker chooses defending character) if opponent has killed a Spider, Animal, or Wolf creature. If tapped during opponent's movement/hazard phase (tapping counts against the hazard limit), *Dwar of Waw* becomes a long-event: All Spider, Animal, and Wolf hazard creature attacks with no body have 5 body and do not count against the hazard limit.

**The Great Goblin (V):** creature/permanent-event

*Unique. Orc.* One strike. As a creature, may be played keyed to High Pass, Goblin-gate, or The Under-grottos. As a permanent-event, tap *The Great Goblin* to modify any non-detainment Orc creature attack of normally more than one strike (tapping counts against the hazard limit): +2 prowess, and the first successful strike does not harm the character but takes the character prisoner at Goblin-gate. If there are prisoners with this card, each movement/hazard phase one Orc creature does not count against the hazard limit.

Discard this card if such a modified attack is defeated or the card's prisoners are rescued. Rescue attack: this card as a creature.

**Choking Shadows (V):** permanent-event

All Awakened Plant attacks are doubled. One character can tap to cancel one of these attacks. Any Awakened Plant creature can be played against a company that has defeated an Awakened Plant creature during its current movement/hazard phase. Awakened Plant creature attacks at Shadow-holds [ ] attack normally, not as detainment. Discard this card at the end of any movement/hazard phase in which an Awakened Plant attack is defeated. Cannot be duplicated.

**Nature's Revenge (V):**

Bring an eliminated Awakened Plant creature (or trophy) into play if it could attack the company. The creature immediately attacks the company (not counting against the hazard limit), receives -4 body (and +1 strike if *Huorn*), and chooses defending characters. If the creature was a trophy, the bearer of the trophy must be assigned a strike. If the creature is defeated, place *Nature's Revenge* in opponent's marshalling point pile and he receives 1 marshalling point. Discard *Nature's Revenge* and the creature if it is not defeated.

**Reforging:**

Sage only at a site where *Information* is playable. Tap sage and site. Keep this card with sage. During the site phase at a Haven, Free-hold or Border-hold, sage may tap for one of following effects. You may place this card (as if stored) with an item in the company that can be restored: it is now

restored. Alternatively, you may discard this card to play any non-unique weapon/shield/armour/helmet from hand with any character in the company.

### *New Cards designed for Arda\**

#### Characters

##### **Arinmir:** scout/diplomat

Unique. May be brought into play under direct influence during the site phase at Hermit's Hill. Any Ent faction, Ent ally, animal faction or animal ally may be played at Hermit's Hill if Arinmîr is present, and any creature may be discarded from your MP pile (or trophy from the company) as if a minor item. Home site: Hermit's Hill

##### **Arwen:**

Unique. Lore. +7 direct influence against Aragorn II. +3 direct influence against Hobbits. Discard a Lore card from play or hand to take Choice of Luthien from the deck or discard pile to your hand.

At the beginning of her movement/hazard phase opponent must reveal 1 card at random from hand for each Lore card you have in play. Home site: Lórien, Rivendell

##### **Bergil:**

Unique. Unless in your starting company, he may only be brought into play at his home site. Counts as Hobbit for the purpose of playing resources and calculating the hazard limit.

If a warrior is in his company, you may draw an extra card each time his company moves.

##### **\*Dáin II:** warrior/ranger/diplomat, (+1 cp), 6/8

Unique. +1 direct influence against Dwarves/Men and Dwarf/Man factions. All characters in his company receive +1 on their corruption checks, if there is a Man and an Elf present.

While Dain is at a site in Northern Rhovanion, Iron Hills or Withered Heath, Dwarf characters may be brought into play under his EI (as if at their home site).

##### **Denethor II:** warrior/sage/diplomat

Unique. +3 direct influence against all factions and characters playable at Minas Tirith. May not be a follower.

May use a Palantír. Once per turn, if bearing a Palantír or at Minas Tirith, you may add 4 to Denethor's mind until the end of the turn.

##### **\*Éomer:**

Unique. +2 prowess while at a site in (or moving through) Rohan and its adjacent regions. May tap to take one *Horses* from the discard pile to your hand. Home site: any site in Rohan.

##### **\*Éowyn:**

Unique. +5 prowess against Nazgûl and his body is halved (round up).

+1 to prowess and body if in the company with Aragorn, Faramir, Merry, or a character with home site Edoras. If Éowyn is Roving she may join any company that contains one of these characters and is facing a hazard creature attack: she must face one of the strikes.

##### **\*Fallen Boromir:**

Unique. Boromir must tap at the beginning of the site phase, or after facing automatic-attacks. +1 to his company's hazard limit.

Flip this card when you play *Many Foes He Fought* or *Sentinels of Númenor* on Boromir, or when his company defeats a creature worth 2 MP or more.

**\*Faramir:** warrior/ranger/sage, 7 mind/2 DI, (+2 cp)

Costs only 5 points of influence to control, if in company with Aragorn, Denethor or Gandalf. +2 to his corruption checks if bearing a ring. One non-unique major item may be played at Henneth Annûn by a character in his company.

During the organization phase Faramir may invert any ring he bears: it is worth 0 MP, gives 0 CP and may not be used, stolen, influenced or tested. Reinvert it when transferred to another character. Home site: Henneth Annûn, Minas Tirith

**\*Frodo:**

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site.

Once per game you may discard a ring item from your hand to take The One Ring from deck or discard pile to your hand. - 2 MP if eliminated.

**Galva:**

Unique. Lore. Whenever you are allowed to play a minor item, you may search the Offering Deck or discard pile for an Athelas, Healing Herbs or Miruvor.

*Radagast only:* she does not count towards company size, costs 2 points of influence to control, and Radagast may tap to take a strike she is facing. You may tap Galva to untap Radagast.

**Gimli:** warrior/ranger

Unique. +1 prowess against Orcs. +1 direct influence against Hobbits. May tap to take a strike a Hobbit in his company is facing.

May tap to take Rebuild the Town from the discard pile to your hand. Rebuild the Town may be played at his current Border-hold or Minas Tirith as if at a Ruins & Lairs: it becomes a Free-hold, any Dwarf character may be brought into play there and you may play 1 minor item with such a character.

**Haldalam:**

Unique. +4 direct influence against factions playable at sites in Harondor, Khand, Nurn or Horse Plains. -1 to his company's hazard limit while moving through these regions. When he makes an influence attempt against Southrons or Easterlings, *Rebuild the Town* is considered discarded as if from hand.

**\*Merry:**

Unique. . +2 to his corruption checks. Unless he is one of the starting characters, he may only be brought into play at his home site. You may (search and) play one additional Hobbit from the Roving Character deck when you play Merry.

**\*Pippin:**

Unique. +2 to his corruption checks. Unless he is one of the starting characters, he may only be brought into play at his home site. May use a Palantír. Once per game, you may tap Pippin and discard an item from your MP Hand to take any Palantír from the deck to your hand.



**\*Robin Smalburrow:**

Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. May tap take To Fealty Sworn from the deck or discard pile to your hand. To Fealty Sworn may be played on Robin after the successful play of any hero faction.

**\*Sam Gamgee:**

Unique. +3 to his corruption checks. Unless he is one of the starting characters, he may only be brought into play at his home site. +1 to his prowess when in the company with another Hobbit. During your end-of-turn phase, you may take No Waiting to Wonder from the discard pile to your hand.

**Vygravil: 2/8**

Unique. +4 prowess against Nazgûl and his body is halved (round up).

When Vygravil is at Variag Camp, she may heal (wounded to untapped) and you may place her “off to the side”: whenever your avatar’s company faces a Nazgûl attack you may tap Vygravil to face the attack instead and rotate Variag Camp 90°. For each time rotated (maximum 4), she gains +1 prowess/mind, and your characters receive +1 direct influence against Easterlings, Southrons and Nurniags. Home site: any site in Harondor or Horse Plains

Items**\*Athelas:**

A Dúnadan may tap (Aragorn does not tap) and rotate Athelas 180° to remove a corruption card from a character in his company. Discard Athelas when rotated 360°.

Alternatively, if not rotated, a Dúnadan may tap (Aragorn does not tap) and discard this item to heal a character in his company.

**Book of Mazarbul:**

Unique. Lost Knowledge. Playable at Moria.

May be stored at a Dwarf-hold for 5 mp: all Dwarves in play must make a corruption check.

If bearer is a sage or Dwarf and is at or moving to an Under-deeps site or surface site, you may tap any Map to Mithril in the company, and all Dwarves in the company gain +2 prowess against Orcs and Trolls.

**Gems of Arda: 1(3) cp**

*Jewel.* Playable at any Under-deeps Ruins & Lairs. Bearer gains +3 EI against Dwarves and Dwarf factions. While bearer is at a Free-hold or Border-hold, Dwarf characters may be brought into play there (as if at their home site).

If bearer is not a Dwarf, during your end-of-turn phase each Dwarf at bearer’s site must make a corruption check modified by -3: each Dwarf failing this check attacks bearer in a separate strike phase (ignore any other effect). This card gives a Dwarf bearer 3 CP.

**\*Jewel of Beleriand:**

*Hoard item. Jewel.* If bearer is at a Border-hold, he may make a corruption check modified by -1: if still in active play afterwards, you may discard Jewel of Beleriand and replace it with a gold ring item from hand.

**Magic Ring of Lore:**

*Magic Ring.* Playable only with a gold ring after a test indicates a magic ring. Bearer gains the sage skill; if bearer is already a sage, he may tap to use a Palantír or to take one Reforging from the discard pile to his hand.

Elf sage only: tap this item to test a gold ring; add 1 to the roll for every other ring special item in play.

**\*Miruvor:**

Rotate Miruvor 90° to give +1 prowess/body to bearer against one strike. Discard if rotated 360°.

Alternatively, if not rotated, discard this item to give +2 body to all characters in the company until the end of the turn, or to cancel the effects of Cruel Caradhras or Snow Storm.

**Palantír of Minas Tirith:**

Unique. Palantír. Playable only at Minas Tirith. With its bearer able to use a Palantír, tap this item to look at opponent's hand. If the number of hazards there plus 3 is greater than bearer's mind, bearer makes a corruption check modified by -2. Otherwise, draw a card.

**\*Palantír of Orthanc:**

Unique. Palantír. Playable only at Isengard. With its bearer able to use a Palantír, tap this item to offer to trade an equal amount of hazards with one other player (not on your turn). Bearer makes a corruption check.

**Red Book of Westmark:**

Unique. *Lost Knowledge. Lore.* Playable at Bag End or Rivendell. Also playable at any site by Bilbo. Playing this item does not tap the site. 1 MP if stored at Bag End. +2 direct influence against Hobbits and Hobbit factions.

Once per turn, you may tap Bilbo, Frodo, Merry, Pippin or Sam bearing Red Book of Westmarch and store him during the site phase at the Grey Havens or Edhellond: transfer or discard all items and allies he bears/controls and place him in your MP along with any non-follower cards.

**Ringil: +1(3)/-**

Unique. Hoard item. Weapon. Warrior only: +1 prowess. Place a stored Reforging with this item to restore it. If restored, values in parenthesis apply.

Elf or Aragorn only (if restored): bearer must always face the first strike of any Nazgûl, Dragon, Spider or Spawn attack, regardless of his status or the attack's abilities. When facing strikes of this type Ringil gives instead: +5 prowess, +1 body, and -3 to strike's body (no maximum). Bearer makes a corruption check after facing such strike.

**Sapling of the White Tree:**

If The White Tree is not in play, may be stored at Minas Tirith for 2 MP.

If The White Tree is in play: only playable at Minas Tirith, and you may face the following attacks at Minas Morgul: Orcs 5@7, Men 3@8, Nazgûl 1@15 (cannot be cancelled). After these attacks, place *Sapling* with the site: Minas Morgul becomes a Border-hold [B], loses all automatic-attacks, is never discarded and is worth 3 MP. Nothing is playable by other players at this site.

**Scabbard of Chalcedony:**

Once per turn, bearer may "sheathe" or "unsheathe" a weapon he bears. This cannot be done during strike assignment.

While sheathed (attach sword to Scabbard): sword gives 0 CP and bearer may not use it. When unsheathing (detach sword from Scabbard), you may take one Risky Blow or Block from the discard pile to your hand.

**\*The Arkenstone:** +1/-

*Unique. Hoard item. Jewel.* Values in parenthesis apply to Dwarf bearer. +3 direct influence against Dwarves and Dwarf factions.

If bearer influences a Dwarf or Dwarf faction, make 2 rolls and choose one result.

Dwarf only: when a company has moved to your site, you may attack it during your next organization phase.

**\*Thrór's Map:**

*Unique. Lost Knowledge.* Discard to give +3 to an influence attempt against a Dwarf or Dwarf faction (except King under the Mountain Dwarf or Returned Exiles).

Tap this item to cancel a strike from an attack from an At Home Dragon-manifestation. The first item played does not tap the site if such a strike is faced.

**Wizard's Ring:** 2 cp, +1/-

*Lesser Ring.* Playable with a gold ring on a Wizard if a test indicates a *Lesser Ring*. Cannot be stolen or transferred. +5 influence when influencing an opponent's character or resource.

Tap Wizard's Ring to increase your General Influence by 2, or for the following effect for his company according to bearer (bearer makes cc):

*Alatar:* modify the body of an attack by -2.

*Gandalf:* modify the prowess and strikes of all automatic attacks by -1 (minimum of 1).

*Pallando:* modify the body of one Man/Dúndan character by +1.

*Radagast:* return a Wolf, Spider, Animal, Dragon or Drake creature to opponent's hand.

*Saruman:* untap any one item in the company.

Allies

**\*Farmer Maggot:** scout ally, 2/8, 2/0, 1 mp

*Unique. Hobbit.* Playable at Bree, Old Forest

or a site in the Shire. You may play Noble Hound also at a (tapped) Free-hold [F]. Each Noble Hound in the company receives +1 to prowess and body.

tap: cancel a detainment attack.

tap: prevent opponent from looking in your hand or forcing you to reveal cards from hand.

**Leaflock:** ranger ally

*Unique. Ent.* Playable at Wellinghall. May not face strikes from automatic-attacks or attacks keyed to the site. Discard if he moves to a site not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Anduin Vales, Redhorn Gap, Brown Lands, Enedwaith, or Old Pukel-land.

Tap Leaflock to cancel the effects of any hazard that would cancel a resource in the same chain of events (e.g. Many Sorrows Befall), or as an ongoing effect (e.g. Little Snuffler).

**Lindion the Oronin:** warrior ally

*Unique. Alatar only.* Playable on Alatar at any tapped or untapped site with a Wolf, Spider, Animal or Pûkel-creature automatic-attack.

+3 to any flattery, offering or riddling attempt made by characters in his company, or to an attempt to remove a dark enchantment.

Alatar gains the diplomat skill and Eagle-mounts may be played on his company regardless of his site. Lindion is not discarded when Alatar uses his special movement.

**Noble Hound:** scout ally, 3/8

*Pallando only.* Playable on Pallando at any tapped or untapped site if a Man or Dúnadan faction playable at that site is in play. Tap to give -2 prowess to all automatic attacks at Pallando's site this turn, or to cancel an attempt to steal an item from your company (including effects of *Rats! Pick-pocket etc.*)

*Nb.* Only one of these should be created, add two normal Noble Hounds to the deck.

**Quickbeam:** warrior ally

Unique. Ent. Playable at Wellinghall. May choose to face strikes from automatic-attacks or attacks keyed to the site (opponent cannot target him with such strikes): his prowess is modified by -2.

Tap Quickbeam to cancel the effects of any hazard that would force a character in the company to tap (e.g. New Moon, Adûnaphel etc.).

**Roäc the Raven:**

Unique. Animal. Playable at any tapped or untapped site in Northern Rhovanion.

Discard Roäc to make an influence attempt against a faction playable at sites in Wilderland. You may play one card to modify the attempt.

Man or Dwarf only: discard Roäc to take The Old Thrush from discard pile to hand.

**Treebeard:**

Unique. Ent. Playable at Wellinghall. May not face strikes from automatic-attacks or attacks keyed to the site. Discard if he moves to a site not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Anduin Vales, Redhorn Gap, Brown Lands, Enedwaith, or Old Pûkel-land.

Tap Treebeard to prevent a character from being taken prisoner, or cancel a Rescue-attack or an attack from Rescue Prisoners.

**Wormtongue:** diplomat ally

Unique. Man. Saruman or Théoden only. Playable on Saruman or Théoden at any tapped or untapped site in Rohan, Gap of Isen or Dunland.

When facing a strike from an Orc, Troll, Nazgûl or Man attack, make a roll: if greater than 7 the strike is cancelled. Saruman gains the warrior skill if in company with Wormtongue.

If opposing Saruman or Théoden is in the same or adjacent region as Wormtongue during the organization phase, both must make a roll (opponent -3): if opponent rolls higher, he takes control of Wormtongue; if lower, his company may do nothing during the site phase.

Factions

**Angmarim:**

Unique. Playable at Carn Dûm if the influence attempt is greater than 9

Standard Modifications: Hillmen (+2), Dunlendings (+2), Dúnedain (-2)

*Elrond only:* tap this faction to cancel a Nazgûl attack against one of your companies moving in Eriador or its adjacent regions.

**Dunlendings:**

Unique. Playable at Dunnish Clan-hold if the influence check is greater than 8.

*Saruman only:* any other player's companies moving through Dunland, Enedwaith, Gap of Isen or Old Pukel-land face an attack: Men — 3 strikes with 9 prowess. Any character failing a strike is not wounded but taken prisoner at Dunnish Clanhold. Rescue attack: Men — 5 strikes with 7 prowess. Use discarded site as rescue site: Saruman's companies may move here and tap a character to take control of items borne by a character taken prisoner.

Once in play, the number required to influence this faction is 3.

### **Easterlings:**

Unique. Playable at Easterling Camp if the influence check is greater than 11.

Standard Modifications: for each character in the company (-1), Wizard (-5), discard *Rebuild the Town from* hand (+10), Return of the King Aragorn (+5).

*Alatar or Pallando only:* your characters may heal at Easterling Camp and tap to test gold rings there. Additionally, you may store one Man or Dúnadan character there along with all cards he controls (no corruption checks required).

### **\*Ents of Fangorn:**

Unique. Playable at Wellinghall or Hermit's Hill if the influence check is greater than 9.

Standard Modifications: Hobbit and Elves (+3), for each Dwarf, Man and Dúnadan in the company (-1)

Tap this faction to prevent any Ent allies in the company of an Elf, Hobbit or Wizard from being discarded as per their game text this turn.

### **Hillmen:**

Unique. Playable at Cameth Brin if the influence check is greater than 8.

Standard Modifications: Angmarim (+2), Dunlendings (+2). This faction is worth 2 MP if you have Dunlendings or Angmarim in play.

Tap this faction to change Rhudaur into a Border-land until the end of the turn (can be done at any time).

### **Hobbits:**

Unique. Playable at Bag End if the influence check is greater than 8.

Standard Modifications: Hobbits (+4), Dwarves (+2). Bag End is always returned to your location deck.

*Gandalf only:* any Ent ally may move to Bag End without being discarded (if not in play, reveal this card during organization phase to allow such movement). Place any Ent ally at Bag End in your MP pile. If there is an Ent ally in your MP pile, you may play Mallorn as if Earth of Galadriel's Orchard were stored at Bag End.

### **Lossoth:**

Unique. Playable at Lossadan Camp if the influence check is greater than 7.

Standard Modifications: Angmarim (-2), Vôteli in the company (+2)

*Círdan or Elrond only:* tap this faction to cancel any effect of Cruel Caradhras, Snow Storm, Long Winter or Fell Winter for one of your companies.

### **Men of Anfalas:**

Unique. Playable at Lond Galen if the influence check is greater than 7. Standard Modifications: Dúnedain (+1)

Tap this faction to take *Rebuild the Town from* the discard pile to your hand.

*Círdan only:* tap this faction to allow one of your companies to move with 3 extra Coastal Sea regions in its site path.

**Men of Dale:**

Unique. Playable at Dale if the influence check is greater than 7.

Standard Modifications: Dwarves (+2).

Tap this faction to untap The Lonely Mountain. This faction does not untap normally during the untap phase.

**Men of Dorwinion:**

Unique. Playable at Shrel-Kain if the influence check is greater than 8.

Standard Modifications: Elves/Dwarves (+1). Shrel-Kain is always returned to your location deck.

*Radagast only:* any Ent ally may move to Shrel-Kain without being discarded (if not in play, reveal this faction during organization phase to allow such movement). Place any Ent ally at Shrel-Kain in your MP pile. If there is an Ent ally in your MP pile, you may play Mallorn at Shrel-Kain (without further requirements).

**Men of Lake-town:**

Unique. Playable at Lake-town if the influence check is greater than 7.

Standard Modifications: Dwarves (-2)

When leaving Lake-town, you may play up to 2 non-unique minor items from the Offering Deck (even hoard items); characters need not tap or be untapped to receive these items. Tap this faction to take any manifestation of Smaug to your hand from the discard pile (this may be done at any time). This faction does not untap normally during untap phase.

**Men of Lamedon:**

Unique. Playable at Vale of Erech if the influence check is greater than 8.

*Pallando only:* Place any Man and Dúnadan characters that are killed with this faction (except Aragorn). Any opponents' companies moving through Rohan, Lamedon or Old Pukel-land must face an attack: Undead  $x@9$ , where  $x$  equals the number of characters with this faction. Any character failing a strike is not wounded but taken prisoner at Vale of Erech. Rescue attack: same as above. Use discarded site as rescue site: Pallando's company may move here and tap to take control of any items borne by one character taken prisoner. Discard killed characters if Stone of Erech is played; prisoners form companies at Vale of Erech.

**Men of Northern Rhovanion:**

Unique. Playable at Dale or Lake-town if the influence check is greater than 7.

Standard Modifications: Men (+1)

Tap this faction to modify the prowess of a Dragon or Drake attack against one of your companies moving through or at a site in Northern Rhovanion by -2.

Tap this faction to untap Men of Lake-town or Men of Dale.

**Petty Dwarves:**

Unique. Playable at The Worthy Hills if the influence check is greater than 9.

Standard Modifications: Dwarves (+2). This faction comes into play tapped and only untaps when you leave The Worthy Hills.

Tap this faction to replace any two minor items (one if held by a Dwarf) in a company at a site in Cardolan with any non-unique major item or gold ring from hand. Receiver makes a corruption check.

**Riders of Rohan:**

Unique. Playable at Edoras or Dunharrow if the influence check is greater than 9.

Standard Modifications: Dúnedain (+1).

*Galadriel, Gandalf or Saruman only:* tap this faction to have a creature that has just attacked a company moving through Rohan or its adjacent regions attack again, with -2 to strikes and prowess (to a minimum of 1).

**Southrons:**

Unique. Playable at Southron Oasis if the influence check is greater than 11.

Standard Modifications: for each character in the company (-1), Wizard (-5), discard Rebuild the Town from hand (+10), Return of the King Aragorn (+5).

*Alatar or Pallando only:* your characters may heal at Southron Oasis and tap to test rings there. Additionally, you may store one Man or Dúnadan character here along with all cards he controls (no corruption checks required).

**\*The Great Eagles:**

Unique. Playable at Eagles' Eyrie or Framsburg if the influence check is greater than 10. Standard Modifications: Gandalf, Radagast or Gwaihir in company (+5).

Tap this faction to play Eagle-mounts on a company at a Shadow-hold [S] or Dark-hold.

*Gandalf or Radagast only:* tap this faction to take Eagle-mounts from the discard pile to your hand.

**Wood-elves:**

Unique. Playable at Thranduil's Halls if the influence check is greater than 9.

Standard Modifications: Elves (+2), Dwarves (-2).

*Alatar or Elrond only:* tap this faction during the organization phase, if your avatar is at a site in Mirkwood, Grey Mountain Narrows, or Northern Rhovanion, to reveal the top 8 cards from the play deck: one creature of your choice attacks his company (return other cards at random to top of the deck).

**Woodmen:**

Unique. Playable at Woodmen Town or Rhosgobel if the influence check is greater than 8. Standard Modifications: Men (+2).

Tap this faction to heal a character with Rescue Prisoners at a site in Mirkwood or Anduin Vales.

*Galadriel, Radagast or Saruman only:* tap this faction to reveal the top 5 cards of the MP Deck during the organization phase: take one gold ring or ring special item to your hand (return the other cards at random to the top of the deck).

**Woses of Old Pûkel-land:**

Unique. Playable at any site in Old Pûkel-land if the influence check is greater than 9.

Standard Modifications: Ghan-buri-Ghan or Lindion in the company (+4). Once in play, the number to influence this faction is 4.

Tap this faction during opponent's movement/hazard phase to make any Pûkel-creature playable keyed to a non-Haven [H] site where your Wose character is present (unless opponent's company contains a Wose).

Tap this faction to take one *Pûkel-men* from the discard pile to your hand.



### Stage cards

#### **\*Shifter of hues:** (cross out skill change and cp's)

Unique. Playable on Radagast. Radagast's attributes become: 3 direct influence and 27 general influence. You may return this card to your hand during the organization phase. Any Ent ally in his company is not discarded as per their game text when moving through a Wilderness region. If in a company with no other characters or allies (except any Ent or bird ally):

Tap this card to cancel an attack keyed by name or type to Shadow-land, Wilderness, or Borderland, and increase the hazard limit by 1. Radagast makes a corruption check.

#### **Truths of Doom:**

Lore. Playable on your avatar. Whenever a unique character or creature is eliminated, you may discard this card to search any deck or discard pile and take one resource or character to your hand: untap your avatar if tapped.

Alternatively, discard this card to give +5 direct influence against characters until the end of the current phase. If you have successfully influenced an opponent's character this phase, place this card in opponent's MP pile: it is worth 2 MP.

#### **\*Wizard's Myrmidon:**

Playable on a character in your avatar's company. If your avatar is chosen to be the target of a strike, target character may tap to face the strike instead.

If target character is killed, tap your avatar (if untapped). Character may only be controlled by your avatar or general influence.

Cannot be duplicated by a given player.

### Hazards

#### **Balrog of Moria:** creature/permanent event

Unique. Spawn: 2 strikes. As a creature, playable at Moria or any non-Dark-hold Under-deeps site.

As permanent-event, Moria gains this creature as an automatic-attack.

Each company moving through Redhorn Gate must make a roll and subtract the number of Dwarves in the company: if the result is lower than 6, the company faces this automatic-attack (roll is automatic if Cruel Caradhras, Fell Winter, Long Winter or Snowstorm is in play or played this turn). If defeated you get this card's MP.

#### **Bane of the Ithil Stone:**

Palantíri in play have their CP doubled.

Tap this card to force a character bearing a Palantír to make a roll (+2 if a Hobbit): if the result plus his mind is: less than 10, character is wounded (no body check); 10 to 15, no skill cards may be played this turn; greater than 15, discard this card or reduce the hazard limit against his company by 2 (to a minimum of 1, defender's choice). Tapping and/or untapping this card costs 1 against the hazard limit and may be done by any hazard player.

A character bearing a Palantír may also tap and make the above roll during the organization phase. Cannot be duplicated.

#### **\*Great Need or Purpose:**

*Dark Enchantment.* Playable on the highest mind character (avatar if available) in a company that has faced a Dragon or Nazgûl attack this turn. No character in the company may test a ring or use a

Palantír. If on an avatar you may not look through any discard pile or play deck. Discard this card during the organization phase at a Haven or Free-hold. Cannot be duplicated for a given company.

**\*In Great Wrath:** permanent-event

Nazgûl creatures may be keyed to any non-Haven, non-Free-hold site against a company that contains a ringbearer.

Tap this card to let a Nazgûl attack from the discard pile or permanent-event state. The Nazgûl must be able to attack, may not have attacked this turn, and receives -2 prowess/body (-3 for Witch-king of Angmar). Tapping this card costs 1 against the hazard limit and may be done by any hazard player.

To untap this card, the hazard player must discard a hazard from hand during movement/hazard phase; the resource player may respond by discarding a skill card to prevent this.

Discard this card if a Nazgûl creature is defeated. Cannot be duplicated.

**\*Lost in Free-domains:**

Playable on a company moving through a Free-domain. The resource player may now choose:

- replace the site card with another site in the same or an adjacent region;
- have one non-avatar character (opponent's choice) split off and return to the site of origin (separate movement/hazard phase of 1);
- or do nothing during the site phase.

**\*Lost in Wilderness:**

Playable on a company moving through Wilderness. Cannot be played on a lone avatar or company with a Wose character. According to the number of Wilderness in the company's site path, the following applies (effects are cumulative):

*One:* tap a character (defender's choice).

*Two:* if available, the company must discard for no effect a food minor item (e.g. Miruvor); otherwise prowess and body of all characters in the company are decreased by 1 this turn.

*Three or more:* make a roll and add 1 for each scout and ranger skill present; if the result is less than 11, replace the company's site with a new site in the same or an adjacent region.

**\*Reluctant Final Parting:**

Playable on an ally. Rotate this card 90° each of the defending player's organization phases. Each of his end-of-turn phases make a roll and add 2 for each time rotated: if greater than 10 discard the ally.

Discard this card if you move through a region that contains a site where the ally is playable.

**The Pale Sword:** (\*) cp

*Dark enchantment.* Playable on a character wounded by a Nazgûl attack this turn. Character may not heal. Rotate this card 90° each untap phase and make a corruption check. This card gives 2 CP for each time rotated (maximum of 8).

If target character fails a corruption check, discard all cards on him and place him "off to the site" at his current site or site moved to: he becomes a Wraith. Each company entering his site faces an attack: Undead, 1 strike with a prowess equal to the Wraith's base prowess +7 (normal body). This card is now worth -2 MP. If this attack is defeated, place this card in opponent's MP pile: target character is eliminated.

A sage in the company may tap and discard a card with a healing effect (unless at a Haven) to make a roll (+3 if at Haven): if greater than 7 discard this card.

**\*The Ring's Betrayal:**

*Corruption.* Playable on a ring item. Keep this card with the ring. Bearer must make a corruption check modified by -1 each time he uses the ring or before facing a strike: when he would normally be discarded, wound the character instead; when he would normally be eliminated, discard the ring instead.

Make a roll during your organization phase and add the number of lore cards you have in play. If greater than 9, discard this card. Alternatively, discard this card when you store or test the ring.

**Will of the Ring:** permanent-event, 1 cp

*Dark enchantment.* Playable on a ring item. Bearer must make a corruption check modified by -1 after facing an Orc or Nazgûl attack and at the end of each movement/hazard phase when moving through a Shadow-land, Dark-domain or to a Shadow-hold or Dark-hold.

Additionally, if bearer is moving the hazard player may discard this card and make a roll (add 2 for every corruption card and dark enchantment on bearer): if greater than 7, bearer splits off from the company and moves to a Shadow-hold or Dark-hold of opponent's choice (hazard limit 1). This site must be in the regions travelled through or adjacent to these. Cannot be duplicated on a character.

**\*Two or Three Tribes Present:** permanent event

Any Orc or Troll hazard creature may be played keyed to a region that contains a Shadow-hold or Dark-hold (or adjacent region if *Doors of Night* is in play).

Additionally, any hazard creature gains +1 prowess and strike if played after a hazard creature of the same type during the same movement/hazard phase. Discard if such creature is defeated.

Resource events**Alert the Folk:** permanent-event

Light enchantment. Playable on a character. If at his home site, target character may tap to take a faction playable there from the discard pile to hand.

Alternatively, if at his home site or moving through the region containing his home site, tap character to untap a faction playable at his home site.

**\*Crown of Flowers:** short-event or long-event

*Environment.* If played as a long-event: If *Doors of Night* is not in play, *Gates of Morning* is considered to be in play. If *Doors of Night* is in play, it is considered out of play while *Crown of Flowers* is in play (*Doors of Night* may still be removed normally).

If played as a short-event: remove one corruption card or *dark enchantment* from a character.

**\*Dragon-lore:** 1 cp

*Lore. Stolen Knowledge.* Playable on a character after facing a strike from a Dragon attack. Discard this card to give -2 to prowess and body of an attack from a unique Dragon manifestation; The Old Thrush cannot be played or have been played on the same attack.

Alternatively, discard this card to take a Dragon at Home manifestation from the discard pile to your hand.

**\*Dreams of Lore:**

*Lore.* Playable at Old Forest, The White Towers, Beorn's House, Dol Amroth or Henneth Annûn, on an untapped: Wizard, sage, Frodo, or character with a mind greater than 5. Tap character and site.

Character may tap to make Information playable at his current Free-hold [F], Border-hold, or Ruins & Lairs until the end of the turn.

Additionally, during the organization phase you may name 1 hazard (2 if you have 3 or more lore cards in play). Until your next turn, if any opponent plays named hazard, you may draw a card or test a ring (add or subtract 1 to the result).

**Drughu:** permanent-event

Playable on a character with home site Druadan Forest. If such character is not in a company while the company is at a site in Gondor, you may now (search and) play him from the Roving Character Deck. Character costs only 3 points of influence to control, but must be controlled by your avatar or a character with a mind of 6 or more (otherwise discard character).

While moving through Wilderness or Gondor, target character may tap to cancel an attack: immediately replace your site card with another site card in the same or adjacent region and increase the hazard limit by 1.

**Eyes of Mandos:** permanent-event

*Lore.* Playable on Pallando. Tap Pallando if untapped. The mind of each character in his company bearing a Palantír is increased by 2 (costing no extra influence to control).

Discard this card during your end-of-turn phase to heal a Dúnadan or Man character in Pallando's company. Cannot be duplicated.

**\*Face out of Sight:** short-event

Discard a resource from your play hand and tap a character to choose an opponent's character at the same site. Make a roll (+2 if Hobbit); if result is greater than the target character's body, that character is wounded (no body check required).

**Gift of Comprehension:** 1 cp

*Lore.* Playable on your Wizard or an Elf. Bearer may tap to remove a corruption card or dark enchantment from a Man or Dúnadan in the company. If he controls Magical Harp, he may tap to heal one Man or Dúnadan instead. Bearer makes a corruption check modified by -2.

Discard this card to give all characters in the company +1 to their mind, prowess, body and corruption checks until the end of the turn.

**\*Healing of Nimrodel:** short-event

Playable on a company moving to a Haven. At the end of the movement/hazard phase, untap or heal (from wounded to untapped) one character in the company.

Additionally, you may tap a character in the company to allow the company to take a second movement/hazard phase.

**Herb-lore:**

*Lore.* Playable on Radagast. Tap Radagast if untapped. Radagast gains the sage skill. Discard this card at the beginning of the movement/hazard phase to heal or untap any number of characters in his company equal to the number of wilderness in his site path. Cannot be duplicated.

**\*Here is a Snake!:**

Playable on one of your characters at the same site as an opponent's company. Your character 'duels' a character of your choice from opponent's company. Treat this duel as a single-strike attack; attack nor strike can be cancelled or redirected, unless opponent 'declines' the duel by placing this card in your mp: it is worth 2 MP.

**\*Here There or Yonder:**

Playable during the movement/hazard phase on a moving company that contains a diplomat, if no character has been played this turn: bring a Roving character into play with the company under general influence, if his home site is in one of the regions moved through, or regions adjacent to these.

Alternatively, playable during the site phase on an untapped Wizard or sage at an untapped non-Haven site. You may play an ally with the Wizard/sage if the site where the ally is normally playable is in the same or adjacent region as his current site. Tap sage and site.

**Hidden Knife:**

Playable during the site phase on one of your characters at the same site as opponent's company. Tap character. You may play (simultaneously with this card) one Orc, Troll, or Man hazard creature from hand attacking opponent's company. Opponent's company may play resources which affect prowess, body, attacks or strikes.

**Hobbit-lore:**

*Lore.* Playable on Gandalf. Tap Gandalf if untapped. +2 direct influence against Hobbits not in his company. You may discard (for no effect) a *New Friendship* to influence a Hobbit controlled by an avatar, or to cancel an influence attempt against a Hobbit in the company.

Discard this card to heal a Hobbit in Gandalf's company, or to play a Hobbit that is Roving at your current Border-hold, Free-hold or Haven during the organization phase. Cannot be duplicated.

**I Know Much about You:** (courtesy of Jambo)

Playable during the movement/hazard phase on a diplomat, whose company is facing a hazard creature attack. Name a hazard card. If your opponent has this card in his hand, he must reveal it to you and you may choose one of 3 options:

- the hazard creature is discarded;
- the hazard creature receives -3 prowess and -1 body;
- the revealed card is discarded.

Otherwise, your opponent must reveal his hand and the hazard limit is increased by 2. Cannot be duplicated on a given turn.

**Lore of the Ages:** 1 cp

*Lore.* Playable on a character at an Elf-hold (any Haven), Dwarf-hold or Minas Tirith. Depending on the site, character receives +2 direct influence against Elves, Dwarves or Dúnedain, and may tap to untap any character of that race in the company.

If 4 different races are in the company (Elf, Dwarf, Dúnedain, Man or Hobbit), and if not at a Shadow-hold or Dark-hold, you may search the discard pile for a Fellowship and play it as if at a Haven (or play Fellowship from hand).

**\*No Strangers at This Time:**

*Light enchantment.* Playable on an untapped Border-hold or Free-hold, if you have a character there who has the site listed as his home site or who has a mind greater than 4. Tap the site: it is never discarded or returned to your location deck.

Any untapped character at this site that does not have this site listed as his home site must make roll at the beginning of the site phase, adding his mind (10 if avatar): if less than 15, character must tap.

**\*Old Road:**

Playable during the organization phase on a company at a non Shadow-hold non Dark-hold. The company may move 3 extra regions if moving to a site where another company is located. The site path may not contain any coastal sea region.

**Ordered to Kill:**

Playable on a non-avatar character at a non-Haven site. Turn the character face down: he becomes an agent (at his current site). Normal agent rules apply. He may take 2 agent actions per turn. During the site phase he may tap, if opponent's company enters the site, to initiate one action:

*if warrior*, attack; *if sage*, tap a non-avatar character;

*if diplomat*, make an influence attempt;

*if scout*, attempt to steal an item: both characters make a roll (+2 if Hobbit, +2 for defender) and add their corruption points: discard item if agent's result is higher.

**Pledge of Conduct:** permanent-event

*Diplomat only.* Diplomat only. Playable on an opponent's character, if you tap a diplomat at the same site. Target character must now choose:

- keep this card: character receives -3 direct influence and must make a second corruption check each time he makes a corruption check.

- place this card on your diplomat: diplomat receives +3 direct influence and this card is worth 1 mp. If on your avatar, your hand size is increased by 1.

- discard this card: character must make a corruption check modified by -5 or give your avatar an item he bears.

Cannot be duplicated on a character.

**Power against the Enemy:**

*Ritual.* Playable at the end of the organization phase on a moving company. +2 prowess until the end of the turn for all characters in the company against Orcs, Trolls, Nazgûl and Men attacks keyed to Shadow-land, Dark-domain, Shadow-hold or Dark-hold, or automatic attacks of these types. Orcs, Trolls, Nazgûl and Men attacks against this company cannot be cancelled this turn.

**\*Refuge: 1 cp**

Playable on an Elf ranger or Elf scout. Target Elf may tap to cancel a hazard creature attack: the company may do nothing during the site phase, but you may heal a character in the company or play a Roving Elf character with the company (if enough influence is available to control him). Cannot be duplicated by a given player.

**\*Rescue Prisoners:**

Playable on a company after facing automatic-attack(s) at a site. The company faces two attacks: 3 strikes with 7 prowess (type same as an automatic-attack). After the attacks, tap a character to play a Roving Character with this card (otherwise take this card to hand): the Roving Character comes into play wounded. While this card is with the character, he is worth no mp and costs no influence to control. When the character is healed place this card in your MP.

This card may also be played on a character taken prisoner, after a successful rescue attempt at a site (ignore attacks, other effects do apply, wound character if not wounded).

**Return of the King:**

Unique. Playable at Minas Tirith on Aragorn II if he bears a Palantír, The One Ring, Narsil or Andúril, or at Minas Morgul if a *Sapling of the White Tree* is stored there. +3 to his direct influence and he may use a Palantír. He may tap to remove a dark enchantment from a character in his company.

While moving through a Shadow-land or Dark-domain, or while at a site therein: characters in his company gain +1 on corruption check and prowess, and Aragorn may tap to untap all characters in his company.

**Safe from the Shadow:**

Playable on a company. If the company has moved to a Haven, Free-hold or Border-hold, during site phase you may:

- store an item or event (as if at a Haven) for every two hazard-events played on the company this turn;
- heal a character for every three hazard creatures played on the company this turn;
- or test a ring for every Nazgûl or Orc creature played on the company this turn, modify the result by +1.

**Saw further and Deeper:** short event

*Lore.* Playable on an untapped: Wizard, character with a mind greater than 5, or character with *Dreams of Lore*. Tap the character (Pallando or Gandalf do not tap) and make a roll: you may look at a number of cards on top of the Play Deck equal to the result plus the number of *Lore* cards you have in play; choose and take one card into hand, return the others at random to the top of the deck.

**\*Scroll of Isildur:** permanent-event, MP 1(\*)

*Lore.* Playable during the site phase on Minas Tirith or Isengard, if you tap a sage and a scout. The site is never discarded or returned to the location deck.

Any sage or Wizard may tap to test a gold ring at this site. Before testing a gold ring, you may choose to make a roll and add 2 for each sage present at the site. If the result is: 2-8, nothing happens; 8-11: +2 or -2 to the subsequent roll to test the ring (before the roll); 12 or more, you may replace the ring with any ring item from your hand.

Rotate this card 90° each time a ring is tested at this site. This card is worth +1 MP for each time rotated (to a maximum of 4). Cannot be duplicated.

**Sentinels of Numenor:** 1 cp

Playable on Aragorn II, Boromir II, Faramir or Imrahil. Target character may tap to return a non-unique hazard creature to opponent's hand, or to take any number of strikes from a hazard creature (in separate strike sequences, with a cumulative -1 to prowess each strike). Character makes a corruption check if tapping in this fashion, and any influence attempt against a Man or Dúnadan faction by characters in his company this turn is modified by +2.

**Skin-changer:** permanent-event, 1 cp, +2/+1

Unique. Playable on Beorn. Tap this card to give Beorn +2 prowess, +1 body and -1 to the body of failed strikes against him this turn. Beorn makes a corruption check modified by -2.

If this card is tapped, Beorn may not use any items and he must tap at the beginning of the site phase or after facing automatic- attacks (if untapped).

**Stone of Erech:** permanent-event, +2 cc

Unique. Playable on a Man or Dúnadan character at Vale of Erech. Character must make a corruption check modified by -3 and face an attack: Undead — 1 strike with 13 prowess. If not in active play afterwards take this card back to hand. Character receives +2 on his corruption checks and may tap to cancel an Undead attack.

If Return of the King is not in play tap this card to force an opponent's Man or Dúnadan character at the same site to make a corruption check modified by -3 (cards may be played in support): if



target fails this check, he becomes a character in your company along with all non-follower cards he controls (ignore other results).

**Tales of the Hunt:** 1 cp

*Light enchantment.* Playable on a non-avatar warrior. Except during the site phase you may discard a creature from your MP pile (or trophy from the company) to untap the character. If creature is normally worth 2 MP or more untap all characters his company instead.

Alternatively, heal a character in the company during the organization phase (from wounded to untapped); during the end-of-turn phase: discard this card, wound the character again and make a body check (even if already wounded).

For both uses bearer must make a corruption check.

**The Hunt:** permanent-event

*Lore.* Playable on Alatar. Tap Alatar if untapped. Characters in his company may take trophies (any normal trophy rule applies). Remove all trophies (except those on Alatar) when Alatar leaves the company.

Discard this card to give +1 prowess until the end of movement/hazard phase to all characters in the company that Alatar has just joined by using his special movement ability. Cannot be duplicated.

**\*Use Palantír:** permanent event

*Ritual.* Playable on a sage or character with a mind greater than 4. He may use any Palantír he bears.

During the organization phase you may choose any other non-Hobbit character bearing a Palantír. Both characters make a roll (+2 if character taps) and add their mind (10 for Wizard). The player with the highest result may look at opponent's Play Hand. If the roll exceeds a difference of 5, one resource may be taken from opponent's Play Hand (if it exceeds a difference of 8, this card may be taken from his Marshalling Point Hand instead). Winner makes a corruption check modified by -1.

**\*Wit:** long-event

*Lore.* For any resource card played the first time this turn, you may make a roll and add the number of *Lore* cards you have in play. If result is greater than 6 you may take the resource back to hand instead of discarding it from play.

**Ad. C) Cross-out words from the following cards:**

- Arrows Shorn of Ebony: "Hoard" and "failed".
- Habergeon of Silver/Valiant Sword: "Hoard item"
- Forgotten Scrolls/Lost Tome: cannot be included in a starting company
- Healing Herbs: [alternatively] "tap and", "a character that is not wounded"
- Leaf Brooch: "only playable at Lorien" (i.e. make it a minor item)
- Palantir of Elostirion: "Discard if the bearer moves."
- Map to Mithril: "and the site". Change CP's to 1, place "tap map to mithril....untaps" between brackets, place MP's between brackets. (i.e. you get mp's when this card taps)
- When you Know More/When I Know Anything: "and the site"
- Pass the Doors: "Only if stored do you receive it's marshalling points. If stored".
- Fate of the Ithil-Stone: Cross-out the beginning so that the first sentence is "Tap this card...". Cross-out enough words at the end so that it reads, "If this card is inverted, you receive its marshalling points."
- Gandalf's Friend/The Forge Master/Squire of the Hunt/Pallando's Apprentice: "requires only 2 points of influence to control and"
- Many Coloured Robes: "he may"
- Radagast's Black Bird: 'you may return', 'active play'
- Cloudless Day/Fog: 'playable only if gates of morning is in play'
- Ringlore: 'and the site'
- Come at Need: "and this card", "kill points"
- Cruel Caradhras: "and not stopping at a site therein"
- Dragon's Terror: Cross-out the last line.
- Many Sorrows Befall: "unique"
- Shelob: "or when doors of night leaves play"
- Smaug at Home: "additionally...."

Add to the following cards:

- Durin's Axe/Torque of Hues/Wormsbane: "Hoard item"
- Shelob's Lair: "special: contains a hoard."

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