

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? Like to improvise and be surprised, but you don't want to spend money on boosters for sealed events? Like to 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

- The Arda Game is a MECCG game for 2 up to 7 players.
- In Arda, all players draw from the same decks of cards. This is called a shared deck game therefore.
- 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 don't see much play.
- 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.
- Drawing from the same deck of cards, the playing field is levelled, which makes Arda ideal also for new or less experienced players.
- 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 even more, **The Arda Expanded World Game** is created, with some new rules 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**.

the Arda Basic Game

Preparations: how to build an Arda deck?

Here the build-up of an Arda deck will be explained. 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 a number of cards at random, but a bit of selection is advisable.

First decide if your deck will be minion or hero. Both alignments still have their own set of cards of course, though an exception can be made for a few cards (see the Expanded World game). Try to balance your MP deck with factions, allies, items and events (items are more numerous, but don't go over 50% items).

Pick cards for your Play deck that would seem potentially useful (and exciting!) in a game, no more than 2 or 3 of each (only 1 of uniques). However, don't hesitate to pick cards less often used, all cards can be useful in specific situations after all, and that's what makes Arda exciting. Try to balance creatures and events. Use differing artwork when possible. Remember that people like looking at the beautiful artwork and interpretations too.

The number of cards for the decks are not fixed, they 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 after all, and normal deck manipulation and cardflow management don't apply. If you have a large Arda deck, you can use it over and over again, while it offers different games each time. Besides, as experience from Arda decks 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). Reserve 2 copies of each wizard for 6-7 player games.

-*Offering Deck*: usually around 30-35. Try to include 2 copies of each minor item.

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 new 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 look at and choose sites to go to.

The Game Starts

- Each player first draws a **Play Hand** of 8 cards from 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, and if playing with 6-7 players, don't play two same wizards if you're sitting next to each other.

- Next, each player is handed 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 may select 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.

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.

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

- Then, turn 4 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 easily bored. In any case, Standard Multiplayer Rules are in effect.

Untap and organization phase:

- During 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 doesn't 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. Hazard play may (and can) only be passed twice if no simultaneous active turns are taken.

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.
- During 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* Play hand *or* MP hand.
- 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 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- 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.
- Ring items are considered a separate source of Marshalling Points at the Council: if no other player has any MP's from ring items, you double yours, and rings are not considered items for the purpose of counting MP's.

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 player 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 don't 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 very 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 some timing issues arise, for example when both active players want to play the same roving character during organization phase, or minor item during site phase. Since such occurrences are quite rare, you could 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 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 makes for 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.
Nb. hazard play may only be passed once!

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.

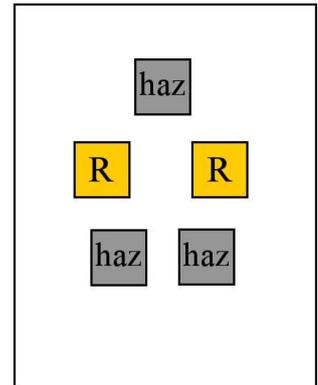
C) Joe plays Doors of Night (on Ted), which stays in play but does not cancel Gates, since Eric is too far away to have his resources affected. This creates an interesting paradox whereby

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**:

1. 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.



2. **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 him. 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*.

It is important to remember in both cases, that The Arda Game takes place in a nice social ambience and is played more laid back than a two player game, which by it's nature is more competitive. In the event some timing issues do occur, please resolve them with good humour, because you win some and you lose some. And after all, unexpected situations are also what makes Arda fun.

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.

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 other 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 a lot 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 a bit, because 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 Expanded World Games

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're really fascinated by the possibilities offered by Arda, and you want to put more time into perfecting your homemade Arda deck, then it makes perfect sense to edit your cards or even give them completely different texts in the interest of making these cards more playable. Greater, more thematic, and sometimes just simpler playability helps game enjoyment!

The rules and ideas mentioned below will be the **Recommended Arda Expanded World rules and cards**. They help game play as well as 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 remain 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 please let us know!

Nb. For anyone's convenience a file with the cards and new texts will be available if you pm the authors.

Recommended Arda Expanded World Game (Joe's/Eric's Arda Deck)

Additional rules

- Except when the Council is called, any character that has been successfully influenced away by an opponent is transferred to the company of the character influencing him (place under his DI if possible). Discard any allies he controls, transfer one item of your choice to a character in his company, and keep all other non-follower cards he controls with the character.

- Cards that mention the word 'stored' in their game text, may be so stored during site phase.
- Once per game, if your wizard is corrupted or killed, you may flip your wizard; your wizard is *lost* (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 and the next turn, your wizard is considered 'off to the side': you may not use your wizard to any purpose nor may he be the target of cards. After your next turn, your wizard may resume active play and may join any of your companies.
If the conditions on the Fallen Wizard card 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.
- Creature/permanent-event hazards that add an additional automatic attack to a site affect all versions of all sites, even if they are not in your Sphere.
- Hoard items are playable at Under-deeps sites (i.e. Under-deeps sites contain a hoard).
- Ring items *and* hoard items are separate MP source categories for the purpose of the Council.

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 White Hand (Huntman's Garb, Grey Hat, Pallando's Hood, Pocketed Robes and Many Coloured Robes). Of course you should also add to Play deck a copy of the cards these clothes can recycle for you.

Additionally, start the game with each wizard having his personal Friend beside him (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 them. Since Radagast is such a loner and doesn't have a friend card, you might start him with Shifter of Hues from the Expanded World cardlist.

Additionally, the wizards will receive some new abilities.

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

Radagast: May draw 1 additional card for every two wilderness in his site path (round down). May move up to 6 regions if moving to a site where another wizard is present. If at a site where another wizard is present, he gains that wizard's abilities and may use that wizard's specific items (no tapping required): his direct influence is modified by -2

Saruman: May tap to take a spell from the discard pile. Tap or wound a character in his company (at any time) to untap a Palantír, or during end-of-turn phase to untap Saruman. Any character in his company may use a Palantír.

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 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 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 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 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 rings are worth 1 less MP (to minimum of 1).

Recommended Card Errata

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

- A) the **New Legal Cards method:** adding cards that would not normally 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 did. 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 MEWH, and the 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: Pon-ora-Pon and Om-buri-Om will increase the number of Wose characters, Uchel will be a nice Cameth Brin character. With this, as with adding minion resources, keep it to a minimum! Any other new legal cards are ones that have received new text (see cardlist). Stage cards may be played outside organization phase.

Ad. B) New Card Texts

Use the following cards from Virtual Card Set 1:

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.

Virtuals yet slightly different (to account for Arda):

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.

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:

Where nothing is specified, card resembles original.

Characters:

Arinmir: scout/diplomat

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

Arwen:

Unique. *Lore*. +3 influence against Hobbits and half-Elves, +7 influence against Aragorn II. Discard a *Lore* card from hand to take *Choice of Luthien* from MP Deck or discard pile **or** to look at opponent's hand. At the beginning of her movement/hazard phase, if you have more *Lore* cards in play than opponent, you may draw a card from Play Deck. Home site: Rivendell, Lorien

Eomer:

Unique. 3rd Marshall of the Riddermark. During your organization phase, you may take one *Horses* into hand from discard pile. +2 prowess while at a site in (or moving through) Rohan and it's adjacent regions. Home site: any site in Rohan.

Eowyn:

Unique. +5 prowess against Nazgûl and his body is halved (round up). +1 prowess if in company with Aragorn, Faramir, Merry, or a character with home site Edoras. If Eowyn is Roving, she may join any company that is facing a hazard creature attack and contains Aragorn, Faramir, Merry or a character with home site Edoras: she must face one of the strikes.

Faramir: warrior/ranger/sage

Unique. *Lore*. +2 to his mind when not in company with Gandalf, Denethor or Aragorn II. +3 influence against Dúnedain and Dúnadan factions. Any non unique major item may be played at Henneth Annun by characters in his company. +2 on corruption checks when bearing a ring. During organization phase, Faramir may invert any ring he bears: it is worth 0 MP's, gives 0 CP's and he may not use or test it; re-invert it when it is transferred to another character in his company. Home site: Henneth Annun, Minas Tirith

Frodo:

Unique. Unless in your starting company, he may only be brought into play at his home site. +4 to his corruption checks. Once per game, you may discard a ring from your Marshalling Point hand and take The One Ring from the deck or discard pile to your hand. -2 MP if eliminated.

Merry:

Unique. Unless in your starting company, he may only be brought into play at his home site. +2 to his corruption checks. You may play one additional Hobbit from the Roving Character Deck when you play Merry, even in your starting company. If there are no other Hobbits that are "roving" (e.g., revealed), you may select the additional Hobbit from the Roving Character Deck.

Pippin:

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

Robin Smalburrow: no cc bonus

Unique. Unless in your starting company, he may only be brought into play at his home site. If in the same company, you may untap Sam Gamgee once per turn before strike assignment. Tap Robin Smalburrow to take *To Fealty Sworn* from MP deck or discard pile into hand. *To Fealty Sworn* may be played on Robin Smalburrow after the successful play of any hero faction.

Sam Gamgee:

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

Items:**Athelas:**

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

Alternatively, 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°.

Book of Mazarbul: 2 cp

Unique. *Lost Knowledge*. Playable at Moria. This item may be stored at a Dwarf-hold for 5 MP's: then each Dwarf in play must make a cc at -1.

If bearer is a sage or Dwarf and at or moving to an Under-deeps site or surface site, the following applies for his company: -1 to hazard limit (minimum of 2), tap this item to draw a card, each sage or Dwarf may tap to tap one *Map to Mithril*. All Dwarves gain +2 prowess against Orcs and Trolls, but Orc/Troll attacks cannot be cancelled.

Jewel of Beleriand:

Hoard item. Jewel. If bearer is at a Border-hold, he may make a corruption check at -1: if successful you may discard Jewel of Beleriand and replace it with a Gold Ring item from hand.

Miruvor:

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

Alternatively, rotate Miruvor 90 degrees to give +1 prowess and body to bearer against one strike. Discard Miruvor if rotated 360 degrees.

Palantír of Minas Tirith:

Unique. Palantír. Playable only at Minas Tirith. Tap *Palantír of Minas Tirith* or bearer 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 at -2. Otherwise, draw a card.

Palantír of Orthanc:

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

Red Book of Westmark:

Unique. Lost Knowledge. Lore. Playable at Bag End or Rivendell. Also playable on Bilbo at any site. Playing this item does not tap the site and may be done at a tapped site. 1 MP if stored at Bag End, and 3 MP's if stored at The White Towers when *Rebuild the Town* is played there. +2 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 at the Grey Havens or Edhellond during site phase: transfer or discard all items and allies he bears/controls and place him in your MP pile along with any non follower cards.

Ringil:

Unique. *Hoard item. Weapon. Warrior only:* +1 prowess/ +3 prowess if *restored* (to maximum of 10) *Elf or Aragorn only (if restored):* bearer must always face the first strike of any Nazgûl, Dragon, Spider or Spawn attack, regardless of status or attack's abilities. If bearer has mind >7, creature/permanent events of this type cannot be discarded, and when facing strikes of this type Ringil gives in stead: +5 prowess, +1 body, and -2 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 in play: only playable at Minas Tirith. May be stored at Minas Tirith for 2 MP if *The White Tree* is not in play. If *The White Tree* is in play and no Sapling is stored, you may face these automatic-attacks at Minas Morgul (after 1st): Orcs 5@7, Men 3@8, Nazgûl 1@15. After these attacks, tap a character to place Sapling with the site: Minas Morgul becomes a Border-hold, loses all automatic-attacks, is never discarded and is worth 3 MP's. Nothing is playable by other players at this site.

Scabbard of Chalcedony:

Once per turn, bearer may sheathe or 'unsheathe' one of his swords. This cannot be done during strike assignment. While sheathed (attach sword to *Scabbard*): sword gives 0 corruption points and bearer may not use it. While unsheathed (detach sword from *Scabbard*): sword is treated normally. In addition, when he is unsheathing, bearer makes a corruption check; if successful you may take one *Lucky Strike* or *Block* into hand from discard pile.

The Arkenstone: 1(3) CP, (+1/0)

Unique. Hoard item. Jewel. Values in parenthesis apply to Dwarf Bearer. Every character at bearer's site or in bearer's company receives +1 corruption point, and if a Dwarf +1 prowess. Tap The Arkenstone to make two rolls when influencing a Dwarf or Dwarf faction. If a company moves to your site, you may attack it during your next organization phase.

While bearer is at or moving to a Ruins & Lairs with two wilderness in site path, any unique Dragon, Orc or Troll may be keyed there. Ahunt Dragons also attack bearer's company if moving through regions adjacent to the regions listed on their card.

Wizard's ring: [2cp's] +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 (to minimum of 1).

Pallando: modify the body of one Man/Dúnadan 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 hobbit ally, 2/8, 2/0, 1 mp**

Unique. Playable at a tapped or untapped Bree, Old Forest or site in the Shire. Discard if there is no Hobbit, Tom Bombadil, Gandalf or Noble Hound in his company.

Tap to cancel a detainment attack. Tap to prevent opponent from looking in your hand or forcing you to reveal cards from hand. Noble Hound may also be played at a (tapped) Free-hold or Ruins & Lairs, and each Noble Hound in his company receives +1 to prowess and body.

Lindion the Oronin: warrior ally

Unique. *Alatar only.* Playable on Alatar at any tapped or untapped site with a Wolf, Spider, Animals or Pukel-man 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: warrior/scout ally (3/8)

Pallando only. Spirit of Huan. Playable on Pallando at any tapped or untapped site if a Man/Dunadan faction playable at that site is in play, or if you have played a *Noble Hound* there. You may tap any *Noble Hound* in the company 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, but can add two normal Noble Hounds to the deck.

Treebeard:

Unique. Playable at Wellinghall. May not face strikes from automatic attacks or attacks keyed to the site. Tap Treebeard to prevent a character from being taken prisoner, or to cancel a *Rescue attack* or attack from *Rescue Prisoners*. 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.

Wormtongue: sage/diplomat ally

Unique. Playable on Saruman or Theoden 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 >7 the strike is cancelled. Wormtongue may tap to make an influence attempt against Men and Man factions. Saruman gains the warrior skill if in company with Wormtongue.

If opposing Saruman or Theoden is in the same or adjacent region as Wormtongue during the organization phase, both must make a roll (opponent -2): if opponent rolls higher, he takes control of Wormtongue; if lower, his company may do nothing during the site phase.

Factions:

Dunlendings:

Unique. Playable at Dunnish Clanhold if the influence check >8. *Standard modifications:* Riders of Rohan (-2). You may play an additional non-unique battle-gear item after the successful play of this faction.

Saruman only: any other player's companies moving through Dunland, Enedwaith, Gap of Isen or Old Pukel-land face an attack: *Men 3@9*. Any character failing a strike is not wounded but taken prisoner at Dunnish Clanhold. *Rescue attack: Men 5@7*. 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 0.

Easterlings:

Unique. Playable at Easterling Camp if the influence check >11. *Standard modifications:* -1 for each character in the company, Wizard (-5), +10 if you discard from hand *Rebuild the Town*, Return of the King (+7). Hazard limit for your companies moving through Horse Plains or Nurn is decreased by 1 (minimum of 2).

Alatar or Pallando only: your characters may heal at Easterling Camp and test Gold Rings. Additionally, you may store events here and one Man or Dúnadan character along with all cards he controls (no cc required).

Ents of Fangorn:

Unique. Playable at Wellinghall if the influence check >9. *Standard modifications:* Hobbits (+4), Elves (+3), -1 for each Dwarf/Man/Dúnadan in the company. Tap this faction to allow any Ent ally to face strikes from attacks keyed to a site or from automatic-attacks this turn. Alternatively, tap Ents of Fangorn to prevent any Ent ally from being discarded as per their game text. This faction does not untap normally, in stead, you may tap two Hobbits, or two Elves, or a Hobbit and an elf in the company of an Ent ally to untap this faction.

The Great Eagles:

Unique. Playable at Eagles' Eyrie or Framsburg if the influence check >10. *Standard modifications:* Gandalf/ Radagast (+5), Gwaihir in company (+5). Tap this faction to play *Eagle-Mounts* on a company at a Shadow-hold or Dark-hold.

Gandalf or Radagast only: tap this faction to take *Eagle-Mounts* into hand from discard pile. If opponent successfully influences this faction, place it in his MP pile in stead of discarding it.

Hillmen:

Unique. Playable at Cameth Brin if the influence check >8. *Standard modifications:* Angmarim (+2). You may play an additional Gold Ring item after the successful play of this faction, and gold ring items may be played at any non-haven site in Rhudaur.

Tap this faction to change Rhudaur into a Border-land until the end of the turn. May also be tapped during opponent's movement/hazard phase. This faction is worth +1 MP's if you have Dunlendings or Angmarim in play. Once in play, number required to influence this faction is 3.

Hobbits:

Unique. Playable at Bag End if the influence check > 9. *Standard Modifications:* Hobbits (+4), Dwarves (+2). This faction is worth +1 MP for every unwounded Hobbit characters you have in play (stored characters also count).

Gandalf only: any Ent-ally may move to Bag End (if not in play, reveal this card during organization phase to allow such movement). Tap an Ent ally at Bag End to play *Mallorn* as if *Earth of Galadriel's Orchard* were stored there: place all Ent-allies at Bag End in your MP pile.

Lossoth:

Unique. Playable at Lossadan Camp if the influence check >8. *Standard modifications:* Angmarim (-2), Voteli in the company (+2)

Tap this faction to cancel any effect of *Cruel Caradhras*, *Snow Storm*, *Long Winter* or *Fell Winter* against your companies. You may play *Noble Hound* at any site in Forochel, Arthedain or Numeriadon. -1 hazard limit for your companies moving through Angmar (minimum of two).

Men of Anfalas:

Unique. Playable at Lond Galen if the influence check >7. *Standard modifications:* Dúnedain (+1), Men of Lamedon (-2). Tap this faction to take *Rebuild the Town* from discard pile into hand. This faction only untaps after any attack by *Corsairs of Umbar*, or if Aragorn II or Imrahil moves through Anfalas or adjacent regions.

Men of Dale:

Unique. Playable at Dale if the influence check >7. *Standard modifications:* King under the Mountain Dwarf (+5), Men of Lake-town (-2). Tap this faction to untap The Lonely Mountain, or to modify the prowess of any Dragon or Drake attack against your companies moving through Northern Rhovanion by -2. This faction does not untap normally during untap phase.

Men of Dorwinion:

Unique. Playable at Shrel Kain if the influence check >9. *Standard modifications:* Elves/Dwarves (+1), Radagast/Galva in the company (+3). Tap this faction to (search and) play Galva from the Roving Character Deck.

Radagast only: any Ent-ally may move to Shrel Kain (if not in play, reveal this faction during organization phase to allow such movement). Tap an Ent ally at Shrel Kain to play *Mallorn* as if *Earth of Galadriel's Orchard* were stored there: place all Ent-allies at Shrel Kain in your MP pile.

Men of Lake-town:

Unique. Playable at Lake-town if the influence check >7. *Standard modifications:* Men (+1), Dwarves (-2), King under the Mountain Dwarf (+5), Men of Dale (-2). Up to two characters at Lake-town may tap and play a non-unique minor item during organization phase (even hoard items).

Tap this faction to take any manifestation of Smaug into hand from discard pile (this may be done at any time). This faction does not untap normally.

Men of Lamedon:

Unique. Playable at Vale of Erech if the influence check >8. *Standard modifications:* Dunedain (+2), Men of Anfalas (-2).

Pallando only: place any Man/Dúnadan characters that are killed with this faction (except

Aragorn). Opponent's 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*: idem. 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 >7. Standard modifications: Men (+1), King under the Mountain Dwarf (+5). Tap this faction to modify the prowess of any dragon or drake attack against your companies moving through Northern Rhovanion by -2. Alternatively, tap this faction to untap *Men of Lake-town* or *Men of Dale*. If opponent successfully influences this faction, place it in his MP pile in stead of discarding it.

Petty Dwarves:

Unique. Playable at The Worthy Hills if the influence check > 9. *Standard modifications*: Dwarves (+2), Elves and Dúnedain (-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. Bearer/receiver makes a corruption check.

Riders of Rohan:

Unique. Playable at Edoras or Dunharrow if the influence check >10. *Standard modifications*: Dúnedain (+2). While moving in Rohan or its adjacent regions, tap this faction to assign strikes of an attack against your company regardless of your characters' status or attack's abilities. *Saruman or Gandalf only*: While moving in Rohan or its adjacent regions, tap this faction to have a creature that has just attacked the company attack again, with -1 strike and -2 prowess (to minimum of 1). If opponent successfully influences this faction, place it in his MP pile instead of discarding it.

Southrons:

Unique. Playable at Southron Oasis if the influence check >11. Standard modifications: -1 for each character in the company, Wizard (-5), +10 if you discard from hand *Rebuild the Town*, Return of the King (+7). Hazard limit for your companies moving in Harondor or Ithilien is decreased by 1 (minimum of 2). *Alatar or Pallando only*: your characters may heal at Southron Oasis and test rings here. Additionally, you may store events here and one Dúnadan character along with all cards he controls (no cc required).

Wood-elves:

Unique. Playable at Thranduil's Halls if the influence check >9. *Standard modifications*: Elves (+2), Dwarves/Men (-2). Tap this faction to heal a character with *Rescue Prisoners* at a site in Mirkwood or Grey Mountain Narrows. *Alatar only*: while Alatar is at a site in Mirkwood or Grey Mountain Narrows, tap this faction during the organization phase and reveal the top 8 cards from the Play deck: one creature of your choice attacks Alatar's company (return other cards at random to top of the deck).

Woodmen:

Unique. Playable at Woodmen Town or Rhosgobel if the influence check >8. Standard modifications: Men (+1). If opponent successfully influences this faction, place it in his MP pile in stead of discarding it.

Tap this faction to heal a character with *Rescue Prisoners* at a site in Mirkwood or Anduin Vales. -1 hazard limit for your companies moving through Southern Mirkwood.
Radagast or Saruman only: tap this faction and reveal the top 5 cards of the MP Deck. Take one gold ring or ring special item into hand, shuffle rest back into the deck.

Stage cards:

Wizard's Myrmidon:

Playable on a character in your wizard's company. If your wizard is chosen to be the target of a strike, character may tap and take the strike instead. If target character is killed, tap your wizard (if untapped). Character may only be controlled by your wizard or general influence. Cannot be duplicated by a given player.

Shifter of hues: (cross out skill change)

Unique. Playable on Radagast. If in company with no other characters or allies (except any Ent or bird ally), you may *tap Shifter of Hues* or Radagast to cancel an attack keyed by name or type to Shadow-land, Wilderness, or Border-land, and increase the hazard limit by 1. Radagast makes a corruption check at -2.

Additionally, any Ent ally in his company is not discarded as per their game text when moving through a Wilderness region.

You may return this card to hand during the organization phase.

Truths of Doom:

Lore. Playable on your wizard. Whenever a character or unique creature is eliminated, you may discard this card to either search the MP (discard)pile and take one resource into hand, **or** draw three cards from Play deck: Untap your wizard.

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

This card may be transferred to a character in your wizard's company during organization phase.

Hazards:

Balrog of Moria: creature/permanent event

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

As permanent-event, unless Galadriel is at Lorien or not in play, Lorien is considered Free-hold for purpose of bringing characters into play. All Orc attacks keyed to Wold & Foothills, Fangorn or Redhorn Gap (or at sites in these regions) gain +2 prowess.

Additionally, Moria gains automatic-attack: *Spawn 2@18/8*. Each company moving through Redhorn Gap must make a roll and add number of Dwarves in the company: if >8 it faces this automatic attack (roll is automatic if *Cruel Caradhras*, *Long Winter* or *Fell Winter* is in play or played this turn). If defeated, you get this card's MP's.

Bane of the Ithil Stone:

Corruption points for Palantiri are doubled.

Any hazard player may tap this card (1 hazard limit) to force any one character bearing a Palantir to make a roll (+2 if a Hobbit): if result plus his mind is: less than 10, character is wounded (no body check); 10 to 15, no skill cards may be used this turn; < 15, discard this card **or** reduce hazard limit against any of your companies by -2 this turn (to minimum of 1, defender's choice). You may use two against a company's hazard limit to untap this card. A

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

In Great Wrath: permanent-event

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

Additionally, the hazard player may tap this card (1 hazard) to let a Nazgûl attack from discard pile or permanent-event state. Nazgûl must be able to attack, may not have attacked this turn, and receives -2 prowess/body (-3 for Witch-king of Angmar) . This card does not untap normally. To untap it, 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. Defender may choose: replace site card with another site in the same or adjacent region, have one non-wizard character (opponent's choice) split off and return to site of origin (separate movement/hazard phase of 1), or do nothing during site phase.

Lost in wilderness:

Playable on a company moving through Wilderness. According to the number of Wilderness in company's site path, the following applies (effects are cumulative). *One*: tap a character (defender's choice). *Two*: if available, the company must discard a food minor item (e.g. *Miruvor*, *Healing Herbs*, etc.) for no effect; otherwise prowess and body of all characters in the company are decreased by 1 until site phase. *Three or more*: make a roll and add 1 for each scout and ranger skill present, if <11 replace company's site with a new site in same or adjacent region. Cannot be played on a lone wizard or company with a Wose character.

The Pale Sword: 2 CP

Dark enchantment. Playable on a character wounded by a Nazgûl attack this turn. Character may not heal. Rotate this card 90 degrees each untap phase and make a corruption check, add 2 for each time rotated (maximum of 8). If character would be discarded, he receives -2 prowess and -1 body this turn instead. If character would be eliminated, discard all cards on him: he becomes a wraith and cannot leave the site. Each company entering the site faces an attack: *undead*, 1@x, x equals character's base prowess +7. If opponent's companies defeat this attack, place this card in your MP pile: it is worth [-2 MP].

A sage in the company may tap and discard a card with healing effect (if not at a Haven) to make a roll (+3 if at Haven): if >7 discard this card.

The Will of the Ring: permanent-event, 1 cp.

Dark enchantment. Playable on *The One Ring*, a Dwarven Ring or Magic Ring, or on bearer of Narya, Nenya or Vilya. Keep this card with the ring. Bearer must make a corruption check at -1 at the end of each movement hazard phase if moving through a Shadow-land/Dark-domain or to a Shadow/Dark-hold, or after facing an Orc or Nazgûl attack.

If bearer is moving, the hazard player may discard this card and make a roll (add two for every corruption card/dark enchantment on bearer): if >8 bearer splits off from the company and moves to a Shadow -or Darkhold of opponent's choice (hazard limit 1). This site must be in the regions travelled through or adjacent. Cannot be duplicated.

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

Playable on a character. +3 to any influence attempt by characters in his company against factions playable at his home site. If at his home site, character may tap to take a faction playable there from 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. Playable on a character after facing a strike from an attack by a unique Dragon manifestation or an automatic attack at a site that contains a hoard. You may draw a card from Play deck when you play this card. Discard this card to give -2 prowess and body to 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 at any time to play a Dragon at Home manifestation from discard pile.

Dreams of Lore:

Lore. Playable at Old Forest, The White Towers, Beorn's House, Dol Amroth or Henneth Annun, on an untapped: wizard, sage, Frodo, or character with a mind > 5. Tap character and site. If character is at a non Shadow/Dark-hold during your organization phase, you may name one hazard or resource (both if you have 3 *Lore* cards in play). Until your next turn: if any opponent plays named hazard, you may test a ring (add or subtract 1 to result). If any opponent plays named resource, you may draw a card and your hand size is increased by 1.

Additionally, character may tap to make information playable at his current Free-hold, Border-hold, or Ruins & Lairs until the end of the turn.

Drughu: permanent-event

Playable on a character with home site Druadan Forest. If such character is not in a company while 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 wizard or a character with a mind of 6 or more (otherwise discard character). While moving through Wilderness or Gondor, character may tap to cancel an attack: immediately replace your site card with another site card in the same or adjacent region, increase the hazard limit by 1.

Eyes of Mandos: permanent-event

Lore. Playable on Pallando. The mind of each character in his company bearing a Palantir is increased by 2 (costing no extra influence to control). Discard this card to heal a Dunadan or Man character. Cannot be duplicated.

Face out of sight: long-event

Discard a resource from your play hand and tap a character in the company to return a hazard creature keyed to a site to opponent's hand.

Gift of Comprehension:

Light enchantment. Lore. Playable on your wizard or an Elf. All Man characters in the company receive +1 prowess and +1 on corruption checks. Character 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 this item in stead for same effect, or tap to heal one Man or Dúnadan in the company. Character makes a corruption check at -2 at the end of each untap phase. Additionally, bearer gains +3 influence against Ent-allies and Ent factions.

Healing of Nimrodel: short-event

Playable on a company moving to a haven, if the company contains an Elf, or an Elf is present at the haven. The company may untap or heal one character (from wounded to untapped) at the end of it's movement/hazard phase. Additionally, tap a character in the company to allow the company to take a second movement/hazard phase immediately following the first 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 same site as opponent's company. Your character 'duels' a character of your choice from opponent's company. Treat duel as a single-strike attack; attack/strike cannot be cancelled unless opponent 'declines' duel by placing card in your marshalling point pile. [MP: 2]

Here There or Yonder:

Playable during 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 under general influence with the company who's home site is in one of the regions travelled through, or regions adjacent to these.

Alternatively, playable during 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 the sage's current site. Tap sage and site.

Hidden Knife:

Playable during the site phase on one of your characters at 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. If Gandalf is in the company; you may discard (for no effect) a *New Friendship* to influence a Hobbit controlled by a wizard, or *Old Friendship* to cancel an influence attempt against a Hobbit. 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 on a diplomat during the movement/hazard phase 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 three options: the hazard creature is discarded, the hazard creature receives -3 prowess and -1 body, or the revealed card is discarded. Otherwise, your opponent must reveal his hand and the hazard limit is increased by two. Cannot be duplicated on a hazard creature attack.

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 influence against Elves, Dwarves or Dúnadan and may tap to untap any character of that race in the company. If 4 different races are in the company (Elf, Dwarf, Dúnadan, Man or Hobbit), you may search the discard pile for a *Fellowship* during the organization phase at any non Shadow-hold, non Dark-hold and play it as if at a haven (or play *Fellowship* from hand).

Narya: permanent-event, 1cp

Unique. Ring of Fire. Playable on Gandalf or Cirdan. Tap Narya to give +2 prowess and +1 body to bearer this turn, or to untap a character in his company facing a strike from a hazard creature attack. Gandalf/Cirdan makes a corruption check at -3.

Nenya: permanent-event, 1cp

Unique. Ring of Water. Playable on Galadriel. Tap Nenya to give +2 prowess and +4 direct influence to Galadriel this turn, or +3 to a corruption check made by a character in her company (other than Galadriel). Galadriel makes a corruption check at -2.

No Strangers at this time:

Light enchantment. Playable on an untapped Border-hold or Free-hold if your wizard is there, or if one of your characters there has the site listed as his home site. This site is never discarded or returned to your location deck. Any character that doesn't have this site listed as his home site must make roll at the beginning of the site phase, adding his mind (10 if wizard): 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. 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-wizard character at a non-Haven site. Turn character face down: he becomes an agent (at current site). Normal agent rules apply, except attacking and making creatures playable. He may take two agent actions per turn. During site phase he may tap if opponent's company enters the site to initiate one action (your choice): *if warrior*, attack; *if sage*, tap a non-wizard 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. Playable on an opponent's character at the same site as your untapped diplomat.

Tap diplomat. 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 influence and this card is worth 1 MP. If on your wizard your hand size is increased by 1.

This card may be discarded during his next untap phase if character passes a corruption check at -5 or gives your wizard 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. Elf may tap to cancel a hazard creature attack: 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 under direct or general influence. 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@7 (*Wolves* if Border-hold, *Spiders* if Ruins & Lairs, *Orcs* if Shadow-hold, *Trolls* if Dark-hold).

After the attack, tap a character to play a Roving Character (otherwise take this card to hand). Character comes into play wounded, is worth no MP's and costs no influence to control. When character is healed place this card in your MP pile: character now requires normal amount of influence to control and is worth normal MP's.

This card may also be played on a character after a successful rescuing 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* is stored there. +3 to his direct influence and he may use a Palantír. Resources and followers controlled by Aragorn II cannot be influenced.

All characters in his company gain +1 to prowess and corruption checks when moving through a Shadow-land or Dark-domain, or at a site therein. Aragorn may tap to untap all characters in his company.

Safe from the shadow:

Playable on a company. If 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 >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, cp 1

Lore. Playable on Minas Tirith or Isengard, if you tap 10 mind or more worth of characters (wizard =10). The site is never discarded. Before testing a gold ring, a company at this site may choose to make a roll and add 2 for each sage present. If the result is: <8, nothing happens; 8-12: +2 to the subsequent roll to test the ring; >12, you may replace the ring with any ring item from hand.

Rotate this card 90 degrees each time a ring is tested at this site. This card is worth 1 MP for each time rotated (to maximum of 4).

Sentinels of Numenor: 1 cp

Playable on Aragorn, Boromir, Faramir, or Imrahil. 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.

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 at -3 and face an attack: undead 1@13 (make cc at -3 if wounded). If killed or discarded, 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 *Stone of Erech* to force an opponent's Man or Dúnadan character at the same site to make a corruption check at -3 (cards may be played in support): if character fails this check, he becomes a character in your company along with all non follower cards he controls.

Tales of the Hunt: 1 cp

Light enchantment. Playable on a non-wizard warrior. Except during your 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. **Alternatively**, discard this card during organization phase to heal a character in the company (from wounded to untapped); wound this character again during end-of-turn phase and make a body check (even if already wounded). In both cases, warrior makes 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 mind greater than 5: he may use any Palantír he bears. During organization phase, you may choose any one non-Hobbit character in play bearing a Palantír. Both characters make a roll (+2 if character taps) and add their mind (10 for wizard). 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 the roll exceeds a difference of 8, this card may be taken from his Marshalling Point Hand in stead. Winner makes a corruption check at -1.

Vilya: permanent-event, 1cp

Unique. Ring of Air. Playable on Elrond. Tap Vilya to give +2 prowess and +2 direct influence to Elrond this turn, or to heal a character in his company. Elrond makes a corruption check at -2.

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 into hand instead of discarding it.

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."