

The LORD OF THE RINGS

THE CARD GAME

*These cards are intended to
be printed as replacements for
the equivalent cards found in
MEC104 and MEC105.*



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ELROND'S COUNSEL



Action: If you control a unique *Noldor* character, give another character +1  until the end of the phase and lower your threat by 3.

“Believe rather that it is so ordered that we, who sit here, and none others, must now find counsel for the peril of the world.”

—Elrond, The Fellowship of the Ring

EVENT

4

HELM OF SECRECY



Limit 1 per deck.

Action: Choose a hero you control and discard all tokens from it. Select a different non-, non- hero from your collection with a threat cost less than or equal to the chosen hero. Swap those heroes, moving all eligible attachments to the hero from your collection.

EVENT

4

2

1

2

3

 FARAMIR***Gondor. Noble. Ranger.***

Action: Exhaust Faramir to choose a player. Each character controlled by that player gets +1  until the end of the phase.

"He leads now in all perilous ventures. But his life is charmed, or fate spares him for some other end."

—Mablung, Ranger of Ithilien, The Two Towers

ALLY

2

1



1



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1

ENVOY OF PELARGIR

Gondor.

Response: After Envoy of Pelargir enters play, add 1 resource to a *Gondor* or *Noble* hero's resource pool.

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DAERON'S RUNES



Action: Draw 2 cards. Then, discard 1 card from your hand.

"These are Daeron's Runes, such as were used of old in Moria..."

—Gandalf, The Fellowship of the Ring

EVENT