

First  
Virtual  
Card Set  
\*  
Version  
0.81



Unofficial  
Release  
\*  
for  
Playtesting  
Only

Brought to you by the Council of Elrond and designed by Joe Bisz and Mark Alfano, *Virtual Cards* are an exciting way to produce expansions for the Middle-earth card game without needing to print physical card sets. To use, simply cut out the text boxes below and place them over the text boxes of the original cards. (Double-sided poster tape works well.) These 43 *Virtual Cards* represent a second version of the same card—you may continue to use the original versions in any deck that uses Virtual Cards. The goal of the *Virtual Cards* is to enhance cards that rarely see play, strengthen weak deck types and limit powerful ones, as well as introduce fresh thematic strategies that will take your decks to the seldom-visited corners of Middle-earth.

## Hero Resources

### Alert the Folk

PERMANENT-EVENT

If Brand or Bard is at *Laketown* or *Dale*, you may tap a character in their company to take a hoard item from your discard pile or play deck (reshuffle) into your hand. Each time you play an item at a Dragon's Lair, you may untap *Dale*, *Lake-town*, or a company at these sites. Dragons may be keyed to these sites. You may start the game with this card in lieu of a minor item. Your second starting minor item may be a non-unique hoard minor item.

• Alert the Folk (V) Playtest Version 0.8 Council of Elrond 2007

### Ancient Stair

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 related Under-deeps site. May be played with a starting company in lieu of a minor item.

• Ancient Stair (V) Playtest Version 0.8 Council of Elrond 2007

### Anduin River

*Unique. Playable during the movement/hazard phase immediately after cards are drawn if you moved through at least two of these regions: Wold and Foothills, Rohan, Anorien, Ithilien, Dagorlad, Lebennin, Harondor.* Each of the above regions in the company's site path is replaced by a Coastal Sea [☉]. Bring up to one resource or character from your discard pile to your play deck (reshuffle) for each region replaced (one card may be taken into hand). Remove this card from the game.

• Anduin River (V) Playtest Version 0.8 Council of Elrond 2007

### Anduril the Flame of the West

*Unique. Sage only during the site phase at an untapped site where "Information" is playable.* Tap the sage and site. If stored at a Haven, discard a stored *Reforging* from your play deck (reshuffle) or hand with a character at *Rivendell* and *Anduril* on *Narsil*.

In addition to *Narsil*'s effects, *Anduril* gives its bearer 4 marshalling points, +4 prowess (to a maximum of 11), +1 direct influence, and one more corruption point. *Narsil* may now be tapped to return a non-unique or Nazgûl hazard creature to opponent's hand (discard creature instead if *Narsil* on *Aragorn* II); bearer makes a corruption check.

(+4)/- 1

• Anduril the Flame of the West (V) Version 0.8 Council of Elrond 2007

### Armory

When *Armory* comes into play, you must place between two and four non-hoard minor items (except *Cram*) from your sideboard under *Armory*. These minor items are playable at tapped and untapped Free-holds [•] and Border-holds [I] (no more than two minor items per site). If there are no items under *Armory*, you gain 1 marshalling point.

• Armory (V) Playtest Version 0.8 Council of Elrond 2007

### Cup of Farewell

Whenever a hero company splits off from a company with a female character (or leaves the same site as any player's Galadriel or Arwen), the resource player may choose for that female character to tap (Galadriel or Arwen do not tap) and place a minor item from his discard pile or sideboard with a character in the leaving company.

• Cup of Farewell (V) Playtest Version 0.8 Council of Elrond 2007

### Ent-Draughts

PERMANENT-EVENT

*Playable on a non-Wizard character at Wellinghall during the site phase.* Cancels any stage resources on the character. +1 mind, +1 body (maximum 11), +1 direct influence, and if he was wounded when this card was played, he is now healed. During your end-of-turn phase, you may tap *Ent-Draughts* to take *Ent-Draughts* into your hand from your play deck; reshuffle.

-/+1

• Ent-Draughts (V) Playtest Version 0.8 Council of Elrond 2007

### Fair Sailing Fair Travels in Dark-Domains

If target company's site path has at least two Coastal Seas [☉]; you may reveal the top eight cards of your discard pile, select one resource to take into your hand, and discard the rest.

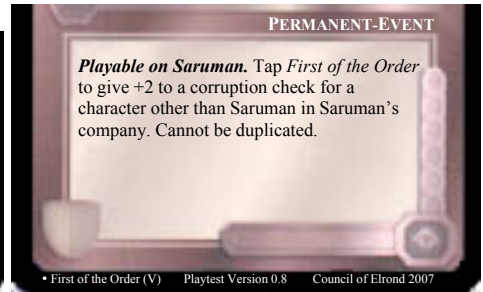
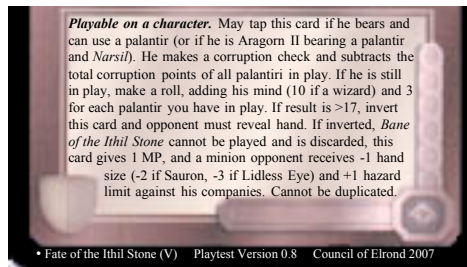
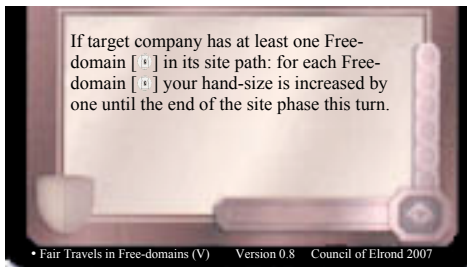
• Fair Sailing (V) Playtest Version 0.8 Council of Elrond 2007

LONG-EVENT

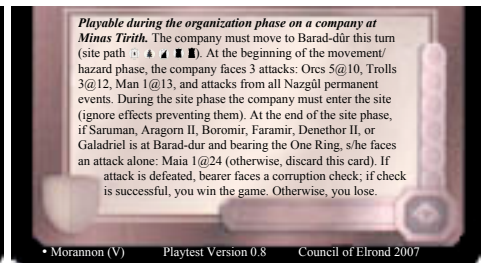
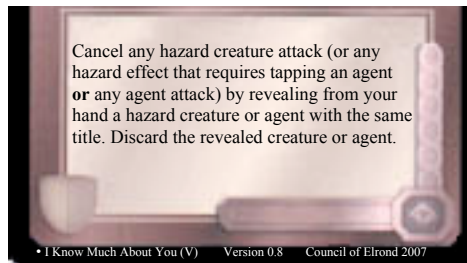
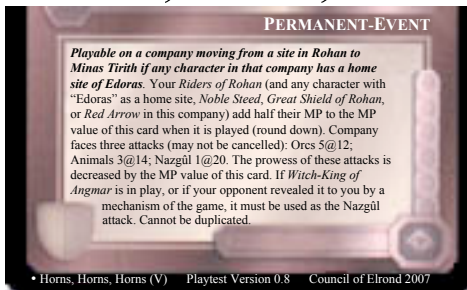
If a company's site path has at least one Dark-domain [■]; one hero character in that company can tap to target and cancel the play of one hazard event before the event resolves. This cannot be used against on-guard cards.

• Fair Travels in Dark-Domains (V) Version 0.8 Council of Elrond 2007

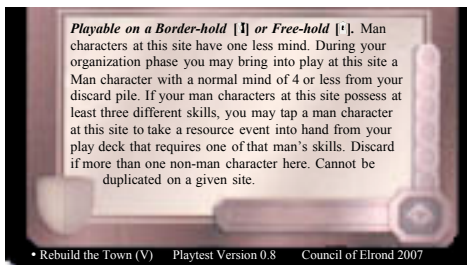
# Fair Travels in Free-domains Fate of the Ithil Stone First of the Order



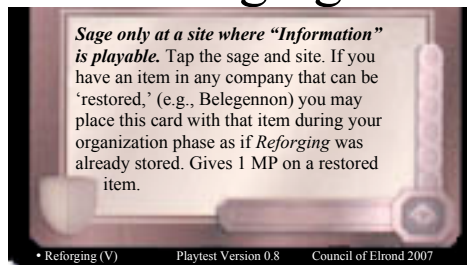
# Horns, Horns, Horns I Know Much About You Morannon



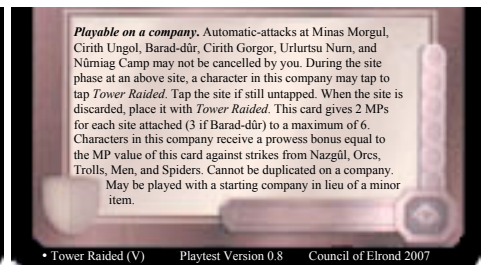
# Rebuild the Town



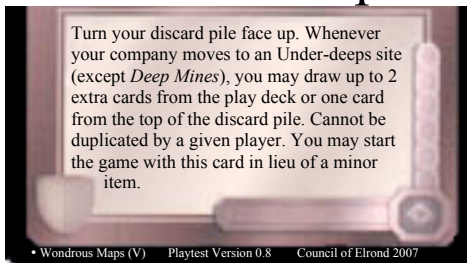
# Reforging



# Tower Raided

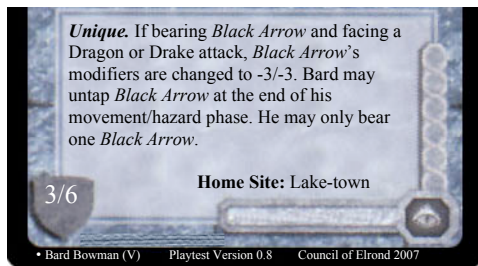


# Wondrous Maps

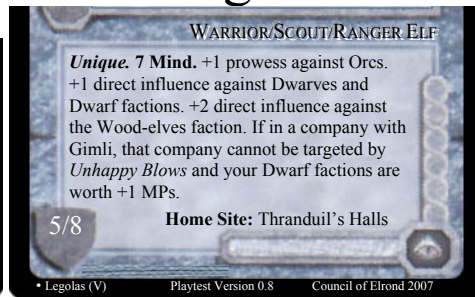


# Hero and Minion Characters

## Bard Bowman



## Legolas

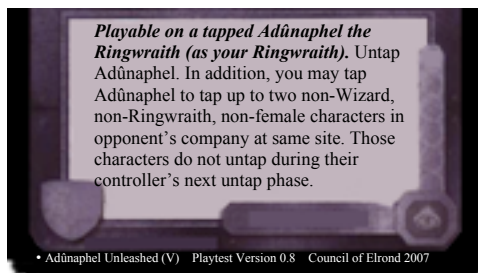


## Snaga

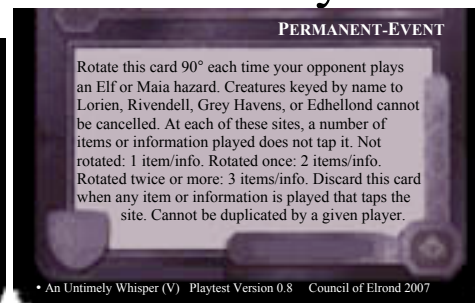


# Minion Resources

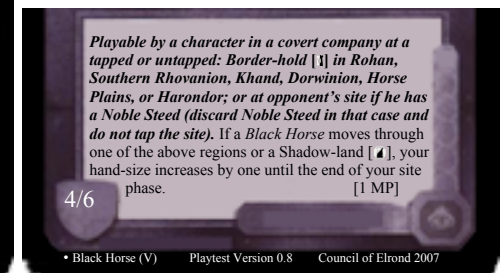
## Adûnaphel Unleashed



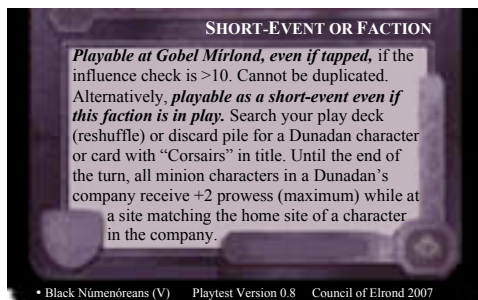
## An Untimely Whisper



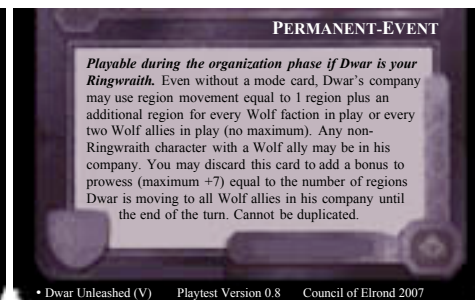
## Black Horse



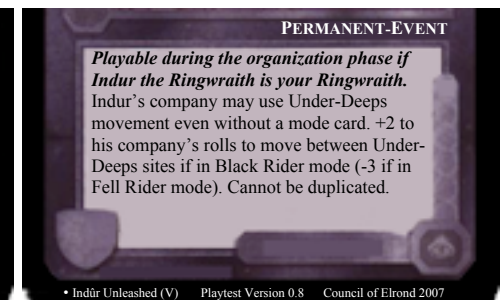
## Black Númenóreans



## Dwar Unleashed



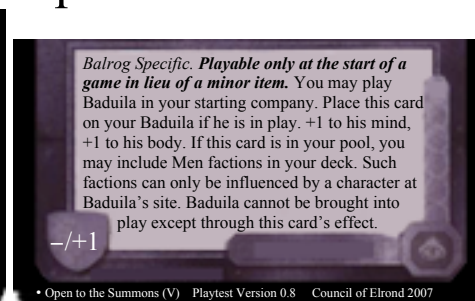
## Indûr Unleashed



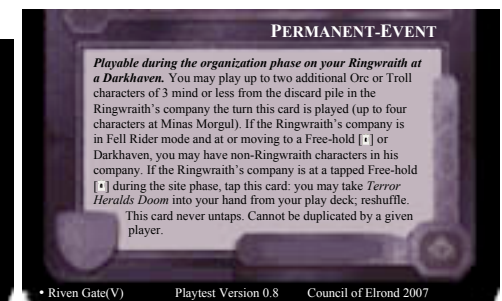
## Khamul Unleashed



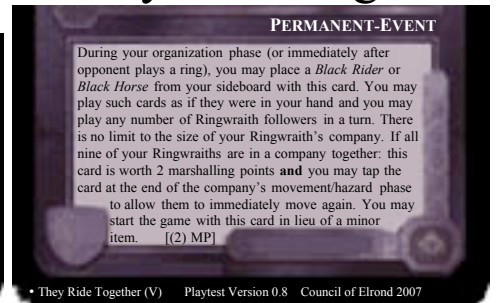
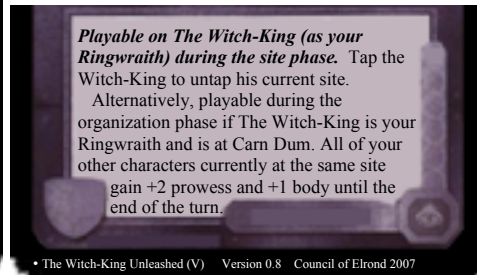
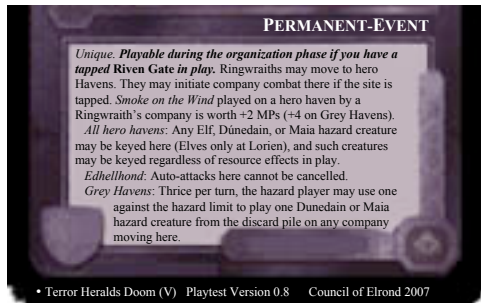
## Open to the Summons



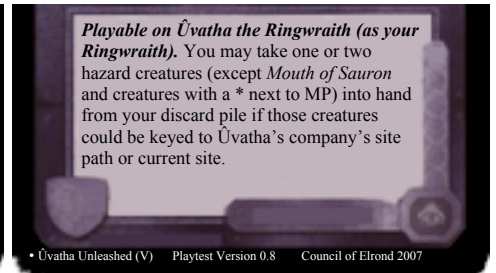
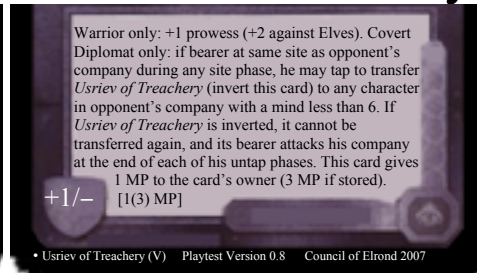
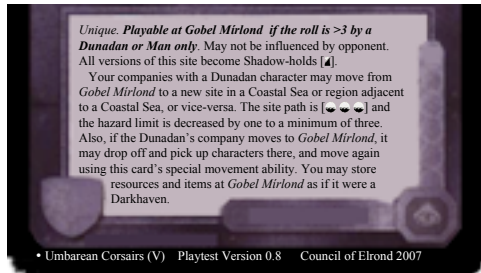
## Riven Gate



# Terror Heralds Doom The Witch-King Unleashed They Ride Together

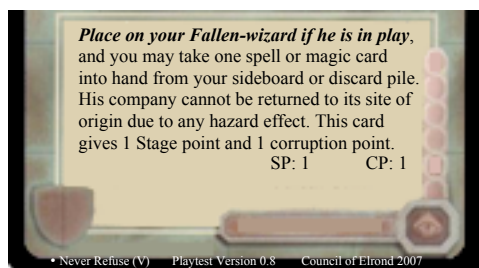


# Umbarean Corsairs Usriev of Treachery Úvatha Unleashed

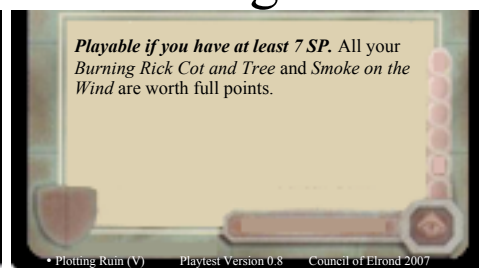


# Fallen-Wizard Stage Resources

## Never Refuse



## Plotting Ruin



# Hazards

## Dwar of Waw

**CREATURE OR PERMANENT-EVENT**

**Unique.** *Nazgûl* (3<sup>rd</sup>). May be played as a hazard creature (with one strike) or as a permanent-event.

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.

15/10

• Dwar of Waw (V) Playtest Version 0.8 Council of Elrond 2007

## Half an Eye Open

**PERMANENT-EVENT**

**Playable on a site that contains a hoard or on a Dragon at home manifestation.** When this card is played, take up to three cards from your discard pile and place them face-down with this card. You may play short- or permanent-event hazards (except "at Homes" and *Parsimony of Seclusion*) placed with this card that mention a named Dragon or the word "Dragon" in their game text or title as if they were in your hand. All hazards targeting unique Dragon creatures do not count against the hazard limit. *Prowess of Age* can only be played to give a prowess bonus. Discard this card if there are no cards with it, the card it is played on is removed from play, or when any play deck is exhausted.

• Half an Eye Open (V) Playtest Version 0.8 Council of Elrond 2007

## The Nazgûl Are Abroad

When this card is played, take up to four cards from your sideboard or discard pile and place them face-down with this card. You may play non-creature hazards placed with this card that have the word "Nazgûl" in their game text (except *Long Dark Reach* and *Morgul Horse*) as if they were in your hand. Once per turn, a card played this way does not count against the hazard limit. Discard this card if there are no cards with it, or when any play deck is exhausted.

• The Nazgûl Are Abroad (V) Playtest Version 0.8 Council of Elrond 2007

## Eye of Sauron

**PERMANENT-EVENT**

**Playable on a site if more than one of opponent's characters is there, or on a Haven if opponent's Wizard or Balrog is there.** At the start of its site phase, a company here must tap any one of its untapped characters with the highest-mind (choose Wizard or any Ringwraith if possible), or the company may do nothing during the site phase. Cancels the effects of *Hall of Fire* here. Cannot be duplicated on a site.

• Eye of Sauron (V) Playtest Version 0.8 Council of Elrond 2007