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LANDS UNSEEN

Play only if each hero you control has the *Scout* or *Ranger* trait.

**Action:** Search the top 5 cards of the encounter deck for a non-unique location. Reduce each player's threat by X, where X is that location's printed , then add that location to the staging area. Shuffle the encounter deck.

EVENT

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Play only if each hero you control has the *Scout* or *Ranger* trait.

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EVENT

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1  
HORSE-HAIR LASSO

**Item. Weapon.**

Attach to a hero. Restricted.

**Response:** After attached hero attacks a non-unique enemy worth no victory points, shuffle your deck and discard the top card. If the discarded card's cost is equal to or greater than the enemy's remaining hit points, add Horse-hair Lasso and that enemy to the victory display.

ATTACHMENT

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9  
ANCIENT LORE

Lower the cost to play Ancient Lore from your hand by 1 for each other card in your hand.

**Planning Action:** Each player may choose an ally in their discard pile. Put those allies into play exhausted under their owners' control.

*"I beheld the last combat on the slopes of Orodruin, where Gil-galad died, and Elendil fell, and Narsil broke beneath him." —Elrond, The Fellowship of the Ring*

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2  
MORINEHTAR'S STAFF

**Artifact. Item. Staff**

Attach to Morinehtar. Restricted.

**Response:** After an enemy, location, or treachery card is revealed from the encounter deck, exhaust Morinehtar's Staff to choose one:

- Cancel the "when revealed" effects of that card, then reveal an encounter card.
- Reduce your threat by that card's , then raise your threat by 1.
- Ignore the Doomed keyword on that card.

ATTACHMENT

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