



"Leaving" by Alberto Gordillo

Virtual Set 1 is finally official! It's been three years of hard work and painstaking forum discussions since play testing began in May 2006. Now the set is done and the card texts are unlikely to change. We hope Councils and players will consider accepting our new expansion—***The Road Goes Ever On***—in all tournaments and casual play.

Virtual Cards are a way to produce without needing to publish new cards. To place them over the text boxes of the works well.) These *Virtual Cards* represent may continue to use the original versions in *Virtual Cards* is to enhance cards that rarely limit powerful ones, as well as introduce decks to the seldom-visited corners of

Virtual
Cards Set 1
*
Official
Release
July 2009

expansions for the Middle-earth card game use, simply cut out the text boxes below and original cards. (Double-sided poster tape a second version of the same card, but you any Virtual Card deck. The goal of the see play, strengthen weak deck types and fresh thematic strategies that will take your Middle-earth.

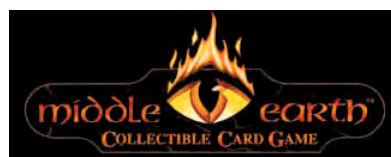
Expansion Size: 50 New Cards

Expansion Name: ***The Road Goes Ever On***

Designed By: The Virtual Cards Development Team (Joe Bisz, Mark Alfano, Jamie Pollock, Marcos Cáceres, Eric Dane, Ben Sorensen, Bert Claessen, Dominik Schönleben, and others). Brought to you by the Council of Elrond.

For More Information and to Download this Set: Visit the "Virtual Cards Showcase" forum at <http://www.councilofelrond.org/forum/>.

Please read these special documents in the above forum: "Rulings and Clarifications for Virtual Cards," "Ground Rules for Using Virtual Cards In Game Play" (tourney rules, how to obey uniqueness rules with originals, notification that the German 9 Promos are legal for use with this set), "Introducing the Virtual Cards" (for history), "Suggesting New Virtual Cards to the Designers," and "Updates" (for future set revisions).

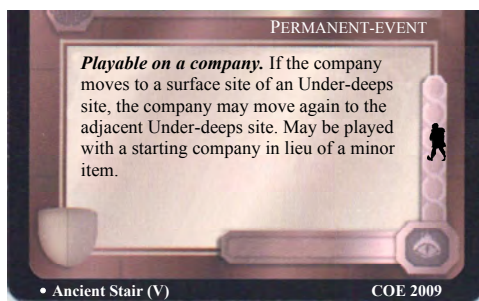


Virtual
Cards Set 1
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Official
Release
July 2009

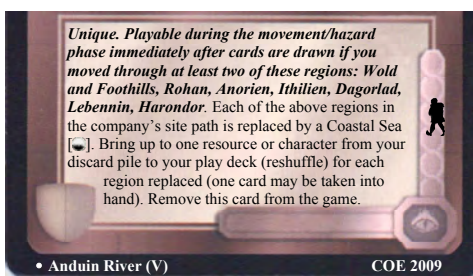


Hero Resources

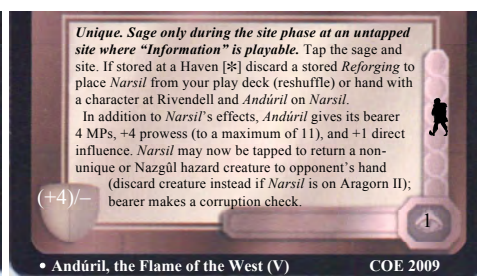
Ancient Stair



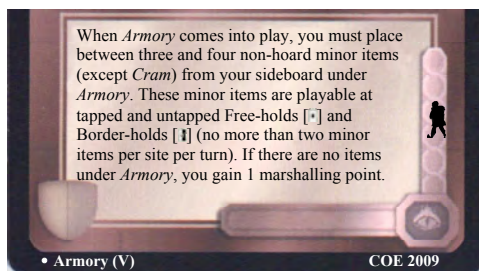
Anduin River



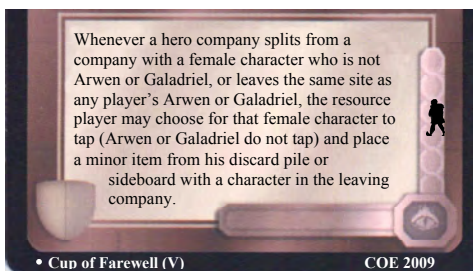
Andúril, the Flame of the West



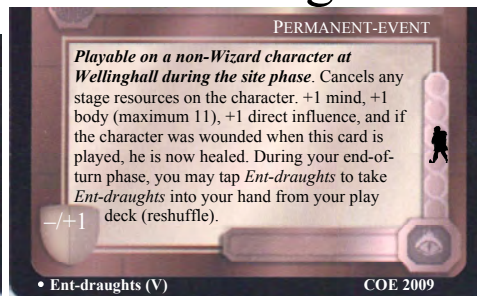
Armory



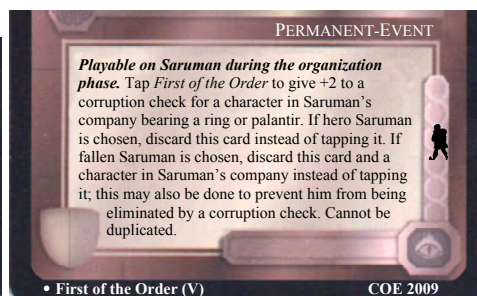
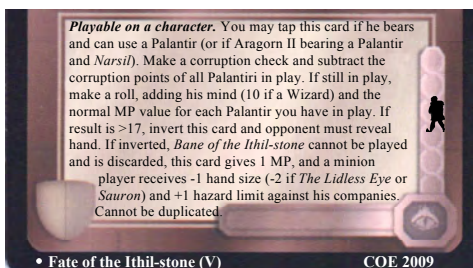
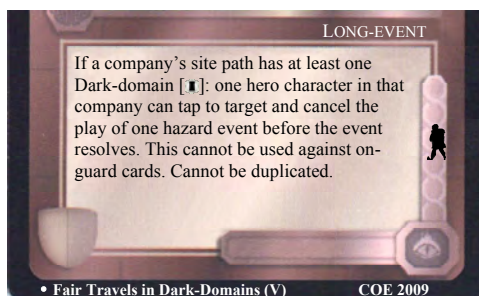
Cup of Farewell



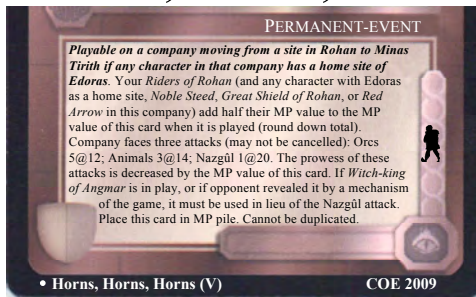
Ent-draughts



Fair Travels in Dark-Domains Fate of the Ithil-stone First of the Order



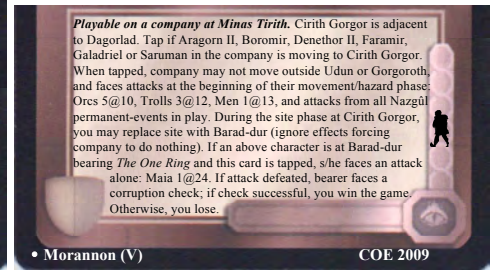
Horns, Horns, Horns



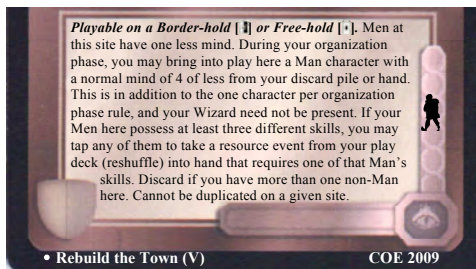
Master of Esgaroth



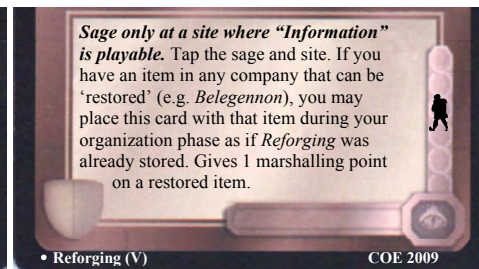
Morannon



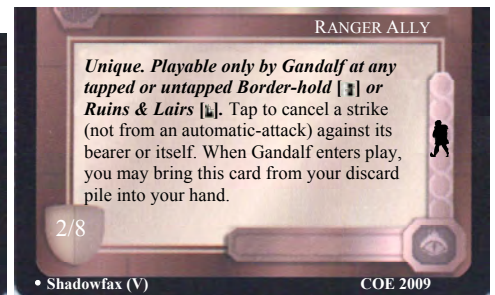
Rebuild the Town



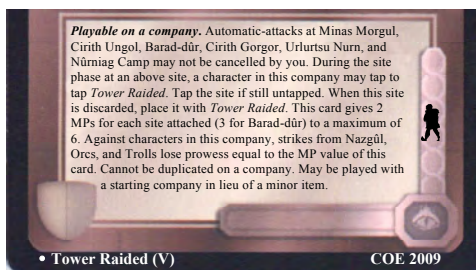
Reforging



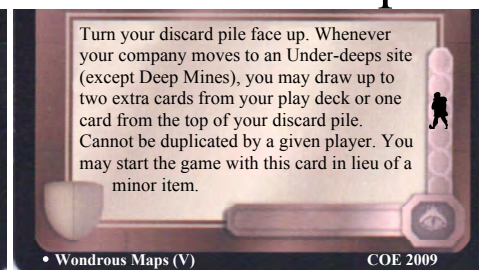
Shadowfax



Tower Raided



Wondrous Maps

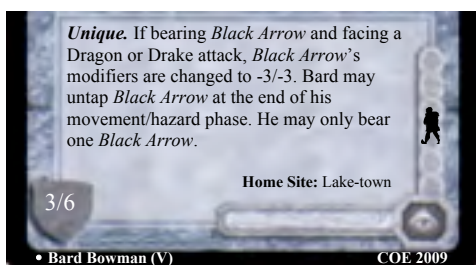


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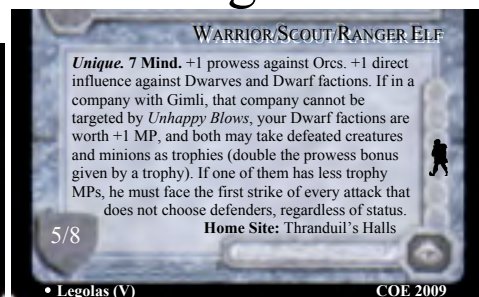


Hero and Minion Characters

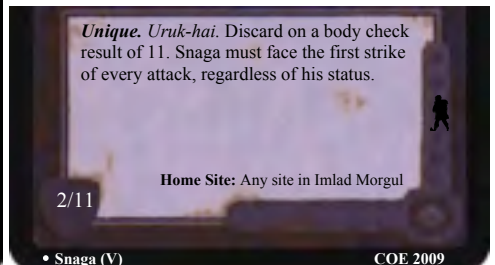
Bard Bowman



Legolas



Snaga



Minion Resources



Adûnaphel Unleashed An Untimely Whisper Black Horse

PERMANENT-EVENT

Playable on Adûnaphel (as your Ringwraith). Discard this card to untap Adûnaphel.

Alternatively, tap a lone Adûnaphel to place this card with opponent's tapped non-avatar, non-minion character at same site. *Dark enchantment:* character may not move or untap as normal during the untap phase (or by *Hall of Fire*). Discard this dark enchantment if Adûnaphel is wounded or moves. *Adûnaphel Unleashed (V)* cannot be duplicated.

• Adûnaphel Unleashed (V) COE 2009

PERMANENT-EVENT

Rotate this card 90° each time your opponent plays an Elf or Maia hazard. Creatures keyed by name to Lórien, Rivendell, Grey Havens, or Edhellond cannot be cancelled. At each of these sites, a number of items or information played there does not tap it. *Not rotated:* 1 item/info. *Rotated once:* 2 items/info. *Rotated twice or more:* 3 items/info. Discard this card when any item or information is played that taps the site. Cannot be duplicated by a given player.

• An Untimely Whisper (V) COE 2009

Playable by a character in a covert company at a tapped or untapped: Border-hold [1] in Rohan, Southern Rhovanian, Khand, Dorwinion, Horse Plains, or Harondor; or at opponent's site if he has a Noble Steed (discard Noble Steed in that case and do not tap the site). If a *Black Horse* moves through one of the above regions or a Shadow-land [4], your hand size increases by one until the end of your site phase. You may only play one *Black Horse* per site per turn.

2/7 [1 MP]

• Black Horse (V) COE 2009

Black Númenóreans

SHORT-EVENT OR FACTION

Playable at Gobel Mirlond, even if tapped, if the influence check is >10. Cannot be duplicated.

Alternatively, *playable as a short-event even if this faction is in play.* Search your play deck (reshuffle) or discard pile for a Dúnadan character or card with "Corsairs" in title. Until the end of the turn, all minion characters in a Dúnadan's company receive +2 prowess (maximum) while at a site in Anórien, a Coastal Sea [2], or a region adjacent to a Coastal Sea [2].

• Black Númenóreans (V) COE 2009

Black Rider

PERMANENT-EVENT

During your organization phase (or immediately after a ring is played), you may place a *Black Rider* or *Black Horse* from your sideboard with this card. Such cards may be played as if in hand. If at least half your Ringwraiths control a *Black Horse*, their company is in *Black Rider* mode and may move to non-Darkhaven sites. You may start the game with this card in lieu of a minor item.

• Black Rider (V) Council of Elrond 2009

Indûr Unleashed

PERMANENT-EVENT

If Indûr is your Ringwraith, his company may use Under-deeps movement (+2 to movement rolls) and he can play *The Balrog* as an ally. Tap this card at the end of Indûr's movement/hazard phase to allow his company to move again using Under-deeps movement. When using Under-deeps movement (or at an Under-deeps site or its surface site), Indûr's company is in *Black Rider* mode, may contain non-Ringwraith characters, and may attack or be attacked by a Balrog player's company. Your characters with a home site of "Any Dark-hold" say "Any Under-deeps site" instead. You may start the game with this card in lieu of a minor item.

• Indûr Unleashed (V) COE 2009

Khamûl Unleashed Open to the Summons

PERMANENT-EVENT

If Khamûl the Ringwraith is in play (as your Ringwraith): *Fell Rider* does not discard or prohibit the play of followers under Khamûl, and your *Fell Rider* can never be discarded unless Khamûl is removed from play. You may tap this card to play one allowed Ringwraith follower from the discard pile under Khamûl; this card never untaps. You may start the game with up to one copy of this card in lieu of a minor item.

• Khamûl Unleashed (V) COE 2009

Balrog Specific. Playable only at the start of a game in lieu of a minor item. You may play *Baduila* in your starting company. Place this card with *Baduila* if he is in play: +1 to his mind and body. If this card is in your pool, you may include Man factions in your deck. Such factions can only be influenced by a character at *Baduila's* site. *Baduila* cannot be brought into play as a character except through this card's effect. During the end-of-turn phase, you may tap *Baduila* to take *Swag*, *Tidings of Death*, or *The Misty Mountain Deep*s into hand from your discard pile or play deck (reshuffle).

-/+1

• Open to the Summons (V) COE 2009

WOLF FACTION

Playable at any tapped or untapped site with a Wolf automatic-attack (if you have a Wolf faction in play) or an Orc automatic-attack if the influence check is >10. Standard modifications: +3 if Dwarf is your Ringwraith or Saruman is your Fallen-wizard. Unique Wolf factions gain "Standard modifications: +2 for each Wolf in company."

Tap to transfer a Wolf ally. If the Wolf is moving you may untap the new controller or heal the Wolf. Once during your end-of-turn phase, you may take *Our Own Wolves* or *Hounds of Sauron* from your discard pile into hand. *Our Own Wolves* no longer creates an attack against your companies.

[1 MP]

• Orc-mounts (V) COE 2009

Riven Gate

PERMANENT-EVENT

Playable during the organization phase on your non-Balrog Ringwraith's company at a Darkhaven. When this card is played, you may play up to two additional Orc or Troll characters of 3 mind or less from the discard pile here (up to four characters at Minas Morgul). If company is in *Fell Rider* mode and at or moving to a Free-hold [2] or Darkhaven [2], it may contain non-Ringwraith characters. If company is at a tapped Free-hold [2] during the site phase, tap this card: you may take *Terror Heralds Doom* into hand from play deck (reshuffle). This card never untaps. Cannot be duplicated by a given player.

• Riven Gate (V) COE 2009

Swag

SHORT-EVENT OR PERMANENT-EVENT

As a short event, one item or trophy (except *The One Ring*) can be transferred to another character in the same company without a corruption check. The item must be transferable and the new bearer must be able to bear it.

Also playable as a permanent-event on a minion company. Once during your organization phase, tap a character in this company to place a non-unique minor or major weapon/shield/helmet/armor item from your sideboard with this card. If a character in this company plays a Man faction successfully, an item may be immediately played from this card in lieu of a free minor item.

• Swag (V) COE 2009

Terror Heralds Doom

PERMANENT-EVENT

Unique. *Playable during the organization phase if you have a tapped Riven Gate in play.* Ringwraiths may move to hero Havens. They may initiate company combat there if the site is tapped. *Smoke on the Wind* played at a hero Haven by a Ringwraith's company is worth +2 MPs (+4 at Grey Havens).

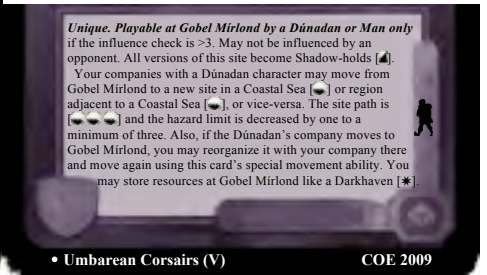
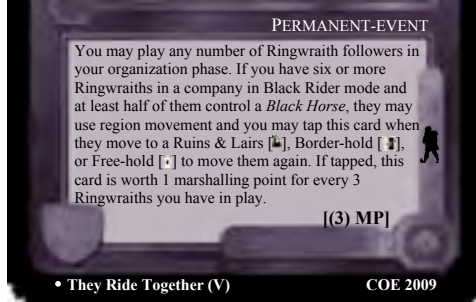
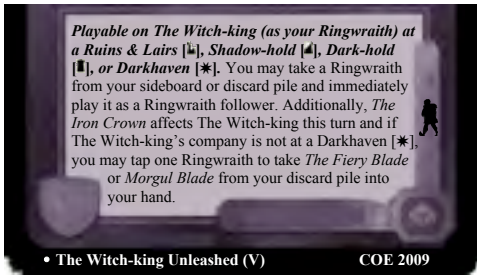
All hero Havens: Any Elf, Dúnedain, or Maia hazard creature may be keyed here (Elves only at Lórien), and such creatures may be keyed regardless of resource effects in play.

Edhellond: Automatic-attacks here cannot be cancelled.

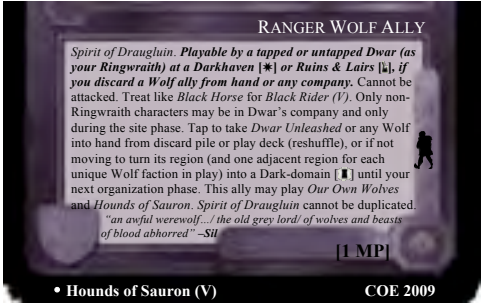
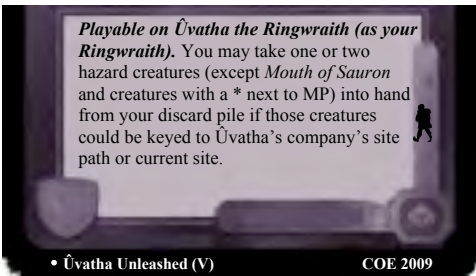
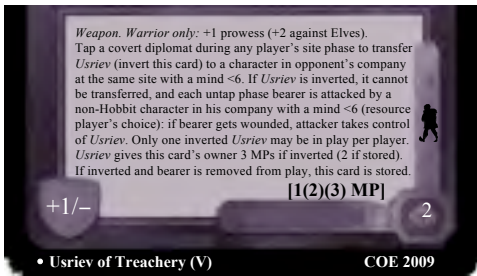
Grey Havens: Thrice per turn, the hazard player may use one against the hazard limit to play one Dúnedain or Maia hazard creature from the discard pile on any company moving here.

• Terror Heralds Doom (V) COE 2009

The Witch-king Unleashed They Ride Together Umbarean Corsairs

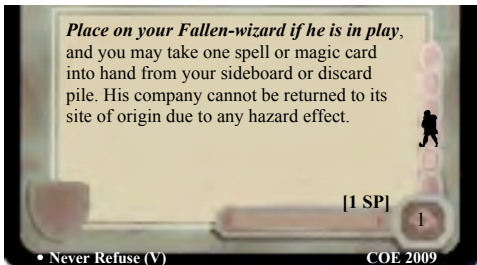


Usriev of Treachery Úvatha Unleashed Hounds of Sauron

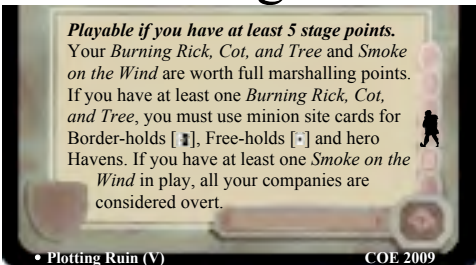


Fallen-Wizard Stage Resources

Never Refuse



Plotting Ruin

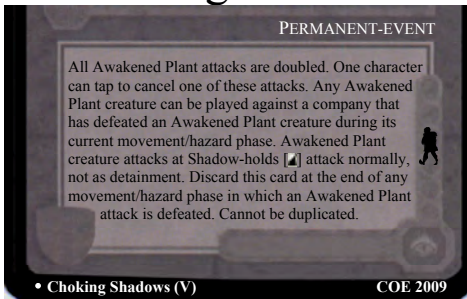


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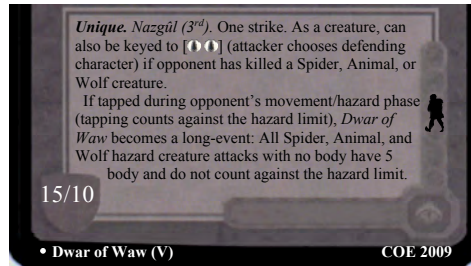


Hazards

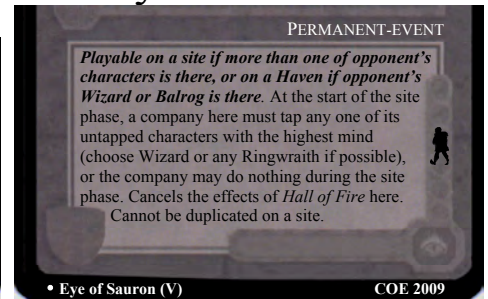
Choking Shadows



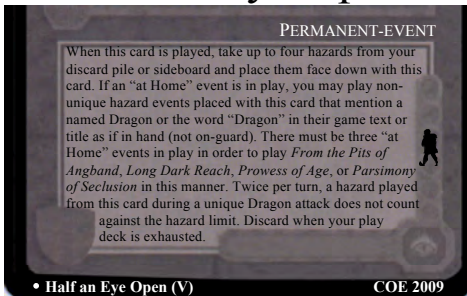
Dwar of Waw



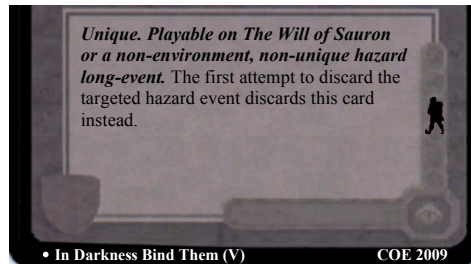
Eye of Sauron



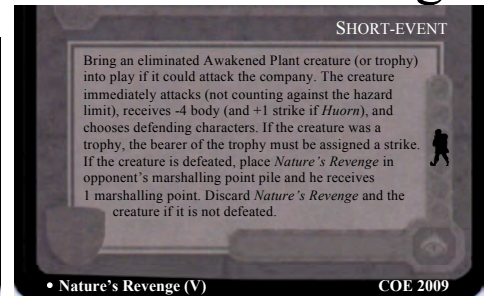
Half an Eye Open



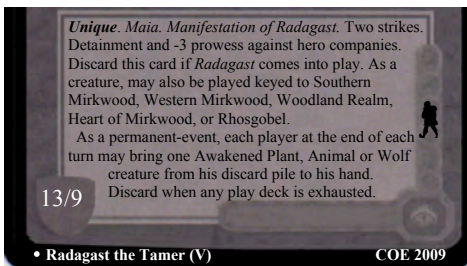
In Darkness Bind Them



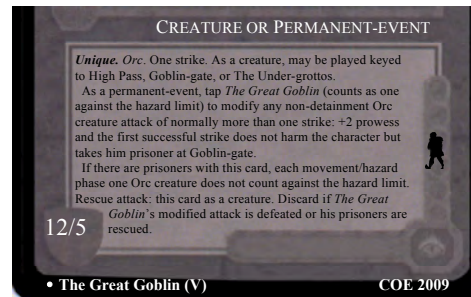
Nature's Revenge



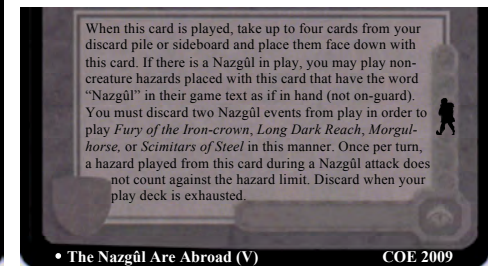
Radagast the Tamer



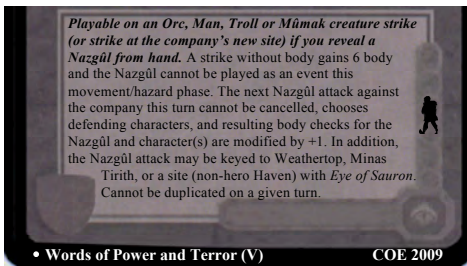
The Great Goblin



The Nazgûl Are Abroad



Words of Power and Terror



Virtual
Cards Set 1
*
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