

MIDDLE-EARTH QUEST™

his story by scriptures that never find the sun over snow by winter's song and through the



winter's song and through the poetry of the sun over grass and over snow and under the

RULES OF PLAY
FOR
THE LIDLESS EYE

THE LIDLESS EYE

THE LIDLESS EYE: A BOT FOR SAURON IN MIDDLE-EARTH QUEST

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COMPONENT OVERVIEW

INFLUENCE CARDS

These cards determine how Influence is spread throughout Middle-earth.



SHADOW DRAW CARDS

These cards determine which Shadow Draw Deck to draw from whenever Sauron is instructed to draw a card.



SET UP

Mission Cards: Heroes draw as normal. Do not draw for The Lidless Eye until the Finale has begun. Then draw 2 missions. If he has completed either of them, he won his mission.

Shadow Cards: Divide the Shadow cards into 3 stacks based on when they can be played:

Play during Action Step (12 cards)

Play at the start of hero's turn/after hero enters a non-Haven location (7)

Play at the start of Combat/after hero is defeated (7)

Print out the 9 card Shadow Draw automa deck. Draw from the Shadow Draw deck whenever Sauron would draw Shadow cards. These cards will tell you to draw from one of the 3 Shadow Card stacks. As The Lidless Eye is impatient, play the cards as soon as they can be played, but keep in mind that he is still limited to the normal one card per turn.

To play a card, discard the Shadow Draw card and draw from the appropriate stack. If The Lidless Eye has enough influence in his Shadow Pool to play the card, it gets played. Otherwise it is discarded.

If the card has timing, e.g. "after a hero enters a non-Haven location" or "after a hero is defeated" it stays in play until it triggers. It only counts as being played on the turn in which it triggers.

If you need to draw and the deck is empty, shuffle the discards to create a new deck. In this way, The Lidless Eye plays the Shadow cards at the appropriate time, but you do not precisely know what is coming.

The Lidless Eye is supremely confident. His strategy is to establish dominance and keep it at all costs. He accomplishes this by concentrating on his primary plot and defending it with his minions and monsters. His dominance will both prevent a heroic auto-win and strengthen his Ringwraiths for a possible final combat. While he has a good chance of accomplishing his mission, that is not the focus of his obsession.

Influence Cards: Print out the 9 card Influence card automa deck. During the Action Step of his turn, The Lidless Eye will lay influence in extension from Shadow Strongholds according to the Influence card drawn for that round. This is described in more detail in Sauron's Turn.

Discard the Influence card after the round is over. If you need to draw and the deck is empty, shuffle the discards to create a new deck.

Starting Plot Card: Draw the Starting Plot as normal. When placing influence in extension, draw an Influence card and place accordingly. When choosing which plot cards to keep, assume the story marker of the Starting Plot is the highest marker and choose according to the priority list in the Plot Step.

Influence and plot card choices are described in more detail in Sauron's Turn.

SAURON'S TURN

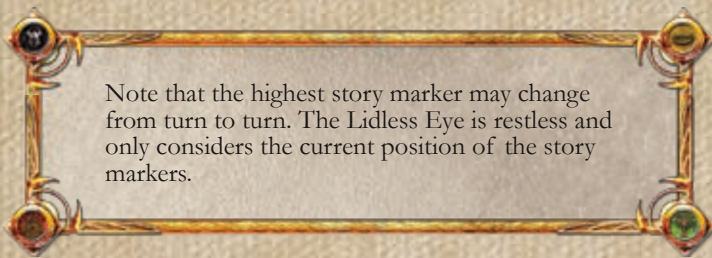
There are no changes to the Hero Rally, Story, Event or Hero Draw Steps. Unless a change is specified, follow all normal rules.

THE PLOT STEP

- Always play a plot card if there is an empty plot location. The only requirement for playing a plot card is the amount of influence in the Shadow Pool. However, follow placement requirements as much as possible, and ignore all other requirements.

Choose the plot card to play based on the following priority list. If story markers are tied on the track, play red, then black, then yellow. For ties between red/black/yellow plot cards, play the card requiring the most favors to be discarded.

- 1: Advance the highest story marker by 3, then 2, then 1.
- 2: Advances the 2nd highest story marker by 3, then 2, then 1.
- 3: Advances the lowest story marker by 3, then 2, then 1.



- If all plot locations are filled, then only play a plot card if it:
 - 1: Advances the highest story marker and replaces a plot that does not advance the highest story marker.
 - 2: Advances the 2nd highest story marker and replaces a plot that advances the lowest story marker.
 - 3: Advances the lowest story marker by 2 or 3 and replaces a plot that advances the lowest story marker by 1 or 2, respectively.
- If the Lidless Eye has a choice of locations for placing a plot marker, choose the legal location closest to a Shadow Stronghold.

ACTION STEP

The Lidless Eye never sleeps and always takes all 3 actions in the order below, but modified as stated. Unless a change is specified, follow all normal rules.

- 1. Influence:** Always add 2 influence to the Shadow Pool and to each Shadow Stronghold (do not go over any maximums). Then draw an Influence card to see where The Lidless Eye will lay down influence in extension of the Shadow Strongholds. For the first turn, use the Influence card drawn during set-up.

Place a total of 6 influence in extension on the map. Each time you place influence on a location, place 2 influence markers. The only exception is The Shire. Any time you place influence on The Shire, place as many markers as you are allowed.

Place influence in extension according to the following priority list:

- If a plot marker or The Shire is on a location listed anywhere on the card:
 - a. If it is linked to a Shadow Stronghold, add as much influence as is allowed.
 - b. If it is not linked to a Shadow Stronghold, and you can reach it by laying influence in extension, then lay influence on this route first. Otherwise, skip it.
- Check the location chains on the card, starting from the top. Add 2 influence to each location that does not have any. Continue adding influence until you run out.
- The “current chain” is the last chain on which you added influence to a location.

- 2. Plot/Shadow Cards:** Plot/Shadow Cards: Draw 2 plot cards and select one according to the priority list in the Plot Step. Place the other on the bottom of the deck. Draw and keep 2 Shadow Draw cards.

- 3. Command Actions:** Take 3 command actions.

- a. Place one monster token on the first location from the current chain on this round's Influence card.
- b. Move 1 minion or monster. Move a minion before a monster.
 - Select the minion which is closest to a plot marker. If more than 1 minion is equally close to different plots, choose the one closer to a higher priority plot. If more than 1 minion is equally close to the same plot, choose the stronger minion (the list on the board is in ascending strength order).
 - Move the minion closer to the plot marker.
 - The Lidless Eye will never move a minion away from a plot marker using this action.
 - If no minions can move, then select a monster according to the same process. Choose randomly if more than one are equally close to the same plot.
 - If no minion or monster is available to move, the command action is lost.
- a. Heal a minion per the normal rules. If multiple minions are wounded, heal the strongest one. The Lidless Eye always favors the strong.
- b. If no minion is wounded, move another minion or monster. This must be different than the previously moved minion or monster. If no one is available, the command action is lost.

- 4. Play Shadow Draw Card:** Play a Shadow Draw card that can be played in the Action Step, if possible.



GENERAL RULES

Follow these priority lists when Sauron makes a choice during the game. If all options are equal after going through the list, then choose randomly from among those options. If a choice is not specified below, choose randomly (e.g. a combat card forcing Sauron to declare Ranged or Melee for the next round).

Always follow the “official unofficial” errata that if Sauron does not choose Combat, then the hero can initiate combat after surviving the Peril.

- **Sauron chooses a hero:**
 - The hero closest to a plot token. Break ties based on Plot Step’s priority list.
 - If equal, then also closest to a Character.
 - If still equal, then the hero with the most favors.
- **Sauron chooses a Character:**
 - Always move an existing Character before placing a new one. If placing a new Character, choose randomly.
 - The Character closest to a hero. If equal, then closest to the hero with the most favors.
- **Sauron places influence in a region** (*outside his Action Step*):
 - Location with a plot marker (break ties based on Plot Step’s priority list).
 - Location with a Character, then favor, then event marker.
- **Sauron places or moves a monster/minion:**
 - Will not move a minion or monster away from a plot marker, except for moving the Ringwraiths directly to the Shire.
 - Closest to, or on, a plot marker. Break ties based on Plot Step’s priority list.
 - Closest to, or on, a Character.
 - The Witch-King comes out as close to a plot marker as possible.
- **Sauron moves a hero to an adjacent location:**
 - The highest influence adjacent location.
 - Further away from a plot marker. Break ties based on Plot Step’s priority list.
 - Further away from a Character.
- **Sauron needs to draw and choose a card:**
 - Shadow cards: Draw the number of Shadow Draw cards that he can keep.
 - Plot cards: Draw and choose according to the Plot Step’s priority list.
 - Peril cards: Choose one specific to a region before “any location” cards.
- **The Lidless Eye chooses Peril before Combat**, unless a minion is defending a plot marker. He chooses Peril when the only monsters are defending the plot marker.
- **If the Lidless Eye must choose Combat:**
 - Minions will fight before monsters with stronger minions fighting before weaker ones.
 - Choose randomly if a monster must fight and there are multiple monsters.
- **The Lidless Eye discards Characters before favors.**
- **Shadow Pool:**
 - The Lidless Eye always chooses the other option rather than adding influence to it.
 - He always chooses to discard from the Shadow Pool before other options.
 - If he must add to it, and it is full, he adds the influence in extension according to this round’s Influence card.
- **The Lidless Eye always discards randomly.**
- **Discard Shadow Draw cards instead of Shadow cards.**

COMBAT

Draw cards as normal from the appropriate monster combat deck. Do not look at them before playing your first card.

Play the first Hero card. Then look at the monster combat cards and choose one to play, based on the priority list below. Do not play a card that would exhaust the monster/minion if another card is available. Select the alternate card according to the priority list. Repeat until the combat is finished.

PRIORITY LIST

1. **Strongest attack**
 - Add in all possible attack bonuses from abilities on the card and creature.
2. **Cancellation ability**
3. **Lowest cost**
4. **Strongest defense**
5. **Less common type for the deck (ranged or melee)**

Note that you will only be surprised by the enemy combat card on the first round. You may use your knowledge of the enemy’s hand when planning which hero card you want to play. Evil is often predictable.

CARD SPECIFIC RULES

- **Corruption Cards:**
 - Wretched – The Lidless Eye will only move a hero if he can move the hero further away from a plot marker or Character.
- **Event Cards:**
 - He Has at Last Heard: Move the Ringwraiths to the Shire
- **Peril Cards:**
 - Nine for Mortal Men Doomed to Die: The Lidless Eye moves a minion if it is not defending a plot marker and can reach a plot marker or hero. Otherwise, draw 1 Plot.
- **Plot Cards:**
 - A Broken Line of Kings: The haven may not have a plot token already on it. Otherwise choose the haven with the most influence adjacent to it (or closest to it if no havens have adjacent influence).
 - A Promise of Rings: If 1 or more locations meet the requirements, choose randomly from them. Otherwise, choose randomly from all locations with characters. If there are no Characters out, choose the location of the strongest minion. If no minions are out, choose a random monster.
- **Shadow Cards:**
 - The Lord of the Rings: The Lidless Eye always chooses to get a plot from the discard and chooses according to the Plot Step’s priority list.
 - Saruman’s Lies: Return the plot card to the bottom of the deck if it does not advance the highest story marker.
 - They Are Terrible: Choose the strongest minion not currently guarding a plot. Obeying the constraint of choosing a location with influence, place it on (or as close to as possible) the hero with the most favors.



Influence Deck

Mount Doom - Plains of
Gorgoroth - Minas Morgul

Sea of Udûn - Dead Marshes -
Dagorlad

Osgiliath - Near Harad -
Pelargir

Eryn Muil - Amon Hen -
Plains of Rohan

Fangorn - Isengard - Gap of
Rohan

Isengard - Dunland - Moria

Influence Deck

Mount Doom - Sea of
Udûn - Dagorlad

Dead Marshes - Rhûn -
The Nindalf

Ruins of Angmar - The North
Downs - Ettenmoors

Weather-top - Bree - Old
Forest

The Shire (to max) - The Grey
Havens - Blue Mountains

Dunharrow - Minas Morgul -
Osgiliath

Influence Deck

Rhosgobel - Gladden Fields -
The Redhorn Gate

The High Pass - Eryn Muil -
The Forest Trail

Eregion - Moria - Dunland

The Forest Road - Esgaroth -
The Iron Hills

Bight - Rhûn - South Eaves

Amon Hen - Plains of Rohan
- Fangorn

Influence Deck

Ruins Angmar - The North
Downs - Ettenmoors

Weather-top - Bree - Old
Forest

The Shire (to max) - The Grey
Havens - Blue Mountains

Harlindon - Hills of Evendim
- The Trollshaws

Tharbad - Eregion - Mouth of
the Greyflood

Moria - Dunland - Gap of
Rohan

Influence Deck

South Eaves - Eryn Muil -
Amon Hen

Rhosgobel - The Forest Road
- Esgaroth

Gladden Fields - The High
Pass - the Redhorn Gate

Eregion - Moria - Tharbad

The Bight - Rhûn - The Iron
Hills

Dagorlad - Dead Marshes -
Sea of Udûn

Influence Deck

The Northern Waste - Ered
Mithrin - The Withered Heath

The High Pass - The Forest
Trail - The Forest Road

The Iron Hills - Esgaroth -
The Bight

Gladden Fields - The Redhorn
Gate - Eregion

Moria - Dunland - Tharbad

Moria - Mouth of the
Greyflood - Enedwaith Plains

Influence Deck

Mount Doom - Plains of
Gorgoroth - Minas Morgul

Sea of Udûn - Dead Marshes -
The Nindalf

Osgiliath - Near Harad -
Pelargir

Belfalas - Morthond - Anfalas

Enedwaith Plains - Gap of
Rohan - Isengard

Tharbad - Eregion - Moria

Influence Deck

Ruins of Angmar - The
North Downs - Ettenmoors

The Northern Waste - Ered
Mithrin - The Withered Heath

The High Pass - Gladden
Fields - The Redhorn Gate

Weather-top - The Trollshaws -
Bree

Old Forest - The Shire (to
max) - Evendim

The Grey Havens - Blue
Mountains - Harlindon

Influence Deck

Rhosgobel - Gladden Fields -
Eryn Muil

Amon Hen - Plains of Rohan
- The High Pass

The Redhorn Gate - Eregion -
Moria

The Bight - Rhûn - The Iron
Hills

Esgaroth - The Withered
Heath - The Forest Road

Ered Mithrin - The Forest
Trail - The Northern Waste



Shadow Draw Deck



Draw a card from the top of the **Action Step Deck**.

Play the card at the end of the **Action Step**.

Shadow Draw Deck



Draw a card from the top of the **Action Step Deck**.

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Shadow Draw Deck



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Shadow Draw Deck



Draw a card from the top of the **Action Step Deck**.

Play the card at the end of the **Action Step**.

Shadow Draw Deck



Draw a card from the top of the **Hero Turn Deck**.

Play the card at the start of a **Hero Turn**.

Shadow Draw Deck



Draw a card from the top of the **Hero Turn Deck**.

Play the card at the start of a **Hero Turn**.

Shadow Draw Deck



Draw a card from the top of the **Hero Turn Deck**.

Play the card at the start of a **Hero Turn**.

Shadow Draw Deck



Draw a card from the top of the **Combat Deck**.

Play the card at the start of **Combat**.

Shadow Draw Deck



Draw a card from the top of the **Combat Deck**.

Play the card at the start of **Combat**.