

Hobbits



After your draw step, you must
CHOOSE A RING.

Whenever a commander enters the
battlefield, create a Food token.
If it's your commander, draw a card.

Temptation

HOBBITS



You may not
CHOOSE A RING
while Temptation is face up for you.

After your draw step, you lose 4 life,
then you may pay ②. If you do,
flip this card over and each
opponent draws a card.

Elves



After your draw step, you must
CHOOSE A RING.

Whenever a commander enters
the battlefield, scry 2. If it's your
commander, draw a card.



Temptation

ELVES

You may not
CHOOSE A RING
while Temptation is face up for you.

After your draw step, you lose 4 life,
then you may pay ②. If you do,
flip this card over and each
opponent draws a card.

Dwarves



After your draw step, you must
CHOOSE A RING.

Whenever a commander enters the battlefield, put a shield counter on up to one target creature. If the creature that entered is your commander, draw a card.

Temptation

DWARVES



You may not
CHOOSE A RING
while Temptation is face up for you.

After your draw step, you lose 4 life,
then you may pay ②. If you do,
flip this card over and each
opponent draws a card.

Gondor & Rohan



After your draw step, you must
CHOOSE A RING.

Whenever a commander enters the battlefield, put a +1/+1 counter on up to one target creature. If the creature that entered is your commander, draw a card.



Temptation

GONDOR & ROHAN

You may not
CHOOSE A RING

while Temptation is face up for you.

After your draw step, you lose 4 life,
then you may pay ②. If you do,
flip this card over and each
opponent draws a card.

CHOOSE A RING

Put a counter on a Ring of Power.
If you fill all spaces for that type of ring,
flip your faction card to Temptation
and remove all counters from
that type of ring.

ONE RING to
RULE THEM ALL

Creatures you control
can't be blocked this turn.
Each opponent creates a 3/3 black
Wraith creature token with menace.

SEVEN for the DWARF LORDS

Create a tapped
Treasure token

THREE RINGS for the ELVEN-KINGS

Draw a card

NINE for MORTAL MEN

Create a 2/2 red Human
Knight creature token.



INSTRUCTIONS:

Break into tables of 3-4 players. Before the game begins, each player chooses a Faction Card (Dwarves, Elves, Gondor & Rohan, or Hobbits). Place your Faction Card in front of you with the Temptation side face down. Once you're ready to begin the game, flip this Play Aid over and place it at the center of the table so that every player can read and use it.



THE
LORD OF THE RINGS
TALES OF MIDDLE-EARTH™

RULES:

After each player's draw step, if their Faction Card is not on the Temptation side, they must **CHOOSE A RING**. To do so, they place a counter on the Elven, Dwarven, Human, or One Ring section of this Play Aid and receive its effect. When a player places the last counter on a type of ring, the ring's effect happens as normal, then they remove all counters from that specific ring and flip their Faction Card to the Temptation side.

FREQUENTLY ASKED QUESTIONS:

- Placing a counter on One Ring to Rule them All will always flip a player's faction card to Temptation and always clear the counter from the ring.
- Players do not gain a benefit for commanders entering the battlefield while their Faction Card is on the Temptation side.
- Players may not **CHOOSE A RING** on the same turn they pay to flip from the Temptation side to the other side of their Faction Card.
- Food tokens are artifacts with "🍷, 🍷, Sacrifice this artifact: You gain 3 life."
- If a permanent with a shield counter would be dealt damage or destroyed, remove a shield counter from it instead.
- A creature with menace can't be blocked except by two or more creatures.
- To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.