

•**The One Ring**, Isildur's Bane

The One Ring
Game Text: Response: If bearer is about to take a wound, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound, add 2 burdens instead.

Lore: "...the Ring slipped from his finger as he swam...."

Twilight Cost:
Strength: +1
Vitality: +1
Site Number/Signet:
Collector's Info: 1 R 1

•**The One Ring**, The Ruling Ring

The One Ring
Game Text: Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead.

Lore: "One Ring to rule them all...."

Twilight Cost:
Strength: +1
Vitality:
Site Number/Signet:
Collector's Info: 1 C 2

Axe Strike

Dwarven Event
Game Text: Skirmish: Make a Dwarf strength +2 (or +3 if bearing an axe).

Lore: *Though Gimli's words were praised by the Lady of Light, he proved his best skill was swinging his axe.*

Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 3

Battle Fury

Dwarven Event
Game Text: Skirmish: Exert a Dwarf to make that Dwarf strength +3 and damage +1.

Lore: *The Dwarves quickly dispatch Orcs and Uruk-hai with their mighty battle axes.*

Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 4

Cleaving Blow

Dwarven Event
Game Text: Skirmish: Make a Dwarf strength +2 and damage +1.

Lore: *The shoddy workmanship of Orc-smiths cannot withstand the fury of Durin's folk.*

Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 5

Delving

Dwarven Event
Game Text: Fellowship: Exert a Dwarf companion to draw 3 cards.

Lore: "...they delved too greedily and too deep, and disturbed that from which they fled, Durin's Bane."

Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 6

Dwarf Guard

Dwarven Companion • Dwarf
Game Text: To play, spot a Dwarf.
Lore: *Dwarves from Dáin's people are stout companions, trustworthy and loyal.*

Twilight Cost: 1
Strength: 4
Vitality: 2
Site Number/Signet:
Collector's Info: 1 C 7

Dwarven Armor

Dwarven Possession • Armor
Game Text: Bearer must be a Dwarf. Bearer may not be overwhelmed unless his strength is tripled.

Lore: *The strongest armour still being made in Middle-earth is forged by Dwarves. It is so heavy that only they can bear it.*

Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 8

Dwarven Axe

Dwarven Possession • Hand Weapon
Game Text: Bearer must be a Dwarf. Each time a player's minion loses a skirmish to bearer, that player discards the top card from his draw deck.

Lore: "Buckler and corslet, axe and sword / And shining spears were laid in hoard."

Twilight Cost: 0
Strength: +2
Vitality:
Site Number/Signet:
Collector's Info: 1 C 9

Dwarven Heart

Dwarven Condition
Game Text: Bearer must be a Dwarf. When you play this condition, heal bearer up to 2 times. At the start of each of your turns, exert bearer.

Lore: "...a Dwarf goes on, be the burden twice his own weight...."

Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 10

•**Farin**, Dwarven Emissary

Dwarven Companion • Dwarf
Game Text: To play, spot a Dwarf. While skirmishing an Orc, Farin is strength +2.
Lore: *Among the envoys sent to represent the Dwarves of Erebor at the Council of Elrond was Farin, a young but wise Dwarf, and a fierce foe in battle.*

Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet:
Collector's Info: 1 C 11

•**Gimli**, Dwarf of Erebor

Dwarven Companion • Dwarf
Game Text: Damage +1. Fellowship: Add ● to place a card from hand beneath your draw deck.

Lore: "Gimli now walked ahead by the wizard's side, so eager was he to come to Moria."

Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: A
Collector's Info: 1 U 12

•**Gimli**, Son of Glóin

Dwarven Companion • Dwarf
Game Text: Damage +1. Skirmish: Exert Gimli to make him strength +2.
Lore: "There was a younger dwarf at Glóin's side: his son Gimli."

Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: G
Collector's Info: 1 R 13

•**Gimli's Battle Axe**

Dwarven Possession • Hand Weapon
Game Text: Bearer must be Gimli. He is damage +1. Each time Gimli wins a skirmish, you may wound an Orc.
Lore: "Beside them Gimli stood with his stout legs apart, wielding his dwarf-axe."

Twilight Cost: 2
Strength: +2
Vitality:
Site Number/Signet:
Collector's Info: 1 R 14

•**Gimli's Helm**

Dwarven Possession • Helm
Game Text: Bearer must be Gimli. He takes no more than 1 wound during each skirmish phase. Skirmish: Discard Gimli's Helm to prevent all wounds to him.

Lore: *A helm fashioned under the Lonely Mountain protects the head of Gimli the Dwarf.*

Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 15

•Greatest Kingdom of My People

Dwarven Condition

Game Text: Tale. Exert a Dwarf to play this condition. Plays to your support area. Each time your opponent plays an Orc, that player discards the top card of his or her draw deck.

Lore: “With golden roof and silver floor / And runes of power upon the door.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 16

•Grimir, Dwarven Elder

Dwarven Ally • Home 3 • Dwarf

Game Text: Fellowship: Exert Grimir to shuffle a ☒ event from your discard pile into your draw deck.

Lore: *Old and grey after many years spent in exile before the Lonely Mountain was reclaimed, Grimir can still wield his axe with strength.*

Twilight Cost: 1

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 U 17

Halls of My Home

Dwarven Event

Game Text: Fellowship: Exert a Dwarf to reveal the top 3 cards of any draw deck. You may discard 1 Shadow card revealed. Return the rest in any order.

Lore: “I will go and look on the halls of Durin, whatever may wait there...”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 18

Here Lies Balin, Son of Fundin

Dwarven Event

Game Text: Maneuver: Exert a Dwarf to wound 2 Orcs or to wound 1 Orc twice.

Lore: “I have looked on Moria, and it is very great, but it has become dark and dreadful; and we have found no sign of my kindred.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 19

Let Them Come!

Dwarven Condition

Game Text: Plays to your support area. Each time a Dwarf wins a skirmish against an Orc, discard that Orc. Discard this condition if a Dwarf loses a skirmish.

Lore: “There is one Dwarf yet in Moria who still draws breath!”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 20

Lord of Moria

Dwarven Condition

Game Text: Plays to your support area. Each Dwarf is damage +1.

Lore: *Gimli rushed ahead into the vast, empty chamber to see a huge slab of white stone. Knowing instinctively the significance of this tomb, he fell to his knees, overcome with grief.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 21

Mithril Shaft

Dwarven Event

Game Text: Maneuver: Exert a Dwarf to discard cards from the top of your draw deck until you choose to stop (limit 5). Add ● for each card discarded in this way. Take the last card discarded into hand.

Lore: “Mithril! All folk desired it.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 22

Nobody Tosses a Dwarf

Dwarven Event

Game Text: Response: If a Dwarf wins a skirmish, make an opponent discard 3 cards from the top of his or her draw deck.

Lore: “My folk have never had dealings with any of the servants of the Enemy.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 23

Stairs of Khazad-dûm

Dwarven Condition

Game Text: Tale. Plays to your support area. While a Dwarf skirmishes a ♀ minion, that Dwarf is strength +1.

Lore: “Moria – Khazad-dûm! Greatest of the dwarf-halls – What I would not give to look upon its treasures!”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 24

Still Draws Breath

Dwarven Event

Game Text: Response: If a Dwarf wins a skirmish, heal that Dwarf.

Lore: “When thirteen had fallen the rest fled shrieking, leaving the defenders unharmed....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 25

Their Halls of Stone

Dwarven Event

Game Text: Skirmish: Make a Dwarf strength +2 (or +4 if at an underground site).

Lore: “‘These are not holes,’ said Gimli. ‘This is the great realm and city of the Dwarrowdelf. And of old it was not darksome, but full of light and splendour, as is still remembered in our songs.’”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 26

•Thrarin, Dwarven Smith

Dwarven Ally • Home 3 • Dwarf

Game Text: Maneuver: Exert Thrarin to allow him to participate in archery fire and skirmishes until the regroup phase.

Lore: *A blacksmith by trade, Thrarin puts down his hammer and takes up his axe to fight when the need arises.*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 U 27

Wealth of Moria

Dwarven Event

Game Text: Fellowship: Spot a Dwarf to reveal the top 3 cards of your draw deck. Take all Free Peoples cards revealed into hand and discard the rest.

Lore: “For here alone in all the world was found Moria-silver, or true-silver as some have called it: mithril is the Elvish name.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 28

Ancient Enmity

Elven Event

Game Text: Skirmish: Make an Elf strength +1. If a minion loses this skirmish to that Elf, that minion’s owner discards 2 cards at random from hand.

Lore: *Hard and bitter is the Elven hatred of Orcs, for they have lost many kinsmen to Orc savagery.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 29

•Arwen, Daughter Of Elrond

Elven Companion • Elf

Game Text: Ranger. While skirmishing a Nazgûl, Arwen is strength +3.

Lore: *“Long she had been in the land of her mother’s kin, in Lórien beyond the mountains, and was but lately returned to Rivendell to her father’s house.”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: A

Collector’s Info: 1 R 30

•Asfaloth

Elven Possession • Mount

Game Text: Bearer must be an Elf. When played on Arwen, Asfaloth’s twilight cost is -2. While at a plains site, bearer is strength +2. Discard Asfaloth when at an underground site.

Lore: *“Noro lim, Asfaloth, noro lim!”*

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 31

Border Defenses

Elven Event

Game Text: Skirmish: Make an Elf strength +2 (or +4 if skirmishing an archer).

Lore: *“None of the Orcs will ever return out of Lórien. And there will be many Elves hidden on the northern border before another night falls.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 32

•Bow of the Galadhrim

Elven Possession • Ranged Weapon

Game Text: Bearer must be Legolas. Each time Legolas wins a skirmish, you may wound a minion.

Lore: *“To Legolas she gave a bow such as the Galadhrim used, longer and stouter than the bows of Mirkwood, and strung with a string of elf-hair.”*

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 33

•Celeborn, Lord Of Lórien

Elven Ally • Home 6 • Elf

Game Text: Fellowship: Exert Celeborn to heal an ally.

Lore: *“They were clad wholly in white ... and the hair of the Lord Celeborn was of silver long and bright; but no sign of age was upon them, unless it were in the depths of their eyes; for these were keen as lances in the starlight, and yet profo*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 R 34

The Council of Elrond

Elven Event

Game Text: Fellowship: Spot an Elf to play a tale from your draw deck.

Lore: *“You will hear today all that you need in order to understand the purposes of the Enemy ... What shall we do with the Ring, the least of rings, the trifle that Sauron fancies? That is the doom that we must deem.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 35

Curse Their Foul Feet!

Elven Event

Game Text: Fellowship: Exert an Elf to reveal an opponent’s hand. That player discards a card from hand for each Orc revealed.

Lore: *“A strong company of Orcs has passed. They crossed the Nimrodel – curse their foul feet in its clean water!”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 36

Defiance

Elven Event

Game Text: Skirmish: Make an Elf strength +2 (or +4 if skirmishing a Nazgûl).

Lore: *“If you want him, come and claim him!”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 37

Double Shot

Elven Event

Game Text: Archery: Spot an Elf archer companion to make the fellowship archery total +1.

Lore: *“The affray was sharp, but the orcs were dismayed by the fierceness of the defence. Legolas shot two through the throat.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 38

Elf-song

Elven Event

Game Text: Fellowship: Spot an Elf to remove a burden.

Lore: *“...the beauty of the melodies and of the interwoven words in elven-tongues, even though he understood them little, held him in a spell, as soon as he began to attend to them.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 39

•Elrond, Lord Of Rivendell

Elven Ally • Home 3 • Elf

Game Text: To play, spot Gandalf or an Elf. At the start of each of your turns, heal every ally whose home is site 3. Fellowship: Exert Elrond to draw a card.

Lore: *“He was the Lord of Rivendell and mighty among both Elves and Men.”*

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet:

Collector’s Info: 1 R 40

Elven Bow

Elven Possession • Ranged Weapon

Game Text: Bearer must be an Elf. Bearer is an archer.

Lore: *"We live now upon an island amid many perils, and our hands are more often upon the bowstring than upon the harp."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 41

Elven Cloak

Elven Possession • Cloak

Game Text: To play, spot an Elf. Bearer must be a companion. The minion archery total is -1.

Lore: *"...never before have we clad strangers in the garb of our own people."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 42

Far-seeing Eyes

Elven Condition

Game Text: Plays to your support area. Each time you play an Elf, choose an opponent to discard a card from hand.

Lore: *Keen Elven eyes see farther and more clearly than those of Men or Dwarves.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 43

Foul Creation

Elven Event

Game Text: Fellowship: Exert an Elf to reveal an opponent's hand. You may discard a minion revealed to draw 2 cards.

Lore: *Saruman's Uruk-hai mirrored the singular focus of their master, viewing with contempt and disgust all they encountered.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 44

•Galadriel, Lady of Light

Elven Ally • Home 6 • Elf

Game Text: At the start of each of your turns, heal every ally whose home is site 6.

Fellowship: Exert Galadriel to play an Elf for free.

Lore: *"Very tall they were, and the Lady no less tall than the Lord; and they were grave and beautiful ... and the hair of the Lady was of deep gold..."*

Twilight Cost: 3

Strength: 3

Vitality: 3

Site Number/Signet:

Collector's Info: 1 R 45

•Gift of Boats

Elven Condition

Game Text: To play, exert an Elf ally. Plays to your support area. When the fellowship is at a river during the fellowship phase, the move limit for this turn is +1.

Lore: *"They will not sink, lade them as you will; but they are wayward if mishandled."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 46

•Gwemegil

Elven Possession • Hand Weapon

Game Text: Bearer must be Arwen. She is damage +1. Skirmish: Exert Arwen or discard 2 cards from hand to make her strength +1.

Lore: *Forged by the Elven-smiths of Rivendell, Arwen's blade bears enchantments to ward off the forces of the Great Eye.*

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 R 47

•Haldir, Elf Of The Golden Wood

Elven Companion • Elf

Game Text: To play, spot an Elf. While Haldir is at site 6, 7, or 8, he is strength +2.

Lore: *"But there are some of us still who go abroad for the gathering of news and the watching of our enemies I am one. Haldir is my name."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector's Info: 1 U 48

The Last Alliance of Elves and Men

Elven Condition

Game Text: Tale. Bearer must be a * Man. Limit 1 per bearer. Bearer is strength +1 for each Elf you can spot (limit +3).

Lore: *"But Sauron of Mordor assailed them, and they made the Last Alliance of Elves and Men, and the hosts of Gil-galad and Elendil were mustered..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 49

•Legolas, Greenleaf

Elven Companion • Elf

Game Text: Archer. Archery: Exert Legolas to wound a minion; Legolas does not add to the fellowship archery total.

Lore: *"And I too will go with him," said Legolas. "It would be faithless now to say farewell."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: F

Collector's Info: 1 R 50

•Legolas, Prince Of Mirkwood

Elven Companion • Elf

Game Text: Archer. While skirmishing a Nazgûl, Legolas is strength +3.

Lore: *"There was also a strange Elf clad in green and brown, Legolas, a messenger from his father, Thranduïl, the King of the Elves of Northern Mirkwood."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: G

Collector's Info: 1 U 51

Lightfootedness

Elven Event

Game Text: Archery: Spot an Elf companion to make the minion archery total -1.

Lore: *"...let a ploughman plough, but choose an otter for swimming, and for running light over grass and leaf, or over snow - an Elf."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 52

Lórien Elf

Elven Companion • Elf

Game Text: To play, spot an Elf.

Lore: *"...we dwell now in the heart of the forest, and do not willingly have dealings with any other folk."*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 1 C 53

Mallorn-trees

Elven Condition

Game Text: Plays to your support area.

Fellowship: Reveal an ☉ card from hand and place it beneath your draw deck.

Lore: *“Upon the further side there rose to a great height a green wall encircling a green hill thronged with mallorn-trees taller than any they had yet seen in all the land.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 54

•The Mirror of Galadriel

Elven Possession

Game Text: Plays to your support area. Each Elf ally whose home is site 6 is strength +1.

Fellowship: Exert Galadriel to look at 2 cards at random from an opponent’s hand. Discard one and replace the other.

Lore: *“What you will see I cannot tell...”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 55

•Orophin, Lórien Bowman

Elven Ally • Home 6 • Elf

Game Text: Archer. Archery: Exert Orophin to wound an Uruk-hai.

Lore: *The swift bow of Orophin, Haldir’s kinsman, has slain many Orcs.*

Twilight Cost: 2

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 U 56

•Rúmil, Elven Protector

Elven Ally • Home 6 • Elf

Game Text: Archer. Archery: Exert Rúmil to wound an Orc.

Lore: *Brother to Haldir, Rúmil guards the northern marches of the Golden Wood.*

Twilight Cost: 2

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 U 57

The Seen and the Unseen

Elven Event

Game Text: Fellowship: Exert 2 Elves to discard a condition.

Lore: *“You have entered the realm of the Lady of the Wood – you cannot go back.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 58

Shoulder to Shoulder

Elven Condition

Game Text: Plays to your support area.

Maneuver: Add ● and exert a Dwarf to heal an Elf, or add ● and exert an Elf to heal a Dwarf.

Lore: *“May it be a sign that though the world is now dark better days are at hand, and that friendship shall be renewed between our peoples.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 59

•Silinde, Elf Of Mirkwood

Elven Ally • Home 3 • Elf

Game Text: While you can spot your site 3, Silinde has the game text of that site.

Lore: *Among the representatives of the Elves of Northern Mirkwood was Silinde, friend of the House of Thranduil.*

Twilight Cost: 2

Strength: 5

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 U 60

Songs of the Blessed Realm

Elven Condition

Game Text: Plays to your support area. Each time you play an ☉ tale, you may remove a burden.

Lore: *Elves seem to like music and poetry and tales as much as Hobbits like food.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 61

•The Splendor of Their Banners

Elven Condition

Game Text: Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make the fellowship archery total +1.

Lore: *“It recalled to me the glory of the Elder Days and the hosts of Beleriand, so many great princes and captains were assembled.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 62

Stand Against Darkness

Elven Event

Game Text: Maneuver: Exert an Elf to discard a ☹ minion, a ☹ condition, or a ☹ possession.

Lore: *“What power still remains lies with us, here in Imladris, or with Círdan at the Havens, or in Lórien. But have they the strength, have we here the strength to withstand the Enemy...?”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 63

Support of the Last Homely House

Elven Event

Game Text: Maneuver: Exert an Elf ally whose home is site 3. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

Lore: *“Merely to be there was a cure for weariness, fear, and sadness.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 64

Swan-ship of the Galadhrim

Elven Event

Game Text: Maneuver: Exert an Elf ally whose home is site 6. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

Lore: *“...and suddenly they perceived that it was a ship, wrought and carved with elven-skill in the likeness of a bird.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 65

•The Tale of Gil-galad

Elven Condition

Game Text: Tale. Bearer must be an Elf. Skirmish: Discard this condition to make bearer strength +2.

Lore: *“Gil-galad was an Elven-king / Of him the harpers sadly sing: / the last whose realm was fair and free / between the Mountains and the Sea.”*

Twilight Cost: 1

Strength:

Vitality: +1

Site Number/Signet:

Collector’s Info: 1 R 66

•**Uruviel**, Maid Of Lórien
Elven Ally • Home 6 • Elf
Game Text: While you can spot your site 6, Uruviel has the game text of that site.
Lore: *An Elf-maid of the Galadbrim, Uruviel has dwelt for years beneath the mallorn-trees of Lothlórien.*
Twilight Cost: 2
Strength: 5
Vitality: 2
Site Number/Signet:
Collector's Info: 1 C 67

The White Arrows of Lórien

Elven Condition
Game Text: Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make an opponent discard 2 cards at random from hand.
Lore: *Straight and true, the arrows of the Golden Wood are known to leave a deadly mark.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 68

•**Albert Dreary**, Entertainer From Bree
Gandalf Ally • Home 1 • Man
Game Text: To play, spot Gandalf. Maneuver: Exert Albert Dreary to discard a ♠ or ♣ condition.
Lore: *Typical of Bree-folk, Albert is a plain but stout-hearted fellow. He does not seek trouble, but he is willing to protect his home.*
Twilight Cost: 1
Strength: 3
Vitality: 3
Site Number/Signet:
Collector's Info: 1 R 69

•**Barliman Butterbur**, Prancing Pony Proprietor
Gandalf Ally • Home 1 • Man
Game Text: Fellowship: Exert Barliman Butterbur to take a ♣ event into hand from your discard pile.
Lore: *"You don't know much even about them, if you think old Barliman is stupid," said Gandalf. 'He is wise enough on his own ground.'"*
Twilight Cost: 0
Strength: 1
Vitality: 2
Site Number/Signet:
Collector's Info: 1 U 70

Durin's Secret
Gandalf Event
Game Text: Fellowship: Spot Gandalf, a Dwarf, and an Elf to make the move limit for this turn +1.
Lore: *"They are wrought of ithildin that mirrors only starlight and moonlight, and sleeps until it is touched by one who speaks words now long forgotten in Middle-earth."*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 71

•**Gandalf**, Friend of the Shirefolk
Gandalf Companion • Wizard
Game Text: Gandalf is strength +1 for each of these races you can spot in the fellowship: Hobbit, Dwarf, Elf, and Man.
Lore: *"Among the Wise I am the only one that goes in for hobbit-lore: an obscure branch of knowledge, but full of surprises."*
Twilight Cost: 4
Strength: 6
Vitality: 4
Site Number/Signet: F
Collector's Info: 1 R 72

•**Gandalf's Cart**
Gandalf Possession
Game Text: Plays to your support area. Fellowship: Stack a Free Peoples artifact (or possession) from hand on this card, or play a card stacked here as if played from hand.
Lore: *"...a cart came in through Bywater ... An old man was driving it all alone."*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 U 73

•**Gandalf's Pipe**
Gandalf Possession • Pipe
Game Text: Bearer must be Gandalf. Fellowship: Discard a pipeweed possession and spot X pipes to remove X burdens.
Lore: *"I know what is the matter with me,' he muttered, as he sat down by the door. 'I need smoke!"*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 U 74

•**Glamdring**
Gandalf Possession • Hand Weapon
Game Text: Bearer must be Gandalf. He is damage +1. Fellowship or Regroup: Exert Gandalf to reveal an opponent's hand. Remove ● for each Orc revealed.
Lore: *"...in his other hand Glamdring gleamed, cold and white."*
Twilight Cost: 2
Strength: +2
Vitality:
Site Number/Signet:
Collector's Info: 1 R 75

Intimidate
Gandalf Event
Game Text: Spell. Response: If a companion is about to take a wound, spot Gandalf to prevent that wound.
Lore: *"Go back to the Shadow!"*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 76

Let Folly Be Our Cloak
Gandalf Event
Game Text: Fellowship: Exert X companions to remove ●.
Lore: *"Well, let folly be our cloak, a veil before the eyes of the Enemy! ... Into his heart the thought will not enter that any will refuse it, that having the Ring we may seek to destroy it."*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 U 77

Mysterious Wizard
Gandalf Event
Game Text: Spell. Skirmish: Make Gandalf strength +2 (or +4 if there are 4 or fewer burdens on the Ring-bearer).
Lore: *"...there are older and fouler things than Orcs in the deep places of the world."*
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 78

The Nine Walkers
Gandalf Condition
Game Text: To play, spot Gandalf. Plays to your support area. Each time you play a companion whose race you cannot spot, that companion's twilight cost is -2.
Lore: *"Nine companions to match the Nine Ringwraiths ... So be it."*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 79

•Ottar, Man Of Laketown
Gandalf Ally • Home 3 • Man
Game Text: To play, spot Gandalf. Fellowship: Exert Ottar to discard up to 3 cards from hand and draw an equal number of cards.
Lore: *The Men of Laketown come from the North, where they trade with the Dwarves of the Lonely Mountain.*
Twilight Cost: 1
Strength: 2
Vitality: 2
Site Number/Signet:
Collector's Info: 1 R 80

Questions That Need Answering

Gandalf Event
Game Text: Spell. Fellowship: If the twilight pool has fewer than 3 twilight tokens, spot Gandalf to look at the top 4 cards of your draw deck. Take 2 of those cards into hand and discard the rest.
Lore: *“There are some things that I must see to...”*
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 81

Risk a Little Light

Gandalf Event
Game Text: Spell. Fellowship: If the twilight pool has fewer than 2 twilight tokens, spot Gandalf to look at the top 2 cards of your draw deck. Take one into hand and discard the other.
Lore: *“Let me risk a little more light.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 82

Servant of the Secret Fire

Gandalf Event
Game Text: Spell. Skirmish: Spot Gandalf to make a minion strength -3.
Lore: *“I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 83

Sleep, Caradhras

Gandalf Event
Game Text: Spell. Fellowship: Exert Gandalf to discard every condition.
Lore: *“Losto Caradhras, sedho, hodo, nuitho i ruith.”*
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 84

Strength of Spirit

Gandalf Event
Game Text: Spell. Response: If a companion is about to exert, spot Gandalf to place no token for that exertion.
Lore: *“There are many powers in the world, for good or for evil. Some are greater than I am. Against some I have not yet been measured. But my time is coming.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 85

Treachery Deeper Than You Know

Gandalf Event
Game Text: Spell. Fellowship: Spot Gandalf to reveal an opponent's hand.
Lore: *“By foul craft, Saruman has crossed Orc with Goblin Men – he is breeding an army in the Caverns of Isengard.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 86

A Wizard Is Never Late

Gandalf Event
Game Text: Fellowship: Play a ♠ character from your draw deck.
Lore: *“A wizard is never late, Frodo Baggins, nor is he early. He arrives precisely when he means to.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 87

An Able Guide

Gondor Event
Game Text: Regroup: Spot a ranger to remove ●.
Lore: *“...though I cannot disappear, I have hunted many wild and wary things and I can usually avoid being seen, if I wish.”*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 88

•Aragorn, Ranger of the North

Gondor Companion • Man
Game Text: Ranger. Maneuver: Exert Aragorn to make him defender +1 until the regroup phase.
Lore: *“Lonely men are we, Rangers of the wild, hunters – but hunters ever of the servants of the Enemy...”*
Twilight Cost: 4
Strength: 8
Vitality: 4
Site Number/Signet: G
Collector's Info: 1 R 89

•Aragorn's Bow

Gondor Possession • Ranged Weapon
Game Text: Bearer must be Aragorn. He is an archer. Archery: Exert Aragorn to wound a minion; Aragorn does not add to the fellowship archery total.
Lore: *Rangers learn the bow as well as the blade.*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 90

•Aragorn's Pipe

Gondor Possession • Pipe
Game Text: Bearer must be a * companion. Fellowship: Discard a pipeweed possession and spot X pipes to heal X companions.
Lore: *“He had a tall tankard in front of him, and was smoking a long-stemmed pipe curiously carved.”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 U 91

Armor

Gondor Possession • Armor
Game Text: Bearer must be a Man. Bearer takes no more than 1 wound during each skirmish phase.
Lore: *“Then Elendil the Tall and his mighty sons, Isildur and Anárion, became great lords; and the North-realm they made in Arnor, and the South-realm in Gondor...”*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 C 92

Arwen's Fate

Gondor Event
Game Text: Skirmish: Exert Aragorn to make Arwen strength +3, or exert Arwen to make Aragorn strength +3.
Lore: *For the love of a mortal Man, Arwen, daughter of Elrond, must forsake her Elven heritage, and give up forever her journey to the Undying Lands.*
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 1 R 93

Athelas

Gondor Possession

Game Text: Bearer must be a * Man.

Fellowship: Discard this possession to heal a companion or to remove a Shadow condition from a companion.

Lore: *The hands of the king are the hands of a healer, and so shall the true king be known.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 94

•Blade of Gondor

Gondor Possession • Hand Weapon

Game Text: Bearer must be Boromir. He is damage +1. Skirmish: Exert Boromir to wound an Orc or Uruk-hai he is skirmishing.

Lore: *With the valour of Boromir's mighty longsword, the Enemies of the West are kept at bay.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 R 95

•Boromir, Lord of Gondor

Gondor Companion • Man

Game Text: Ranger. Boromir is not overwhelmed unless his strength is tripled.

Lore: *"...Boromir will also be in the Company. He is a valiant man."*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: A

Collector's Info: 1 R 96

•Boromir, Son of Denethor

Gondor Companion • Man

Game Text: Skirmish: Exert Boromir to make a Hobbit strength +3.

Lore: *"Long has my father, the Steward of Gondor, held the forces of Mordor at bay – by the blood of our people are the lands of others kept safe."*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: F

Collector's Info: 1 U 97

•Boromir's Cloak

Gondor Possession • Cloak

Game Text: Bearer must be Boromir.

Maneuver: Exert Boromir to discard a weather condition.

Lore: *"He was cloaked and booted as if for a journey on horseback; and indeed though his garments were rich, and his cloak was lined with fur, they were stained with long travel."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 98

Change of Plans

Gondor Event

Game Text: Regroup: Exert a ranger to make an opponent shuffle his hand into his draw deck and draw 8 cards.

Lore: *"Then let me help you. There are other ways, Frodo – other paths that we might take."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 99

•The Choice of Lúthien

Gondor Condition

Game Text: Tale. Plays to your support area. Maneuver: Exert Aragorn to heal Arwen, or exert Arwen to heal Aragorn.

Lore: *"But she chose mortality, and to die from the world, so that she might follow him; and it is sung that they met again beyond the Sundering Seas..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 100

Coat of Mail

Gondor Possession • Armor

Game Text: Bearer must be a Man. Bearer may not be overwhelmed unless his strength is tripled.

Lore: *Soldiers of the White Tower have long appreciated the craftsmanship of the Gondorian metalsmiths.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 C 101

Dagger Strike

Gondor Event

Game Text: Skirmish: Make a * or  companion bearing a hand weapon strength +2 and damage +1.

Lore: *Every warrior needs a sword, bow, or axe – but sometimes, a dagger is enough.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 102

Elendil's Valor

Gondor Event

Game Text: Maneuver: Make a * companion defender +1 until the regroup phase.

Lore: *"In panoply of ancient kings, I in chained rings he armoured him; I his shining shield was scored with runes I to ward all wounds and harm from him..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 103

Eregion's Trails

Gondor Event

Game Text: Maneuver: Exert a ranger to make each roaming minion strength -3 until the regroup phase.

Lore: *"Guided by Aragorn they struck a good path. It looked to Frodo like the remains of an ancient road, that had once been broad and well planned..."*

Twilight Cost: 1

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 1 C 104

Foes of Mordor

Gondor Condition

Game Text: Plays to your support area.

Maneuver: Exert a * character to wound a  minion.

Lore: *Through the long years, the Men of the Tower of Guard have shielded the West from the minions of the Eye.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 105

Gondor's Vengeance

Gondor Event

Game Text: Regroup: Exert a ranger companion to discard a minion.

Lore: *A Ranger in the wild is a deadly foe for the forces of the Shadow.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 106

Great Shield

Gondor Possession • Shield

Game Text: Bearer must be a Man. The minion archery total is -1.

Lore: *The Kingdom of Gondor has smiths much practiced in creating strong tools of war.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 107

No Stranger to the Shadows

Gondor Condition

Game Text: Bearer must be a ranger. Limit 1 per ranger. Each site's Shadow number is -1.

Lore: *"Ah, but you had not got me with you then," laughed Strider. "My cuts, short or long, don't go wrong."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 108

One Whom Men Would Follow

Gondor Event

Game Text: Maneuver: Exert Aragorn and spot an ally. Until the regroup phase, that ally is strength +2 and participates in archery fire and skirmishes.

Lore: *"The skill of the elves can reforge the Sword of Elendil – but only you have the power to wield it."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 109

Pathfinder

Gondor Event

Game Text: Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).

Lore: *"Strider can take you by paths that are seldom trodden. Will you have him?"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 110

Pursuit Just Behind

Gondor Event

Game Text: Regroup: Exert a ranger companion to wound every minion.

Lore: *"We must do something to delay the enemy first. We will make them fear the Chamber of Mazarbul!"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 111

•Ranger's Sword

Gondor Possession • Hand Weapon

Game Text: Bearer must be Aragorn. He is damage +1.

Lore: *Aragorn is a trustworthy companion and a deadly foe. His years roaming the wild have honed his swordfighting skills.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 U 112

A Ranger's Versatility

Gondor Event

Game Text: Maneuver: Spot a ranger at a river or forest to exhaust up to 2 minions.

Lore: *"If you bring a Ranger with you, it is well to pay attention to him, especially if the Ranger is Aragorn."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 113

•The Saga of Elendil

Gondor Condition

Game Text: Tale. Bearer must be a * companion. Skirmish: Discard this condition to make bearer strength +2.

Lore: *From out of the depths of the Sea, from the fundered land of Númenor, came Elendil to Middle-earth to found the kingdoms of Arnor and Gondor.*

Twilight Cost: 1

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 1 R 114

Strength of Kings

Gondor Event

Game Text: Response: If a Skirmish event is played during a skirmish involving a * Man, cancel that event.

Lore: *"Believe not that in the land of Gondor the blood of Númenor is spent, nor all its pride and dignity forgotten."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 115

Swordarm of the White Tower

Gondor Event

Game Text: Skirmish: Make a * companion strength +2 (or +4 if he is defender +1).

Lore: *"By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 116

Swordsman of the Northern Kingdom

Gondor Event

Game Text: Skirmish: Make a ranger strength +2 (or +4 when skirmishing a roaming minion).

Lore: *"This is no mere Ranger. He is Aragorn, son of Arathorn ... and you owe him your allegiance."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 117

Valiant Man of the West

Gondor Event

Game Text: Maneuver: Make Aragorn defender +1 and he takes no more than 1 wound during each skirmish phase until the regroup phase.

Lore: *"...I swore to protect you."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 118

What Are They?

Gondor Event

Game Text: Maneuver: Spot a ranger to discard a roaming minion.

Lore: *"They were men ... once."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 119

Alive and Unspoiled

Isengard Condition

Game Text: To play, exert an Uruk-hai. Plays to your support area. Shadow: Remove ● and spot X burdens to make the Free Peoples player reveal X cards at random from hand. You may discard 1 revealed card.

Lore: *"Bring them to me.... Kill the others...."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 120

Bred for Battle

Isengard Event

Game Text: Skirmish: Exert an Uruk-hai to make it strength +3.

Lore: “You are the Uruk-hai of Isengard! The blood in your veins is black and cold – you do not know pain, you do not know fear – for you are the servants of the White Hand – the hand that gives you Man flesh to eat!”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 121

Breeding Pit

Isengard Event

Game Text: Response: If you play an Uruk-hai, take all copies of that card in your discard pile and place them beneath your draw deck.

Lore: “He is breeding an army in the Caverns of Isengard. An army that can move in sunlight and cover great distance at speed.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 122

Caradhras Has Not Forgiven Us

Isengard Event

Game Text: Spell. Weather. Maneuver: Exert a ☛ minion and spot 5 companions to discard an exhausted companion (except the Ring-bearer).

Lore: “It was no ordinary storm. It is the ill will of Caradhras.”

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 123

Cruel Caradhras

Isengard Event

Game Text: Spell. Weather. Maneuver: Exert a ☛ minion to make the opponent choose to either exert the Ring-bearer or add a burden.

Lore: “Yonder stands Barazinbar, the Redhorn, cruel Caradhras....”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 124

Greed

Isengard Condition

Game Text: To play, spot an Uruk-hai. Plays to your support area. Maneuver: Spot 6 companions and remove ● to wound a companion (except the Ring-bearer).

Lore: “It is a strange fate that we should suffer so much fear and doubt over so small a thing....”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 125

Hunt Them Down!

Isengard Event

Game Text: Maneuver: Make an Uruk-hai fierce until the regroup phase.

Lore: “Do not stop until they are found!”

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 126

•Lurtz, Servant of Isengard

Isengard Minion • Uruk-hai

Game Text: Archer. Damage +1. Maneuver: Spot another Uruk-hai to make Lurtz fierce until the regroup phase.

Lore: “And now... perfected. Grown beyond the height of Men – straight-limbed and strong, fearing nothing.”

Twilight Cost: 7

Strength: 13

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 1 R 127

Lurtz’s Battle Cry

Isengard Event

Game Text: Skirmish: Make an Uruk-hai strength -1 and damage +1.

Lore: “Find the Halflings!”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 128

The Misadventure of Mr. Underhill

Isengard Condition

Game Text: To play, exert an Uruk-hai. Plays to your support area. The twilight cost of each companion played to a site which is not a sanctuary is +2.

Lore: “You’re drawing far too much attention to yourself... Mr. Underhill.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 129

No Ordinary Storm

Isengard Condition

Game Text: Plays to your support area. Each time you play a weather condition, exert a ☛ companion or ☛ ally.

Lore: “So Gandalf... you try to lead them over Caradhras. And if that fails – where then will you go?”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 130

•Orthanc Assassin

Isengard Minion • Uruk-hai

Game Text: Archer. Damage +1.

Lore: Black-feathered arrows from Uruk-hai bows reign over the corpses of Saruman’s enemies.

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 5

Collector’s Info: 1 R 131

Parry

Isengard Event

Game Text: Maneuver: Spot an Uruk-hai to cancel the strength bonus from a possession until the regroup phase.

Lore: Even the sword of a powerful warrior can be parried by the strength of an Uruk-hai.

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 132

Saruman’s Ambition

Isengard Condition

Game Text: Plays to your support area. The twilight cost of your ☛ events is -1. Skirmish: Discard this condition to make an Uruk-hai strength +2.

Lore: “I did not expect you to show wisdom, even in your own behalf; but I gave you the chance of aiding me willingly, and so saving yourself much trouble and pain.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 133

Saruman's Chill

Isengard Condition

Game Text: Spell. Weather. To play, exert a ☞ minion. Plays on a site. Limit 1 per site. Each Hobbit who moves from this site must exert. Discard this condition at the end of the turn.

Lore: *Saruman's hand can control the chill of winter.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 134

Saruman's Frost

Isengard Condition

Game Text: Spell. Weather. To play, exert a ☞ minion. Plays on a site. Limit 1 per site. Each Hobbit at this site is strength -2. Discard this condition at the end of the turn.

Lore: *The small and weak suffer first from the The White Wizard's powerful sorcery.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 135

Saruman's Power

Isengard Event

Game Text: Spell. Shadow: Exert a ☞ minion to discard all conditions.

Lore: *The Uruks of Saruman are bred to be the instruments of his will, destroying his enemies with foul cruelty.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 136

Saruman's Reach

Isengard Event

Game Text: Search. Maneuver: Exert an Uruk-hai to make the opponent choose to either exert 2 companions or make the Ring-bearer put on The One Ring until the regroup phase.

Lore: *Saruman used both magic and minions to impose his will.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 137

Saruman's Snows

Isengard Condition

Game Text: Spell. Weather. To play, exert a ☞ minion. Plays on a site. No player may play skirmish events or use skirmish special abilities at this site. Discard this condition at the end of the turn.

Lore: *Saruman's spells can hinder even the wary.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 138

Savagery to Match Their Numbers

Isengard Event

Game Text: Skirmish: Make an Uruk-hai strength +2, or spot 5 companions to make an Uruk-hai strength +4 and fierce until the regroup phase.

Lore: *Uruk-hai match their enemies' strength with their own feral rage.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 139

Spies of Saruman

Isengard Condition

Game Text: To play, exert a ☞ minion. Plays on a site. While the fellowship is at this site, skip the archery phase. Discard this condition at the end of the turn.

Lore: *"...they are crebain out of Fangorn or Dunland. I do not know what they are about..."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 140

Their Arrows Enrage

Isengard Condition

Game Text: To play, spot Saruman or an Uruk-hai. Plays to your support area. Each archer companion and archer ally is strength -1.

Lore: *The ferocious charge of the Uruk-hai catches enemy archers groping for their swords.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 141

Traitor's Voice

Isengard Condition

Game Text: Search. To play, spot an Uruk-hai. Plays to your support area. While the Ring-bearer is exhausted or you can spot 5 burdens, the move limit for this turn is -1 (to a minimum of 1).

Lore: *"In all the long wars with the Dark Tower treason has ever been our greatest foe."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 142

Troop of Uruk-hai

Isengard Minion • Uruk-hai

Game Text: Damage +1. A character skirmishing this minion does not gain strength bonuses from weapons.

Lore: *Attacking in swarming hordes, the Uruk-hai close with the enemy rapidly to make weapons useless.*

Twilight Cost: 5

Strength: 9

Vitality: 4

Site Number/Signet: 5

Collector's Info: 1 R 143

Uruk Bloodlust

Isengard Condition

Game Text: Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove ● to heal him.

Lore: *"Take them alive!"*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 144

Uruk Brood

Isengard Minion • Uruk-hai

Game Text: Damage +1. Skirmish: Remove ● to make this minion strength +1 for each other Uruk-hai you spot.

Lore: *"He does not see the caverns hidden deep beneath this tower... nor does he know what is growing there."*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 C 145

Uruk Fighter

Isengard Minion • Uruk-hai

Game Text: Damage +1. Maneuver: Spot 5 companions to make this minion fierce until the regroup phase.

Lore: *Not stealth or cunning, but strength and ferocity are the weapons of Saruman's army of abominations.*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 C 146

Uruk Guard

Isengard Minion • Uruk-hai

Game Text: Damage +1. Assignment: Exert this minion and spot a companion to prevent the opponent from assigning that companion to this minion.

Lore: *"SWolves and orcs were housed in Isengard, for Saruman was mustering a great force..."*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 R 147

Uruk Lieutenant

Isengard Minion • Uruk-hai

Game Text: Damage +1. This minion is strength +1 for each other Uruk-hai you can spot.

Lore: *Uruk-hai leaders gain savagery from their following hordes to maintain the rule of the strong.*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 R 148

Uruk Messenger

Isengard Minion • Uruk-hai

Game Text: Damage +1. While you can spot a weather condition, this minion is strength +3.

Lore: *Saruman uses his Uruks abroad to gain information on the movements – and weaknesses – of his many enemies.*

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number/Signet: 5

Collector's Info: 1 C 149

Uruk Rager

Isengard Minion • Uruk-hai

Game Text: Damage +1. Each time this minion wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck.

Lore: *A bloodthirsty bellow from a huge Uruk can win a skirmish before it begins.*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 C 150

Uruk Savage

Isengard Minion • Uruk-hai

Game Text: Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.)

Lore: *"The friendship of Saruman is not lightly thrown aside. One ill turn deserves another We have work to do."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet: 5

Collector's Info: 1 C 151

Uruk Shaman

Isengard Minion • Uruk-hai

Game Text: Damage +1. Maneuver: Remove ● to heal an Uruk-hai.

Lore: *Uruk shamans know the arts of healing as well as those of battle.*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 C 152

Uruk Slayer

Isengard Minion • Uruk-hai

Game Text: Damage +1. Skirmish: Remove ● to make this minion strength +1 (limit +3).

Lore: *A foe who is willing to kill or die outright is a foe to be feared indeed.*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 U 153

Uruk Soldier

Isengard Minion • Uruk-hai

Game Text: Damage +1. When you play this minion, you may make the Free Peoples player discard the top card of his draw deck.

Lore: *Saruman's Uruk-hai band together as an extremely effective fighting unit.*

Twilight Cost: 2

Strength: 7

Vitality: 1

Site Number/Signet: 5

Collector's Info: 1 C 154

Uruk Spy

Isengard Minion • Uruk-hai

Game Text: Response: If the Ring-bearer puts on The One Ring, exert this minion. Discard a card from the top of your draw deck for each

☛ minion you spot. Add a burden for each Shadow card discarded in this way.

Lore: *A wary eye on the mission could undo the quest.*

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 R 155

Uruk Warrior

Isengard Minion • Uruk-hai

Game Text: Damage +1. Maneuver: Spot 6 companions to make this minion fierce until the regroup phase.

Lore: *Powerful and fearless, Uruk-hai warriors are not intimidated by the weapons or numbers of their enemies.*

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 1 C 156

Uruk-hai Armory

Isengard Condition

Game Text: Plays to your support area. While you can spot an Uruk-hai, the fellowship archery total is -1.

Lore: *The ranks of Saruman's army include forgers of weapons and armour.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 157

Uruk-hai Raiding Party

Isengard Minion • Uruk-hai

Game Text: Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.)

Lore: *"Imagine, Gandalf, an army – born from the earth of Isengard."*

Twilight Cost: 4

Strength: 9

Vitality: 3

Site Number/Signet: 5

Collector's Info: 1 C 158

Uruk-hai Rampage

Isengard Condition

Game Text: To play, spot an Uruk-hai. Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove ● to make him fierce until the regroup phase.

Lore: *Victory breeds rage in Saruman's foul creations.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 159

Uruk-hai Sword

Isengard Possession • Hand Weapon

Game Text: Bearer must be an Uruk-hai. Each time bearer wins a skirmish, the Free Peoples player must discard the top card of his draw deck.

Lore: *Their malevolent strength worsens the wounds from the gruesome weapons of the Uruks.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 C 160

Wariness

Isengard Event

Game Text: Search. Response: If a stealth event is played, exert or discard your Uruk-hai to cancel that event.

Lore: *Even Hobbits have trouble evading the Uruk-hai.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 161

•Worry

Isengard Condition

Game Text: To play, exert an Uruk-hai. Plays to your support area. Each time an Uruk-hai wins a skirmish, the opponent must choose to either exert the Ring-bearer or add a burden.

Lore: *"One by one, regardless of their strength to good or evil... they fell."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 162

•Ancient Chieftain

Moria Minion • Orc

Game Text: For each other ♠ Orc you can spot, Ancient Chieftain is strength +1.

Lore: *"...a huge orc-chieftain, almost man-high, clad in black mail from head to foot, leaped into the chamber; behind him his followers clustered in the doorway."*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 1 R 163

Bitter Hatred

Moria Event

Game Text: Archery: Spot a ♠ archer to wound an Elf.

Lore: *Bitter and long is the hatred of the Orcs for the Elves, and thus they prefer Elves as targets.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 164

•Cave Troll of Moria, Scourge of the Black Pit

Moria Minion • Troll

Game Text: Damage +1. Fierce. To play, spot a ♠ Orc. At an underground site, Cave Troll of Moria's twilight cost is -3.

Lore: *Frodo's quest nearly ended before his companions halted the Cave Troll's ferocious attack.*

Twilight Cost: 10

Strength: 15

Vitality: 4

Site Number/Signet: 4

Collector's Info: 1 R 165

•Cave Troll's Hammer

Moria Possession • Hand Weapon

Game Text: Bearer must be Cave Troll of Moria. Cave Troll of Moria is damage +1.

Lore: *Suddenly the door burst into fragments and the Cave Troll was among them, his huge hammer striking like thunder.*

Twilight Cost: 1

Strength: +3

Vitality:

Site Number/Signet:

Collector's Info: 1 R 166

Denizens Enraged

Moria Event

Game Text: Skirmish: Make a ♠ Orc strength +1 for each other ♠ Orc you spot (limit +4).

Lore: *"...there came a great noise: a rolling Boom that seemed to come from depths far below, and to tremble in the stone at their feet."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 167

Drums in the Deep

Moria Event

Game Text: Skirmish: Make a ♠ Orc strength +2 (or +4 if skirmishing a Dwarf).

Lore: *"The drum-beats broke out wildly: doom-boom, doom-boom, and then stopped ... Doom, doom went the drum-beats again...."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 168

The End Comes

Moria Event

Game Text: Assignment: Spot 5 ♠ minions to make the Free Peoples player assign the Ring-bearer to a skirmish.

Lore: *"They have taken the Bridge and the second hall; we have barred the gates – but cannot hold them for long..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 169

Fool of a Took!

Moria Event

Game Text: Shadow: Spot a Hobbit (except the Ring-bearer) to reveal cards from the top of your draw deck until you reveal one that is not a ♠ minion. Take the revealed cards into hand.

Lore: *"Fool of a Took! Throw yourself in next time and rid us of your stupidity!"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 170

Frenzy

Moria Event

Game Text: Assignment: Assign an exhausted companion (except the Ring-bearer) to skirmish a ♠ Orc.

Lore: *The Goblins of the Misty Mountains, like all of their race, use their teeming numbers to slaughter their foes.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 171

Goblin Archer

Moria Minion • Orc

Game Text: Archer. While you can spot another ♠ Orc, the fellowship archery total is -6.

Lore: *"An arrow whistled over Frodo's head."*

Twilight Cost: 5

Strength: 4



Vitality: 3

Site Number/Signet: 4

Collector's Info: 1 R 172

Goblin Armory

Moria Condition

Game Text: Plays to your support area. Each time you play a  weapon, add ●. Response: If a  Orc is about to take a wound, discard this condition to prevent that wound.

Lore: *For scavenging vermin, the weapons of fallen foes are prized possessions.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 173

Goblin Backstabber

Moria Minion • Orc

Game Text: This minion is damage +2 while in the same skirmish as another  Orc.

Lore: *An attack from behind provides a cowardly Goblin with a boldness much like courage.*

Twilight Cost: 1

Strength: 5


Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 C 174

Goblin Domain

Moria Condition

Game Text: Search. To play, spot a  minion. Plays to your support area. Each time a companion is played to site 4 or higher, that companion comes into play exhausted.

Lore: *The once beautiful kingdom of Khazad-dûm has become Moria, the black pit.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 175

Goblin Marksman

Moria Minion • Orc

Game Text: Archer. (Add 1 to the minion archery total.)

Lore: *“Arrows fell among them. One struck Frodo and sprang back. Another pierced Gandalf's hat and stuck there like a black feather.”*

Twilight Cost: 3

Strength: 7

Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 C 176

Goblin Patrol Troop

Moria Minion • Orc

Game Text:

Lore: *“As they ran they heard the beat and echo of many hurrying feet behind. A shrill yell went up: they had been seen. There was a ring and clash of steel.”*

Twilight Cost: 6

Strength: 13

Vitality: 3

Site Number/Signet: 4

Collector's Info: 1 C 177

Goblin Runner

Moria Minion • Orc

Game Text: When you play this minion, you may add ●.

Lore: *“...a great horn was blown in the hall, and answering horns and harsh cries were heard further off. There was a hurrying sound of many feet.”*

Twilight Cost: 1

Strength: 5


Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 U 178

Goblin Scavengers

Moria Minion • Orc

Game Text: When you play this minion, you may play a weapon from your discard pile on your  Orc.

Lore: *“The Orcs have often plundered Moria; there is nothing left in the upper halls.”*

Twilight Cost: 3

Strength: 8


Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 C 179

Goblin Scimitar

Moria Possession • Hand Weapon

Game Text: Bearer must be a  Orc. When you play this possession, you may draw a card.

Lore: *“Some of the swords were crooked: orcs-cimitars with blackened blades.”*

Twilight Cost: 0

Strength: +2


Vitality:

Site Number/Signet:

Collector's Info: 1 C 180

Goblin Sneak

Moria Minion • Orc

Game Text: When you play this minion, you may place a  Orc from your discard pile beneath your draw deck.

Lore: *Their limber forms allow the Goblins of Moria to slither past barred doors and collapsed passageways.*

Twilight Cost: 1

Strength: 5


Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 U 181

Goblin Spear

Moria Possession • Hand Weapon

Game Text: Bearer must be a  minion. If bearer kills a companion in a skirmish, add 1 burden (or 2 burdens if that companion was a Hobbit).

Lore: *Simple creatures with simple weapons can be as deadly as an armoured warrior with a fine sword.*

Twilight Cost: 1

Strength: +2


Vitality:

Site Number/Signet:

Collector's Info: 1 C 182

Goblin Swarms

Moria Condition

Game Text: Plays to your support area. Response: If your  Orc wins a skirmish, discard cards and wounds on that Orc and stack that Orc on this condition. Shadow: Play an Orc stacked here as if played from hand.

Lore: *“Beyond the fire he saw swarming black figures...”*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 183

Goblin Wallcrawler

Moria Minion • Orc

Game Text: While at an underground site, this minion is strength +2. While you can spot another  Orc, the fellowship archery total is -1.

Lore: *Skittering along the walls of Moria, Goblins attack without warning.*

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 C 184

Goblin Warrior

Moria Minion • Orc

Game Text: When you play this minion, you may discard a ally or condition.

Lore: *The ancient enmity between Goblins and Dwarves burns brightly still.*

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number/Signet: 4

Collector's Info: 1 C 185

•Guard Commander

Moria Minion • Orc

Game Text: Skirmish: Remove ● to make a Orc strength +2.

Lore: *“His broad flat face was swart, his eyes were like coals, and his tongue was red...”*

Twilight Cost: 3

Strength: 7

Vitality: 2

Site Number/Signet: 4

Collector's Info: 1 R 186

Host of Thousands

Moria Event

Game Text: Shadow: Play a Orc from your discard pile.

Lore: *Killing one is no victory, since a dozen from the warrens below will take his place.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 187

•The Long Dark

Moria Condition

Game Text: Plays to your support area. When the fellowship moves to site 4 or 5, add ● for each Dwarf companion. Skirmish: Discard this condition to make your Orc strength +2.

Lore: *“So ended the attempt to retake Moria! It was valiant but foolish. The time is not come yet.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 188

Lost to the Goblins

Moria Event

Game Text: Response: If the Ring-bearer exerts or takes a wound, discard a card from the top of your draw deck for each minion you spot. For each Shadow card discarded in this way, add a burden (limit 3 burdens).

Lore: *Dwarven graves stood open in plundered disarray.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 189

Moria Axe

Moria Possession • Hand Weapon

Game Text: Bearer must be a Orc. Bearer is damage +1. Skirmish: Exert bearer to make him strength +2.

Lore: *Goblins without scimitars wrest axes from the remains of fallen Dwarves.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 R 190

Moria Scout

Moria Minion • Orc

Game Text: When you play this minion, spot an Elf to add ●.

Lore: *Like their kindred in the North, the Orcs of Moria have keen noses, often following their prey by scent.*

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector's Info: 1 C 191

Pinned Down

Moria Condition

Game Text: Plays to your support area. While you can spot a archer, the fellowship archery total is -1.

Lore: *“Arrows whined and whistled down the corridor as he sprang back.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 192

Plundered Armories

Moria Condition

Game Text: Plays to your support area. Response: If your weapon is discarded, play it from your discard pile (that weapon's twilight cost is -1).

Lore: *The Goblins of Moria have oft plundered the deep armouries of Durin's folk.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 193

Relentless

Moria Event

Game Text: Search. Response: If a stealth event is played, spot 3 minions to cancel that event.

Lore: *“Then dig a hole in the ground, said Legolas, if that is more after the fashion of your kind. But you must dig swift and deep, if you wish to hide from Orcs.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 194

Relics of Moria

Moria Condition

Game Text: Plays to your support area. Shadow: Remove ● to play a possession from your discard pile.

Lore: *“By both the doors they could now see that many bones were lying, and among them were broken swords and axe-heads, and cloven shields and helms.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 195

They Are Coming

Moria Condition

Game Text: Plays to your support area. Shadow: Discard 3 cards from hand to play a Orc from your discard pile.

Lore: *“The last thing written is in a trailing scrawl of elf-letters: they are coming.”*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 196

Threat of the Unknown

Moria Event

Game Text: Shadow: Exert your Orc to draw 2 cards.

Lore: *The danger of what lay hidden in the dark was more terrifying than the known perils of Moria.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 197

Through the Misty Mountains

Moria Condition

Game Text: Search. To play, exert a minion. Plays to your support area. Each time the fellowship moves to site 4, 5, or 6 and contains a Dwarf or Elf, the Free Peoples player discards 2 cards at random from hand.

Lore: *“One must tread the path that need chooses.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 198

•Troll's Keyword

Moria Minion • Orc

Game Text: Cave Troll of Moria's twilight cost is -2.

Lore: *Though shorter than a Man, the Troll's Keyword is a deadly adversary.*

Twilight Cost: 3

Strength: 8

Vitality: 3

Site Number/Signet: 4

Collector's Info: 1 R 199

The Underdeeps of Moria

Moria Condition

Game Text: Plays to your support area.

Shadow: Remove ● to reveal the bottom card of your draw deck. If it is a 🐉 Orc, take it into hand. Otherwise, discard it.

Lore: *“I am afraid Balin is buried deep, and maybe something else is buried there too.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 200

Unfamiliar Territory

Moria Event

Game Text: Skirmish: Make a 🐉 Orc strength +2 (or +4 if skirmishing an archer).

Lore: *Knowing the dark terrain of Moria gives Orcs a strategic advantage when attacking their foes.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 201

What Is This New Devilry?

Moria Condition

Game Text: Search. To play, exert a 🐉 Orc.

Plays to your support area. While the fellowship is at site 5 or higher, each companion’s twilight cost is +2.

Lore: *“This foe is beyond any of you! Run!”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 202

All Blades Perish

Ringwraith Event

Game Text: Response: If a Nazgûl is about to take a wound, prevent that wound.

Lore: *“...all blades perish that pierce that dreadful King. More deadly to him was the name of Elbereth.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 203

All Veils Removed

Ringwraith Event

Game Text: Skirmish: Make a Nazgûl strength +2 (or +5 if the Ring-bearer wears The One Ring).

Lore: *“Give up the Halfling...!”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 204

Beauty Is Fading

Ringwraith Event

Game Text: Maneuver: Exert a Nazgûl to discard a Free Peoples possession or Free Peoples condition. If you can spot no such card, discard an ally or companion (except the Ring-bearer) instead.

Lore: *“...the Three will fail, and many fair things will fade and be forgotten.”*

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 205

Bent on Discovery

Ringwraith Condition

Game Text: Search. Plays to your support area. At the beginning of each of your Shadow phases, draw 1 card. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

Lore: *“The riding figure sat quite still... From inside the hood came a noise as of someone sniffing...”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 206

Black Breath

Ringwraith Condition

Game Text: Plays to your support area.

Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. Burdens and wounds may not be removed from bearer.

Lore: *Vile breath infects the living with Shadow.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 207

Black Steed

Ringwraith Possession • Mount

Game Text: Bearer must be a Nazgûl. While at a plains site, bearer is strength +2. Discard this possession when at an underground site.

Lore: *“...these horses are born and bred to the service of the Dark Lord in Mordor.”*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 208

Blade Tip

Ringwraith Condition

Game Text: Plays to your support area.

Response: If your Nazgûl wins a skirmish, transfer this condition from your support area to the losing character. Limit 1 per character.

Wound bearer at the start of each fellowship phase. (If bearer is the Ring-bearer, add a burden instead.)

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 209

Dark Whispers

Ringwraith Event

Game Text: Skirmish: Spot 3 burdens to make a Nazgûl strength +1 and damage +1, or spot 6 burdens to make a Nazgûl strength +3 and damage +2.

Lore: *“The Ring... The Ring... The Ring...”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 210

Drawn to Its Power

Ringwraith Condition

Game Text: Plays to your support area. Each time a Nazgûl kills a companion in a skirmish, add a burden.

Lore: *“And also the Ring drew them.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 211

Fear

Ringwraith Event

Game Text: Search. Maneuver: Exert your Nazgûl to discard an ally.

Lore: *“Never has such a thing happened in my time! ... Guests unable to sleep in their beds, and good bolsters ruined and all! What are we coming to?”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 212

Frozen by Fear

Ringwraith Event

Game Text: Skirmish: Make a Nazgûl strength +2 (or +3 if the Ring-bearer is assigned to a skirmish that has not resolved).

Lore: "...he was quaking as if he was bitter cold, but his terror was swallowed up in a sudden temptation to put on the Ring."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 213

In the Ringwraith's Wake

Ringwraith Event

Game Text: Response: If a Nazgûl wins a skirmish, the Free Peoples player chooses to either exert the Ring-bearer or add a burden.

Lore: "He is fading.... We must get him to my father."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 214

The Master's Will

Ringwraith Event

Game Text: Search. Shadow: Spot X Nazgûl to reveal the top X cards of your draw deck. Take into your hand all (A) cards revealed and discard the rest.

Lore: "...something seemed to be compelling him to disregard all warnings, and he longed to yield."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 215

Morgul Blade

Ringwraith Possession • Hand Weapon

Game Text: Bearer must be a Nazgûl. This weapon may be borne in addition to 1 other hand weapon. Skirmish: Discard this possession to transfer Blade Tip from your support area or discard pile to a companion bearer is skirmishing.

Lore:

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector's Info: 1 R 216

Morgul Gates

Ringwraith Event

Game Text: Shadow: Play a Nazgûl. His twilight cost is -2.

Lore: *The gates of Minas Morgul issued Nine Riders into the free lands, a blasphemy to ancient kings.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 217

Nazgûl Sword

Ringwraith Possession • Hand Weapon

Game Text: Bearer must be a Nazgûl. While you can spot 3 burdens, bearer is damage +1.

Lore: *The weapons of the Nine are wielded by unseen hands willed by Sauron's hate.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 U 218

The Nine Servants of Sauron

Ringwraith Condition

Game Text: Search. Plays to your support area. Each time you play a Nazgûl, you may exert a Hobbit (except the Ring-bearer).

Lore: "That Black Rider was looking for something ... or someone – Frodo?"

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 219

Not Easily Destroyed

Ringwraith Condition

Game Text: Plays to your support area.

Maneuver or Skirmish: Remove ● to heal a Nazgûl.

Lore: "They were Kings... great Kings of Men. Sauron gave to them Nine Rings of Power and with them the promise of eternal rule... unending life."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 220

•The Pale Blade

Ringwraith Possession • Hand Weapon

Game Text: Bearer must be The Witch-king. He is damage +1. Response: If The Witch-king wins a skirmish, exert him to discard a Free Peoples condition.

Lore: *In his wretched grip, the Captain raised a Pale Sword.*

Twilight Cost: 2

Strength: +3

Vitality:

Site Number/Signet:

Collector's Info: 1 R 221

Paths Seldom Trodden

Ringwraith Condition

Game Text: Search. To play, spot a Nazgûl. Plays to your support area. Shadow: Remove ● to replace the fellowship's site with your version of the same site.

Lore: "You will have to leave the open road after tonight; for the horsemen will watch it night and day."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 222

Relentless Charge

Ringwraith Event

Game Text: Maneuver: Exert a Nazgûl to wound every archer companion.

Lore: *Even the fastest arrows are of no avail against the Black Steeds of the Nine Riders.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 223

Return to Its Master

Ringwraith Event

Game Text: Response: If the Ring-bearer wears The One Ring at the end of a skirmish phase, cancel all remaining assignments and assign a Nazgûl to skirmish the Ring-bearer; The One Ring's game text does not apply during this skirmish.

Lore: "The Riders made straight for you...."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 224

•Sword of Minas Morgul

Ringwraith Possession • Hand Weapon

Game Text: Bearer must be Úlairë Lemenya. He is damage +1. Skirmish: Exert Úlairë Lemenya to discard a possession borne by a character he is skirmishing.

Lore: *The Morgul hilt seared the flesh that would touch it, but the pierce was painless.*

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 U 225

Their Power Is in Terror

Ringwraith Event

Game Text: Maneuver: Exert a Nazgûl to wound every ally.

Lore: "In dark and loneliness they are strongest... and already some in Bree are in their clutch."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 226

Threshold of Shadow

Ringwraith Event

Game Text: Skirmish: Make a Nazgûl strength +2 (or +4 if you spot 5 burdens).

Lore: “They did not need the guidance of their horses any longer: you had become visible to them....”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 227

The Twilight World

Ringwraith Event

Game Text: Response: If Ring-bearer puts on The One Ring, exert a Nazgûl to add 2 burdens.

Lore: “Immediately, though everything else remained as before, dim and dark, the shapes became terribly clear. He was able to see beneath their black wrappings.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 R 228

•**Úlairë Attëa**, Keeper Of Dol Guldur Ringwraith Minion • Nazgûl

Game Text: Fierce. Skirmish: Remove ● to make Úlairë Attëa strength +1 (limit +5).

Lore: Those that knew the most power as kings were placed in particular ways for the Will of Sauron.

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 1 R 229

•**Úlairë Cantëa**, Lieutenant Of Dol Guldur Ringwraith Minion • Nazgûl

Game Text: Fierce. Skirmish: Exert Úlairë Cantëa to discard a weapon borne by a character he is skirmishing.

Lore: The Ringwraith has no semblance to the Man, its being passed into twilight, life spirit into void.

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 1 R 230

•**Úlairë Enquëa**, Lieutenant Of Morgul Ringwraith Minion • Nazgûl

Game Text: Fierce. Maneuver: Spot 6 companions (or 5 burdens) and exert Úlairë Enquëa to wound a companion (except the Ring-bearer).

Lore: The Nine Riders were embodiments of Sauron’s will, searching all of Middle-earth for his prize.

Twilight Cost: 6

Strength: 11

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 1 U 231

•**Úlairë Lemenya**, Lieutenant Of Morgul Ringwraith Minion • Nazgûl

Game Text: Each companion or ally who bears a (♣) condition is strength -2.

Lore: “Do you wish them to find you? They are terrible!”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 3

Collector’s Info: 1 U 232

•**Úlairë Nelya**, Lieutenant Of Morgul Ringwraith Minion • Nazgûl

Game Text: Fierce. Shadow: Exert Úlairë Nelya and spot an opponent’s site to replace it with your site of the same number.

Lore: Many of the Nine were princes of majesty and power.

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 2

Collector’s Info: 1 U 233

•**Úlairë Nertëa**, Messenger Of Dol Guldur Ringwraith Minion • Nazgûl

Game Text: When you play Úlairë Nertëa, for each companion over 4, you may play 1 minion from your discard pile.

Lore: Some accepted Sauron’s gift for glory and a notion of great deeds.

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 3

Collector’s Info: 1 U 234

•**Úlairë Ostëa**, Lieutenant Of Morgul Ringwraith Minion • Nazgûl

Game Text: Shadow: Exert Úlairë Ostëa to make a (♣) minion fierce.

Lore: “...under their mantles were long grey robes; upon their grey hairs were helms of silver; in their haggard hands were swords of steel.”

Twilight Cost: 4

Strength: 9

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 1 U 235

•**Úlairë Toldëa**, Messenger Of Morgul Ringwraith Minion • Nazgûl

Game Text: Fierce. Assignment: Spot 4 burdens to assign a companion (except the Ring-bearer) to skirmish Úlairë Toldëa.

Lore: “Open, in the name of Mordor!’ said a voice thin and menacing.”

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 1 R 236

•**The Witch-king**, Lord Of Angmar Ringwraith Minion • Nazgûl

Game Text: Fierce. For each other Nazgûl you can spot, The Witch-king is strength +2.

Lore: “...his hair was long and gleaming and on his helm was a crown.”

Twilight Cost: 8

Strength: 14

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 1 R 237

Wreathed in Shadow

Ringwraith Condition

Game Text: To play, spot a Nazgûl. Plays to your support area. Archery: Remove ● to make the fellowship archery total -1.

Lore: They are beings in twilight, without form to catch the points of weapons.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 238

All Thought Bent on It

Sauron Event

Game Text: Search. Maneuver: Spot a (♣) Orc and 5 companions to make the Free Peoples player exert a companion for each companion over 4.

Lore: “...for the Ring yearns, above all else, to return to the hand of its Master: they are one....”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 239

Band of the Eye

Sauron Minion • Orc

Game Text: Response: If this minion wins a skirmish, remove ● to make the Free Peoples player discard a card at random from hand.

Lore: Far more Orcs has Sauron bred in the pits under Barad-dûr than Saruman could ever imagine.

Twilight Cost: 4

Strength: 12



Vitality: 3

Site Number/Signet: 6

Collector’s Info: 1 R 240

Curse From Mordor

Sauron Event

Game Text: Shadow: Spot a  Orc to discard an  condition.

Lore: *The Dark Lord harbors an ancient hatred for descendants of Gil-galad and those that marched with his gleaming host.*

Twilight Cost: 0

Strength:




Vitality:

Site Number/Signet:

Collector's Info: 1 U 241

The Dark Lord's Summons

Sauron Condition

Game Text: Search. To play, spot a  Orc. Plays to your support area. Shadow: Remove  to reveal the top card of your draw deck. If it is a  card, take it into hand. Otherwise, discard it and one other card from hand.

Lore: *Orcs obey the Dark Lord unquestioningly.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 U 242

Despair

Sauron Event

Game Text: Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a  Orc to corrupt the Ring-bearer.

Lore: *"The Nameless Enemy has arisen again. Smoke rises once more from Orodruin that we call Mount Doom."*

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 243

Desperate Defense of the Ring

Sauron Condition

Game Text: To play, exert a  Orc. Plays on a companion. Each time bearer is assigned to a skirmish, the Free Peoples player chooses to either discard 3 cards from hand or add a burden.

Lore: *The Company must defend the Ring at all costs.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 244

Desperate Measures

Sauron Event

Game Text: Maneuver: Spot a  Orc and remove a burden to make the Free Peoples player discard top 5 cards from his draw deck.

Lore: *"Go back, Sam. You can't swim. I'm going to Mordor alone."*

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 245

Enduring Evil

Sauron Event

Game Text: Skirmish: Spot X burdens to make a character skirmishing a  Orc strength -X.

Lore: *"The Dark Tower was broken, but its foundations were not removed; for they were made with the power of the Ring, and while it remains they will endure."*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 246

Enheartened Foe

Sauron Event

Game Text: Response: If a  Orc wins a skirmish, make that Orc fierce until the regroup phase.

Lore: *Orcs feed on their own success. The greater their exploits in battle, the greater their confidence grows.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 247

Forces of Mordor

Sauron Event

Game Text: Shadow: Spot X  minions to add .

Lore: *"...the Dark Lord is not without allies. The Easterlings and Haradrim now pay tribute to Mordor."*

Twilight Cost: 0

Strength:




Vitality:

Site Number/Signet:

Collector's Info: 1 C 248

Gleaming Spires Will Crumble

Sauron Condition

Game Text: Plays to your support area. Each  Orc skirmishing a  character is strength +2. Discard this condition if your  Orc loses a skirmish.

Lore: *Gondor has long been a target for the wrath of Sauron the Great.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 U 249

Hate

Sauron Event

Game Text: Maneuver: Exert a  Orc to wound a companion (except the Ring-bearer).

Lore: *Orcs are filled with hatred not only for their foes, but for all that lives.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 250

A Host Avails Little

Sauron Event

Game Text: Search. Maneuver: Spot a  Orc and 6 companions to wound a companion (except the Ring-bearer). Do this once for each companion over 5.

Lore: *"Had I a host of Elves in armour of the Elder Days, it would avail little..."*

Twilight Cost: 3

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 U 251

The Irresistible Shadow

Sauron Condition

Game Text: To play, exert a  Orc. Plays to your support area. If you can spot 5 burdens and the Free Peoples player has no cards in his or her draw deck, the Ring-bearer is corrupted.

Lore: *"Once more the desire to slip on the Ring came over Frodo; but this time it was stronger than before."*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 252

Journey Into Danger

Sauron Condition

Game Text: Search. To play, exert a  Orc. Plays to your support area. While you can spot 5 companions, each companion's twilight cost is +2.

Lore: "I do not foretell, for all foretelling is now vain: on the one hand lies darkness, on the other only hope."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 253

Mordor Enraged

Sauron Condition

Game Text: Plays on a  minion. Shadow: Exert bearer to add ● for each archer companion.

Lore: The armies of Elendil and Gil-galad inflamed Sauron's anger and hatred.

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 254

Mordor's Strength

Sauron Event

Game Text: Skirmish: Exert a  Orc to wound a character he is skirmishing.

Lore: "It should have ended that day, but evil was allowed to endure."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 255

Morgul Hunter

Sauron Minion • Orc

Game Text: For each companion you can spot, this minion is strength +1.

Lore: Sauron's hatred lives in the hearts of his minions.

Twilight Cost: 5

Strength: 9

Vitality: 4

Site Number/Signet: 6

Collector's Info: 1 R 256

Morgul Skirmisher

Sauron Minion • Orc

Game Text: Maneuver: Remove ● to exert a Hobbit (except the Ring-bearer).

Lore: The Orcs of Mordor, heartened by the promise of blood and plunder, are dangerous foes in battle.

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 1 U 257

Morgul Skulker

Sauron Minion • Orc

Game Text: When you play this minion, you may shuffle up to 2  cards from your discard pile into your draw deck.

Lore: Sly servants of the Ringwraiths of Morgul Vale, Morgul Orcs are alert to the desires of their masters.

Twilight Cost: 2

Strength: 7


Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 U 258

•**Morgul Warden**

Sauron Minion • Orc

Game Text: For each other  Orc you can spot, Morgul Warden is strength +1.

Lore: With blind devotion, the Orcs of Mordor follow orders issued from the Dark Tower.

Twilight Cost: 3

Strength: 9

Vitality: 3

Site Number/Signet: 6

Collector's Info: 1 R 259

The Number Must Be Few

Sauron Condition

Game Text: Search. Plays to your support area. While you can spot 7 companions, the move limit for this turn is -1 (to a minimum of 1).

Lore: "The number must be few, since your hope is in speed and secrecy."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 U 260

Orc Ambusher

Sauron Minion • Orc

Game Text: Tracker. The roaming penalty for each  minion you play is -1. Response: If a Free Peoples regroup event is played, exert this minion to cancel that event.

Lore: "Orcs will often pursue foes for many leagues..."

Twilight Cost: 1

Strength: 5


Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 C 261

Orc Assassin

Sauron Minion • Orc

Game Text: Tracker. The roaming penalty for each  minion you play is -1. Assignment: Spot 2 Hobbit companions to make the Free Peoples player assign a Hobbit to skirmish this minion.

Lore:

Twilight Cost: 2

Strength: 6



Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 U 262

Orc Banner

Sauron Condition

Game Text: Plays to your support area. Each time a  Orc wins a skirmish, each  Orc is strength +1 until the regroup phase.

Lore: Tribes of Orcs from throughout Mordor rally to the banner of the Dark Tower.

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 263

Orc Bowmen

Sauron Condition

Game Text: Plays to your support area. While you can spot a  Orc, add 1 to the minion archery total.

Lore: Where volleys of Orcish arrows fly, the defenders of the West fall.

Twilight Cost: 3

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 264

Orc Butchery

Sauron Event

Game Text: Response: If a companion is killed by a  Orc, the Free Peoples player must discard 3 cards from the top of his draw deck for each card in the dead pile.

Lore: For sport, Orcs hew cruelly at the bodies of those they slay.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 265

Orc Chieftain

Sauron Minion • Orc

Game Text: When you play a weapon on this minion, add ● (limit once per turn).

Lore: Orc chieftains are the most cruel of a heartless race. Both strength and malice are needed to lead such followers.

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 C 266

Orc Hunters

Sauron Minion • Orc

Game Text: Skirmish: Exert this minion to wound a character he is skirmishing.

Lore: Bred for battle, Sauron's soldiers live for the thrill of the fight – and the spoils of victory.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 U 267

Orc Inquisitor

Sauron Minion • Orc

Game Text: When you play this minion, you may make the Free Peoples player discard a card at random from hand.

Lore: *Cruel questioners of Mordor tore the secret from poor Gollum, that Sauron's most prized possession once again was found.*

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 1 C 268

Orc Scimitar

Sauron Possession • Hand Weapon

Game Text: Bearer must be a  Orc.

Skirmish: Remove ● to make bearer strength +1 (limit +3).

Lore: *An Orc's weapon reflects his passion for war and cruelty.*

Twilight Cost: 1

Strength: +2


Vitality:

Site Number/Signet:

Collector's Info: 1 C 269

Orc Scouting Band

Sauron Minion • Orc

Game Text: Tracker. The roaming penalty for each  minion you play is -1. Skirmish: Exert this minion to wound a character it is skirmishing.

Lore: *The cunning ambushes of the Orc armies rely upon scouts first finding the enemy.*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 U 270

Orc Soldier

Sauron Minion • Orc

Game Text: Skirmish: Exert this minion to wound a character he is skirmishing.

Lore: *Bearing cruel weapons, Orcs go forth from Mordor to serve the Eye.*

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 C 271

Orc War Band

Sauron Minion • Orc

Game Text: Skirmish: Exert this minion to wound a character it is skirmishing.

Lore: *Sauron has countless armies of Orcs at his disposal.*

Twilight Cost: 4

Strength: 10


Vitality: 2

Site Number/Signet: 6

Collector's Info: 1 R 272

The Ring's Oppression

Sauron Event

Game Text: Response: If a  Orc kills a companion, add 1 burden (or 3 if the Ring-bearer wears The One Ring).

Lore: *"The Ring that hung upon its chain about his neck grew heavy, heavier than a great stone, and his head was dragged downwards."*

Twilight Cost: 3

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 C 273

Sauron's Defenses

Sauron Condition

Game Text: To play, exert a  Orc. Plays to your support area. While there are 3 or more companions in the dead pile, the move limit for this turn is -1 (to a minimum of 1).

Lore: *Sauron's minions are everywhere. Few roads escape the gaze of the Lidless Eye.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 U 274

Seeking It Always

Sauron Condition

Game Text: Search. Plays to your support area. Response: If a stealth event is played, exert a  tracker to cancel that event.

Lore: *"...the only measure that he knows is desire, desire for power; and so he judges all hearts."*

Twilight Cost: 1

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 1 U 275

Seeking Its Master

Sauron Condition

Game Text: Plays to your support area.

Shadow: Exert a  Orc and remove ● to draw a card.

Lore: *"This at least is plain: the evil of the Ring is already at work even in the Company, and the Ring must leave them before it does more harm."*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 R 276

Shadow's Reach

Sauron Event

Game Text: Shadow: Exert a  Orc to discard a Free Peoples condition.

Lore: *"Is it secret? Is it safe?"*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 C 277

Strength Born of Fear

Sauron Condition

Game Text: Plays to your support area. Skirmish: Remove ● to make a  Orc strength +1.

Lore: *Fear of death in Barad-dûr's dungeons spurs Mordor's servants to even greater savagery.*

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 C 278

•Thin and Stretched

Sauron Condition

Game Text: To play, exert a  Orc. Plays on the Ring-bearer. Add a burden at the end of each turn during which bearer was not assigned to a skirmish (and another companion was).

Lore: *"I am old, Gandalf. I don't look it..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 279

•Tower Lieutenant

Sauron Minion • Orc

Game Text: Each time this minion wins a skirmish, the Free Peoples player discards 2 cards at random from hand.

Lore: *Sauron shows favour to those in his dungeons with the ambition to squeeze the information he needs from those caught spying out his borders.*

Twilight Cost: 4

Strength: 10


Vitality: 3

Site Number/Signet: 6

Collector's Info: 1 U 280

Under the Watching Eye

Sauron Condition

Game Text: Search. To play, exert a  tracker. Plays to your support area. Each time the fellowship moves, the Free Peoples player must exert a companion.

Lore: *What the Lidless Eye of Sauron does not see, his countless minions observe and report.*

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 1 C 281

The Weight of a Legacy

Sauron Condition

Game Text: To play, exert a  Orc. Plays on Aragorn.

Lore: *"It is because of Men, the Ring survives I was there the day the strength of Men failed."*

Twilight Cost: 0

Strength: -1


Vitality:

Site Number/Signet:

Collector's Info: 1 R 282

You Bring Great Evil

Sauron Condition

Game Text: To play, spot a  Orc. Plays on a companion (except an Elf). While at a sanctuary, bearer cannot heal.

Lore: “*And what is this? We have not had dealings with the Dwarves since the Dark Days.*”

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 1 C 283

•**Bilbo Baggins**, Retired Adventurer

Shire Ally • Home 3 • Hobbit

Game Text: Fellowship: Exert Bilbo to shuffle a  card from your discard pile into your draw deck.

Lore: “*...I don’t suppose I have the strength or luck left to deal with the Ring. It has grown, and I have not.*”

Twilight Cost: 2

Strength: 2

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 R 284

•**Bilbo’s Pipe**

Shire Possession • Pipe

Game Text: Bearer must be a Hobbit.

Fellowship: Discard a pipeweed possession and spot X pipes to shuffle X tales from your discard pile into your draw deck.

Lore: *Bilbo has a fine pipe, carved for him by his Dwarven friends.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 285

Bounder

Shire Ally • Home 2 • Hobbit

Game Text: Skirmish: Exert this ally to prevent a Hobbit from being overwhelmed unless that Hobbit’s strength is tripled.

Lore: “*Aye, reckon we’re in for a quiet night ... mind how you go.*”

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 C 286

Extraordinary Resilience

Shire Event

Game Text: Response: If the Ring-bearer is about to heal, remove a burden instead.

Lore: “*Don’t despair!*” said Strider. *You must trust me now. Your Frodo is made of sterner stuff than I had guessed....*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 287

•**Farmer Maggot**, Chaser of Rascals

Shire Ally • Home 1 • Hobbit

Game Text: Fellowship: Exert Farmer Maggot to heal Merry or Pippin.

Lore: “*Old Maggot is really a stout fellow – if you leave his mushrooms alone.*”

Twilight Cost: 1

Strength: 2

Vitality: 3

Site Number/Signet:

Collector’s Info: 1 R 288

•**Frodo**, Old Bilbo’s Heir

Shire Companion • Hobbit

Game Text: Ring-bearer (resistance 10). At the start of each of your turns, you may heal a Hobbit ally.

Lore: “*But be that as it may, Mr. Frodo is as nice a young hobbit as you could wish to meet.*”

Twilight Cost: 0

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector’s Info: 1 R 289

•**Frodo**, Son of Drogo

Shire Companion • Hobbit

Game Text: Ring-bearer (resistance 10).

Fellowship: Exert another companion who has the Frodo signet to heal Frodo.

Lore: “*I think you’ll find there’s more to this Hobbit than meets the eye.*”

Twilight Cost: 0

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector’s Info: 1 C 290

•**The Gaffer**, Sam’s Father

Shire Ally • Home 1 • Hobbit

Game Text: Fellowship: Exert The Gaffer to heal Frodo or Sam.

Lore: “*No one had a more attentive audience than old Ham Gamgee, commonly known as the Gaffer. He held forth at The Ivy Bush, a small inn on the Bywater road; and he spoke with some authority, for he had tended the garden at Bag End for forty yea*

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 R 291

•**The Gaffer’s Pipe**

Shire Possession • Pipe

Game Text: Bearer must be a Hobbit.

Fellowship: Discard a pipeweed possession and spot X pipes to remove ●.

Lore: “*This ... is the one art that we certainly claim to be our own invention. When Hobbits first began to smoke is not known....*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 292

Halfling Deftness

Shire Event

Game Text: Skirmish: Exert a Hobbit to make him strength +3.

Lore: “*...though they are inclined to be fat and do not hurry unnecessarily, they are nonetheless nimble and deft in their movements.*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 U 293

Hobbit Appetite

Shire Event

Game Text: Fellowship: Add ● to heal a Hobbit companion X times.

Lore: “*What about Elevelenses, Luncheon, Afternoon Tea and Supper – he knows about them, doesn’t he?*”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 294

Hobbit Farmer

Shire Ally • Home 1 • Hobbit

Game Text: While you can spot your site 1, this ally has the game text of that site.

Fellowship: Exert this ally and spot opponent’s site 1 to replace it with your site 1.

Lore: “*...where our hearts truly lie is in peace and quiet and good-tilled earth....*”

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 C 295

Hobbit Intuition

Shire Event

Game Text: Stealth. Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +3.

Lore: “*What? That were just a little detour, that’s all ... a shortcut.*”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 1 C 296

Hobbit Party Guest

Shire Ally • Home 1 • Hobbit

Game Text: At the start of each of your turns, heal this ally. Fellowship: Exert this ally to heal another Hobbit ally whose home is site 1.

Lore: “*More promising still (to the hobbits’ mind): an enormous open-air kitchen was erected....*”

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector’s Info: 1 C 297

Hobbit Stealth

Shire Event

Game Text: Stealth. Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +2.

Lore: *"They possessed from the first the art of disappearing swiftly and silently, when large folk whom they do not wish to meet come blundering by..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 298

Hobbit Sword

Shire Possession • Hand Weapon

Game Text: Bearer must be a Hobbit.

Lore: *"Strap these on..."*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 C 299

Longbottom Leaf

Shire Possession

Game Text: Pipeweed. Plays to your support area. When you play this possession, you may discard up to 2 cards from hand.

Lore: *Longbottom Leaf is the pipeweed enjoyed by most Hobbits throughout the Shire.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 300

•**Master Proudfoot**, Distant Relative of Bilbo Shire Ally • Home 1 • Hobbit

Game Text: Fellowship: If the twilight pool has fewer than 3 twilight tokens, add ● to reveal the top 3 cards of your draw deck. Take all ♠ cards revealed into hand and discard the rest.

Lore: *"His name, of course, was Proudfoot, and well merited; his feet were large, exceptionally furry..."*

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector's Info: 1 U 301

•**Merry**, Friend to Sam Shire Companion • Hobbit

Game Text: Skirmish: If Merry is not assigned to a skirmish, exert him twice to add his strength to another companion.

Lore: *"We're coming too! You'll have to send us home tied up in a sack to stop us!"*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector's Info: 1 R 302

•**Merry**, From O'er the Brandywine Shire Companion • Hobbit

Game Text: While Merry bears a weapon, he is strength +2.

Lore: *"I don't know why he's so upset, it's only a few carrots ... my point is, he's overreacting."*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: A

Collector's Info: 1 C 303

Noble Intentions

Shire Event

Game Text: Skirmish: Exert a companion (except a Hobbit) to make a Hobbit strength +3.

Lore: *"You carry the fate of us all, little one ... If this is indeed the will of the Council, then Gondor will see it done."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 304

Old Toby

Shire Possession

Game Text: Pipeweed. Plays to your support area. When you play this possession, you may draw a card.

Lore: *Bilbo's favorite pipeweed is Old Toby, the finest weed in the Southfarthing.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 305

•**Pippin**, Friend to Frodo Shire Companion • Hobbit

Game Text: Your opponent may not discard your ♠ tales from play.

Lore: *"Baggins? Sure I know a Baggins – Frodo's my second cousin once-removed, on his mother's side and my third cousin twice-removed on his father's side, if you follow me."*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector's Info: 1 C 306

•**Pippin**, Hobbit of Some Intelligence Shire Companion • Hobbit

Game Text: When you play Pippin, remove a burden or wound from a companion.

Lore: *"Anyway, you need people of intelligence on this sort of mission... quest... thing."*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector's Info: 1 R 307

Power According to His Stature

Shire Event

Game Text: Skirmish: Add 1 burden to wound each minion skirmishing the Ring-bearer.

Lore: *"The ring had given him power according to his stature."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 308

•**Rosie Cotton**, Hobbiton Lass Shire Ally • Home 1 • Hobbit

Game Text: Sam is strength +1. Fellowship: Exert Rosie to heal Sam.

Lore: *"Go on Sam, ask Rosie for a dance."*

Twilight Cost: 1

Strength: 1

Vitality: 2

Site Number/Signet:

Collector's Info: 1 U 309

•**Sam**, Faithful Companion Shire Companion • Hobbit

Game Text: Fellowship: Play Bill the Pony from your draw deck. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5).

Lore: *"Mr. Frodo's not going anywhere without me!"*

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: F

Collector's Info: 1 R 310

•**Sam**, Son of Hamfast Shire Companion • Hobbit

Game Text: Fellowship: Exert Sam to remove a burden. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5).

Lore: *"Oh, I've never held a girl's hand before. I ... I think I might just have myself another ale."*

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: A

Collector's Info: 1 C 311

Sorry About Everything

Shire Event

Game Text: Fellowship: Exert a Hobbit companion to remove a burden.

Lore: *"I am sorry that I brought this upon you ... sorry you must carry this burden."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 312

•Sting

Shire Possession • Hand Weapon

Game Text: Bearer must be Frodo. Fellowship or Regroup: Exert Frodo to reveal an opponent's hand. Remove ● for each Orc revealed (limit ●).

Lore: *"This is Sting Take it, if you like."*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 1 R 313

Stone Trolls

Shire Condition

Game Text: Tale. To play, spot Bilbo. Plays on any character. Limit 1 per character. Each time bearer skirmishes a Troll or Uruk-hai, bearer is strength +3.

Lore: *"For a couple o' pins, ' says Troll, and grins, / 'I'll eat thee too, and gnaw thy shins. / A bit o' fresh meat will go down sweet!"*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 314

Stout and Sturdy

Shire Event

Game Text: Maneuver or Skirmish: Heal a Hobbit.

Lore: *"You have a stout heart, little hobbit, but your courage alone will not save you."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 315

•A Talent for Not Being Seen

Shire Condition

Game Text: Stealth. To play, exert a Hobbit. Plays to your support area. Each time the fellowship moves, spot 2 Hobbit companions to make the Shadow number -1 (or spot 4 to make it -2).

Lore: *With their small size, Hobbits use any hole to hide in, and their trail is difficult to detect.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 U 316

•There and Back Again

Shire Condition

Game Text: Tale. Bearer must be a Hobbit companion. Maneuver: Discard this condition to make each Hobbit companion strength +2 until the regroup phase.

Lore: *"So there I was – at the mercy of three monstrous trolls...."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 C 317

•Thrór's Map

Shire Possession

Game Text: Plays to your support area.

Fellowship or Regroup: Exert a Hobbit to play the fellowship's next site (replacing opponent's site if necessary).

Lore: *Bilbo still keeps a map of Erebor, the Lonely Mountain, as a memento of his journey with the Dwarves many years ago.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 1 R 318

Bag End

Game Text: Fellowship: Exert a Hobbit to play The Gaffer from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 319

East Road

Game Text: Each companion's twilight cost is +2.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 320

Farmer Maggot's Fields

Game Text: Fellowship: Exert a Hobbit to play Merry or Pippin from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 321

Green Dragon Inn

Game Text: Fellowship: Exert a Hobbit to play Sam from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 322

Green Hill Country

Game Text: The twilight cost of each Hobbit is -1.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 323

The Prancing Pony

Game Text: Fellowship: Add a burden to play Aragorn from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 324

Shire Lookout Point

Game Text: Fellowship: Spot Gandalf to play Gandalf's Cart from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 U 325

Westfarthing

Game Text: Fellowship: Exert a Hobbit to play a companion or ally; that character's twilight cost is -1.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 1 C 326

Bree Gate

Game Text: While you can spot a ranger, the move limit is +1 for this turn.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 327

Bree Streets

Game Text: The roaming penalty for each Nazgûl you play to Bree Streets is -2.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 328

Breeland Forest

Game Text: Forest. Stealth events may not be played.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 329

Buckleberry Ferry

Game Text: River. While only Hobbits are in the fellowship, there are no assignment and skirmish phases at Buckleberry Ferry.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 330

Ettenmoors

Game Text: Plains. Skirmish: Exert a companion or minion to make that character strength +2.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 C 331

Midgewater Marshes

Game Text: Marsh. Each time a Hobbit moves to Midgewater Marshes, that Hobbit must exert.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 332

Midgewater Moors

Game Text: Plains. Each time a minion is played, the Free Peoples player discards a card from hand.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 333

Trollshaw Forest

Game Text: Forest. Each time you play a possession or artifact on your companion, draw a card.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 334

Weatherhills

Game Text: Each Nazgûl's twilight cost is -1.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 335

Weathertop

Game Text: Each Nazgûl at Weathertop is fierce.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 1 U 336

Council Courtyard

Game Text: Sanctuary. When the fellowship moves from Council Courtyard, remove ●.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 C 337

Ford of Bruinen

Game Text: River. Sanctuary. The twilight cost of the first Nazgûl played at Ford of Bruinen is -5.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 U 338

Frodo's Bedroom

Game Text: Sanctuary. Fellowship: Play a Hobbit to draw a card.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 U 339

Rivendell Terrace

Game Text: Sanctuary. Fellowship: Play a Man to draw a card.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 U 340

Rivendell Valley

Game Text: Sanctuary. Fellowship: Play an Elf to draw a card.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 U 341

Rivendell Waterfall

Game Text: Forest. Sanctuary. While you can spot a ranger at Rivendell Waterfall, the move limit is +1 for this turn.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 1 U 342

Balin's Tomb

Game Text: Underground. Maneuver: Discard a tale from play or from hand to heal your companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 U 343

Dwarrowdelf Chamber

Game Text: Underground. When the fellowship moves to Dwarrowdelf Chamber, Gimli or 2 other companions must exert.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 U 344

Mithril Mine

Game Text: Underground. Shadow: Remove ● to play a Shadow weapon from your discard pile.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 U 345

Moria Lake

Game Text: Marsh. When the fellowship moves to Moria Lake, Frodo or 2 other companions must exert.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 C 346

Moria Stairway

Game Text: Underground. Each companion and minion bearing a hand weapon is damage +1.

Lore:

Twilight Cost: 2


Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 U 347

Pass of Caradhras

Game Text: Mountain. Shadow: Spot a  minion to play a weather card from your draw deck (limit one per turn).

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 1 U 348

The Bridge of Khazad-dûm

Game Text: Underground. Shadow: Play The Balrog from your draw deck or hand; The Balrog's twilight cost is -6.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 5

Collector's Info: 1 C 349

Dimrill Dale

Game Text: Sanctuary. The twilight cost of the first  Orc played each Shadow phase is -2.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 1 U 350

Galadriel's Glade

Game Text: Sanctuary. Fellowship: Exert an Elf to look at an opponent's hand.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 1 C 351

Lothlórien Woods

Game Text: Forest. Sanctuary. Each ally whose home is site 6 is strength +3.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 1 U 352

Anduin Confluence

Game Text: River. When the fellowship moves to Anduin Confluence, discard every ally.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 1 U 353

Anduin Wilderland

Game Text: Forest. River. While the fellowship is at Anduin Wilderland, skip the archery phase.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 1 C 354

Silverlode Banks

Game Text: River. When the fellowship moves to Silverlode Banks without a ranger, every companion must exert.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 1 U 355

Anduin Banks

Game Text: River. For each companion in the fellowship over 4, add 2 to the minion archery total.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 8

Collector's Info: 1 C 356

Brown Lands

Game Text: River. For each minion archer at Brown Lands, the minion archery total is +1 (limit +4).

Lore:

Twilight Cost: 6



Strength:

Vitality:

Site Number/Signet: 8

Collector's Info: 1 U 357

Pillars of the Kings

Game Text: River. Fellowship: Discard a  card from hand to heal a  companion.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 8

Collector's Info: 1 U 358

Shores of Nen Hithoel

Game Text: River. Shadow: Spot 5 Orc minions to prevent the fellowship from moving again this turn.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 8

Collector's Info: 1 U 359

Eryn Muil

Game Text: Maneuver: Exert a minion to make that minion fierce until the regroup phase.

Lore:

Twilight Cost: 9


Strength:

Vitality:

Site Number/Signet: 9

Collector's Info: 1 U 360

Slopes of Amon Hen

Game Text: The twilight cost of each  minion is -1.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9

Collector's Info: 1 U 361

Summit of Amon Hen

Game Text: When the fellowship moves to Summit of Amon Hen, each Shadow player may draw a card for each burden.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 9

Collector's Info: 1 C 362

Tol Brandir

Game Text: River. Shadow: Play up to 3 trackers from your discard pile; end your Shadow phase.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9

Collector's Info: 1 U 363

•**Gandalf**, The Grey Wizard

Gandalf Companion • Wizard

Game Text: Fellowship: Exert Gandalf to play a companion who has the Gandalf signet. The twilight cost of that companion is -2.

Lore: *"...his long white hair, his sweeping silver beard, and his broad shoulders, made him look like some wise king of ancient legend."*

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: G

Collector's Info: 1 P 364

•**Aragorn**, King in Exile

Gondor Companion • Man

Game Text: Ranger. At the start of each of your turns, you may heal another companion who has the Aragorn signet.

Lore: *"He turned from that path a long time ago. He has chosen exile...."*

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet: A

Collector's Info: 1 P 365

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