

Beneath the Mountains

Dwarven Condition

Game Text: Tale. Plays to your support area. Fellowship: Discard the top 3 cards from your draw deck to play a  weapon from your discard pile.

Lore: “There forged was blade, and bound was hilt; / The delver mined, the mason built.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 1

Disquiet of Our People

Dwarven Event

Game Text: Maneuver: Exert a Dwarf to make that Dwarf defender +1 (or defender +2 if you spot an Orc) until the regroup phase.

Lore: “Ah, alas!... When will the day come of our revenge?”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 2

Dwarven Bracers

Dwarven Possession • Bracers

Game Text: Bearer must be a Dwarf.

Response: If bearer is about to take a wound, discard this possession to prevent that wound.

Lore: Dwarven-smiths forge bracers for fit and agility.

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 3

Endurance of Dwarves

Dwarven Condition

Game Text: Bearer must be a Dwarf. Skirmish: Discard this condition to make bearer strength +1.

Lore: “Dwarves too can go swiftly, and they do not tire sooner than Orcs.”

Twilight Cost: 1

Strength:

Vitality: +1

Site Number/Signet:

Collector’s Info: 2 U 4

Flurry of Blows

Dwarven Event

Game Text: Skirmish: Make a Dwarf strength +2 (or +4 and damage +1 if bearing 2 hand weapons).

Lore: With a second axe, a warrior of Erebor can parry on either flank and counter quickly.

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 5

•Frór, Gimli’s Kinsman

Dwarven Companion • Dwarf

Game Text: To play, spot a Dwarf. While skirmishing an Uruk-hai, Frór is strength +3.

Lore: “It appeared that amid the splendour of their works of hand the hearts of the Dwarves of the Lonely Mountain were troubled.”

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 2 C 6

•Glóin, Friend to Thorin

Dwarven Companion • Dwarf

Game Text: For each  tale you can spot, Glóin is strength +1 (limit +4).

Lore: “But what then would happen, if the Ruling Ring were destroyed, as you counsel?”

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 2 R 7

Golden Light on the Land

Dwarven Condition

Game Text: To play, spot a Dwarf. Plays to your support area. At a site which is not underground, each  Orc’s twilight cost is +2. Discard this condition during the regroup phase.

Lore: “The Orcs will not, maybe, come out till after dusk, but we must be far away before nightfall.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 8

Great Works Begun There

Dwarven Condition

Game Text: Tale. Plays to your support area. Each time you play a Dwarf, you may discard the top 2 cards from your draw deck to take a  event into hand from your discard pile.

Lore: “Moria! Moria!... Long have its vast mansions lain empty since the children of Durin fled.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 9

Hand Axe

Dwarven Possession • Hand Weapon

Game Text: Bearer must be a Dwarf. This weapon may be borne in addition to 1 other hand weapon. Archery: Discard this weapon to make the fellowship archery total +1.

Lore: Their captain rallied two other orcs to attack. In answer, Gimli’s side axe brought him down.

Twilight Cost: 0

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 10

Make Light of Burdens

Dwarven Condition

Game Text: Plays to your support area. Maneuver: Exert a Dwarf companion and discard the top 3 cards from your draw deck to discard either a Shadow condition from a Dwarf or a weather condition.

Lore: A Dwarf does not readily notice the weight on his back, or in his heart.

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 11

•Realm of Dwarrowdelf

Dwarven Condition

Game Text: Plays to your support area. Skirmish: Discard the top 3 cards from your draw deck to make a Dwarf strength +1 (limit +3) and, if underground, damage +1 (limit +3).

Lore: “There must have been a mighty crowd of dwarves here... and every one of them busier than badgers...”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 12

Tidings of Erebor

Dwarven Event

Game Text: Regroup: Spot a Dwarf to draw 3 cards. Any Shadow player may remove ● to prevent this.

Lore: “...we have so far been fortunate, though we do not escape the shadow of these times.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 13

Till Durin Wakes Again

Dwarven Condition

Game Text: Tale. Plays to your support area. Each time a Dwarf companion moves from an underground site, you may heal that Dwarf.

Lore: "Gimli was silent. Having sung his song, he would say no more."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 14

What Are We Waiting For?

Dwarven Event

Game Text: Fellowship: Exert a Dwarf to make an opponent draw 2 cards. That player then chooses to either discard 2 Shadow cards from hand or skip his or her next Shadow phase.

Lore: "It is not despair, for despair is only for those who see the end beyond all doubt."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 15

A Blended Race

Elven Condition

Game Text: To play, spot an Elf. Plays to your support area. Each Uruk-hai is strength -2 and loses all damage bonuses. Discard this condition during the regroup phase.

Lore: "...he has been doing something to them... For these Isengarders are more like wicked Men."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 16

Dismay Our Enemies

Elven Event

Game Text: Response: If an Elf archer wins a skirmish, make an opponent choose a minion to discard. That opponent may remove ● to prevent this.

Lore: Reeling from the bite of an arrow, the Cave Troll became enraged trying to strike the nimble Elf.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 17

Hosts of the Last Alliance

Elven Condition

Game Text: Tale. Plays to your support area. While you can spot an Elf companion, the minion archery total is -1. Response: If an Elf is about to take a wound, discard this condition to prevent that wound.

Lore: "...many great princes and captains were assembled."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 18

Release the Angry Flood

Elven Event

Game Text: Maneuver: Exert an Elf to wound each Nazgûl once (or twice if at a river).

Lore: "The three Riders that were still in the midst of the Ford were overwhelmed.... Their piercing cries were drowned in the roaring of the river as it carried them away."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 19

Secret Sentinels

Elven Event

Game Text: Maneuver: Exert an Elf ally to discard a condition (or 2 conditions if you spot an Orc).

Lore: "Yet so little faith and trust do we find now in the world beyond Lothlórien... that we dare not by our own trust endanger our land."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 20

•Erland, Advisor to Brand

Gandalf Ally • Home 3 • Man

Game Text: To play, spot Gandalf. Shadow players may not look at or reveal cards in your hand.

Lore: "They are good folk the Bardings. The grandson of Bard the Bowman rules them, Brand son of Bain son of Bard."

Twilight Cost: 2

Strength: 5

Vitality: 2

Site Number/Signet:

Collector's Info: 2 C 21

•Gandalf's Staff

Gandalf Artifact • Staff

Game Text: Bearer must be Gandalf. The twilight cost of each ✎ spell is -1. Skirmish: Exert Gandalf twice to cancel a skirmish involving him.

Lore: "As the wizard passed on ahead up the great steps, he held his staff aloft, and from its tip there came a faint radiance."

Twilight Cost: 2

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 2 R 22

Gandalf's Wisdom

Gandalf Condition

Game Text: Plays to your support area. The twilight cost of each possession or artifact played on Gandalf or a character who has the Gandalf signet is -1.

Lore: "Now as the companions sat or walked together they spoke of Gandalf, and all that each had known and seen of him came clear before their minds."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 23

•Hugin, Emissary from Laketown

Gandalf Ally • Home 3 • Man

Game Text: To play, spot Gandalf. Fellowship: Exert Hugin to reveal a Free Peoples card from your discard pile and place it beneath your draw deck.

Lore: Several wise Bardings were sent to Elrond to tell of the Dark Lord's new offer.

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 2 C 24

•Járnsmid, Merchant from Dale

Gandalf Ally • Home 3 • Man

Game Text: To play, spot Gandalf. Each time you play a shield, armor, helm, or hand weapon, its twilight cost is -1.

Lore: The Men of Dale freely traded with the Dwarves of the Lonely Mountain for fine metalwork.

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector's Info: 2 R 25

Speak “Friend” and Enter

Gandalf Event

Game Text: Fellowship or Regroup: Spot Gandalf to play the fellowship’s next site (replacing opponent’s site if necessary). Draw a card if you play an underground site.

Lore: “Picking up his staff he stood before the rock and said in a clear voice: Mellon!”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 26

Staff Asunder

Gandalf Event

Game Text: Spell. Skirmish: Discard a staff Gandalf is bearing and then exert him twice to discard a minion he is skirmishing.

Lore: “At that moment Gandalf lifted his staff, and crying aloud he smote the bridge before him.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 27

Wielder of the Flame

Gandalf Event

Game Text: Spell. Maneuver: Spot Gandalf to make a companion defender +1 until the regroup phase. Any Shadow player may remove ● to prevent this.

Lore: “The Balrog made no answer. The fire in it seemed to die, but the darkness grew.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 28

Wizard Staff

Gandalf Possession • Staff

Game Text: Bearer must be a Wizard.

Skirmish: Exert bearer twice to make a minion strength -3.

Lore: “We must have power – power to order things as we will for that Good which only the Wise can see.”

Twilight Cost: 2

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 29

You Cannot Pass!

Gandalf Event

Game Text: Spell. Maneuver: Spot Gandalf bearing a staff to prevent a minion from being fierce until the regroup phase.

Lore: “The Balrog fell back and its sword flew up in molten fragments. The wizard swayed on the bridge, stepped back a pace, and then again stood still.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 30

Blood of Númenor

Gondor Condition

Game Text: To play, exert a * companion. Plays to your support area. Each Orc comes into play exhausted. Skip the archery phase. Discard this condition during the regroup phase.

Lore: “I do not know what strength is in my blood, but I swear to you – I will not let the White City fall...”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 31

Flaming Brand

Gondor Possession • Hand Weapon

Game Text: Bearer must be a Man. This weapon may be borne in addition to 1 other hand weapon. Bearer is strength +2 and damage +1 while skirmishing a Nazgûl.

Lore: “...a glimpse of Strider leaping out of the darkness with a flaming brand of wood in either hand.”

Twilight Cost: 0

Strength: +1

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 32

Flee in Terror

Gondor Event

Game Text: Response: If a * companion wins a skirmish, discard an exhausted Orc. That minion’s owner may remove ● to prevent this.

Lore: “Aragorn smote to the ground the captain that stood in his path, and the rest fled in terror of his wrath.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 33

Gondor Will See It Done

Gondor Event

Game Text: Response: If a companion is about to take a wound, exert a * companion to prevent that wound.

Lore: “Boromir!... Go after those two young hobbits, and guard them at the least, even if you cannot find Frodo.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 34

Natural Cover

Gondor Condition

Game Text: To play, spot a ranger. Plays to your support area. While the fellowship is at a forest, the minion archery total is -2.

Lore: *The tree, the bough, the leaf. To a ranger, these are all defenses against the enemy.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 35

No Mere Ranger

Gondor Event

Game Text: Skirmish: Exert Aragorn to make another companion strength +2 (or +3 if that companion has the Aragorn signet).

Lore: “If by my life or death, I can protect you, I will...”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 36

Sentinels of Númenor

Gondor Event

Game Text: Skirmish: Make a * companion strength +2 (or +4 if in a fierce skirmish).

Lore: “...they still preserved through the suns and rains of forgotten years the mighty likenesses in which they had been hewn.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 37

•Shield of Boromir

Gondor Possession • Shield

Game Text: Bearer must be a * companion. The minion archery total is -1. If bearer is Boromir, each minion skirmishing him does not gain strength bonuses from weapons.

Lore: *Boromir bore the heirlooms of the Steward’s house with pride.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 38

Beyond the Height of Men

Isengard Event

Game Text: Maneuver: Exert an Uruk-hai to discard an armor possession, helm possession, or shield possession (or all such Free Peoples possessions if you can spot 6 companions).

Lore: “Whom do you serve?”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 39

Demands of the Sackville-Bagginses

Isengard Condition

Game Text: To play, spot an  minion. Plays to your support area. Each time a  ally exerts, add .

Lore: “In the middle of the commotion, the Sackville-Bagginses arrived.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 40

Evil Afoot

Isengard Event

Game Text: Shadow: Exert an Uruk-hai and spot X burdens to shuffle X minions from your discard pile into your draw deck.

Lore: “It is not the Eastern Shore I am worried about. A shadow and a threat has been growing in my mind. Something draws near, I can feel it.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 41

Goblin Man

Isengard Minion • Orc

Game Text: Discard this minion if underground. Shadow: Exert this minion to look at the Free Peoples player’s hand.

Lore: “He looks more than half like a goblin.”

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 2

Collector’s Info: 2 C 42

•Lurtz’s Sword

Isengard Possession • Hand Weapon

Game Text: Bearer must be Lurtz. He is damage +1. Each time Lurtz wins a skirmish, the Free Peoples player must discard the top 2 cards of his or her draw deck.

Lore: The Uruk giant laid down his bow and drew a broad-bladed weapon.

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 43

No Business of Ours

Isengard Condition

Game Text: To play, spot an  minion. Plays to your support area. The Free Peoples player may not look at or reveal cards in any Shadow player’s hand.

Lore: “Goblins? Cobblers! Far-off tales and children’s stories, that’s all that is!”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 C 44

Too Much Attention

Isengard Event

Game Text: Response: If the Ring-bearer puts on The One Ring, spot an  minion to make the Free Peoples player discard the top 5 cards of his or her draw deck.

Lore: “A little more caution from you – that is not a trinket you carry.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 45

•Uruk Captain

Isengard Minion • Uruk-hai

Game Text: Damage +1. Shadow: Remove  and exert Uruk Captain to play an Uruk-hai from your discard pile.

Lore: The captains marched the Uruk-hai to the great river without halting.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 2 R 46

Uruk Scout

Isengard Minion • Uruk-hai

Game Text: Tracker. Damage +1. The roaming penalty for each  minion you play is –1. Response: If an event is played that spots or exerts a ranger, exert this minion to cancel that event.

Lore: Forward Uruk troops caught the fellowship unaware.

Twilight Cost: 3

Strength: 7

Vitality: 2

Site Number/Signet: 5

Collector’s Info: 2 C 47

Wizard Storm

Isengard Condition

Game Text: Spell. Weather. To play, exert an  minion. Plays on a site. Limit 1 per site. When the fellowship moves from this site, every companion must exert. Discard this condition at the end of the turn.

Lore: “There was a black look in the sky, and the sun was wan. The wind had gone now round to the north-east.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 2 U 48

•Archer Commander

Moria Minion • Orc

Game Text: Archer. Each other  archer is strength +2.

Lore: Their commander led the Goblin bowmen to the highest rise across the gap.

Twilight Cost: 4

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 2 R 49

•The Balrog’s Sword

Moria Artifact • Hand Weapon

Game Text: Bearer must be The Balrog. It is damage +1. This weapon may be borne in addition to 1 other hand weapon.

Lore: “In its right hand was a blade like a stabbing tongue of fire....”

Twilight Cost: 1

Strength: +3

Vitality:

Site Number/Signet:

Collector’s Info: 2 R 50

•The Balrog, Durin’s Bane

Moria Minion • Balrog

Game Text: Damage +1. Fierce. While you can spot The Balrog, discard all other minions. Skip the archery phase. Discard The Balrog if not underground.

Lore: “Indeed I saw upon the bridge that which haunts our darkest dreams....”

Twilight Cost: 12

Strength: 17

Vitality: 5

Site Number/Signet: 4

Collector’s Info: 2 C 51

•The Balrog, Flame of Udûn

Moria Minion • Balrog

Game Text: Damage +1. Fierce. To play, spot a 🐉 Orc. Discard The Balrog if not underground. Shadow: Exert The Balrog and remove ● to play a 🐉 Orc from your discard pile.

Lore: "...suddenly it drew itself up to a great height, and its wings were spread from wall to wall...."

Twilight Cost: 14

Strength: 17

Vitality: 5

Site Number/Signet: 4

Collector's Info: 2 R 52

•Cave Troll's Chain

Moria Possession

Game Text: Bearer must be Cave Troll of Moria. The Free Peoples player may choose for the archery phase to be skipped. Each time Cave Troll of Moria takes a wound during the archery phase, you may wound an archer companion.

Lore: "They have a Cave Troll!"

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 2 R 53

Dark Fire

Moria Condition

Game Text: To play, spot The Balrog. Plays on Gandalf. Each time the fellowship moves, Gandalf must exert.

Lore: "...he seemed small, and altogether alone: grey and bent, like a wizened tree before the onset of a storm."

Twilight Cost: 1

Strength: -2

Vitality:

Site Number/Signet:

Collector's Info: 2 U 54

Dark Places

Moria Condition

Game Text: Plays to your support area. Each unique 🐉 minion is strength +1. Shadow: Spot an opponent's site to replace it with your marsh or underground site of the same number.

Lore: "There is some new devilry here... devised for our welcome, no doubt."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 55

Fill With Fear

Moria Condition

Game Text: Plays to your support area. While you can spot The Balrog, skip the archery phase. Maneuver: Exert The Balrog to discard a ranged weapon.

Lore: "He drew, but his hand fell, and the arrow slipped to the ground. He gave a cry of dismay and fear."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 56

Final Cry

Moria Event

Game Text: Response: If a skirmish that involved The Balrog bearing Whip of Many Thongs is about to end, wound a companion in that skirmish twice.

Lore: "...it swung its whip, and the thongs lashed and curled about the wizard's knees, dragging him to the brink."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 57

Foul Tentacle

Moria Minion • Creature

Game Text: Tentacle. When you play this minion, you may play a tentacle from your draw deck. This minion may not bear possessions and is discarded if not at a marsh.

Lore: "Its fingered end had hold of Frodo's foot, and was dragging him into the water."

Twilight Cost: 2

Strength: 4

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 58

Foul Things

Moria Event

Game Text: Shadow: Play a 🐉 minion from your discard pile.

Lore: "Something has crept, or has been driven out of dark waters under the mountains."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 59

Goblin Bowman

Moria Minion • Orc

Game Text: Archer.

Lore: The crude arrows of the Goblins served notice of the dangers of Moria.

Twilight Cost: 2

Strength: 4

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 60

Goblin Flankers

Moria Minion • Orc

Game Text: When you play this minion, yo_u may add ● if the fellowship has moved more than once this turn.

Lore: "There are Orcs, very many of them.... And some are large and evil...."

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 2 C 61

Goblin Pursuer

Moria Minion • Orc

Game Text: If the fellowship has moved more than once this turn, this minion is strength +3.

Lore: Had the fellowship remained in Dimrill Dale, pursuers from Moria would have overwhelmed them.

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 62

Goblin Reinforcements

Moria Minion • Orc

Game Text: When you play this minion, you may heal a 🐉 minion.

Lore: "We don't have a moment! Come nightfall these hills will swarm with Orcs!"

Twilight Cost: 3

Strength: 8

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 63

Goblin Scabbler

Moria Minion • Orc

Game Text: When you play this minion, you may discard an ⚙️ condition. The roaming penalty for each 🐉 Orc you play is -1.

Lore: "Orcs were as keen as hounds on a scent, it was said, but they could also climb."

Twilight Cost: 1

Strength: 4

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 64

Goblin Spearman

Moria Minion • Orc

Game Text: While bearing a Goblin Spear, this minion is damage +2.

Lore: "...with the speed of a striking snake, he charged into the Company and thrust with his spear...."

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number/Signet: 4

Collector's Info: 2 C 65

Huge Tentacle

Moria Minion • Creature

Game Text: Tentacle. Damage +1. When you play this minion, you may play Watcher in the Water from your draw deck. This minion may not bear possessions and is discarded if not at a marsh.

Lore: "Out from the water a long sinuous tentacle had crawled; it was pale-green and luminous and wet."

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number/Signet: 4

Collector's Info: 2 R 66

Moria Archer Troop

Moria Minion • Orc

Game Text: Archer. While you can spot another archer, add 1 to the minion archery total.

Lore: Most of the Goblin arrows flew harmlessly into the chasm, but there were so many!

Twilight Cost: 6

Strength: 8

Vitality: 3

Site Number/Signet: 4

Collector's Info: 2 U 67

Must Do Without Hope

Moria Event

Game Text: Maneuver: Exert The Balrog to add a burden.

Lore: "His enemy halted again, facing him, and the shadow about it reached out like two vast wings."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 68

Old Differences

Moria Event

Game Text: Skirmish: Make an Elf or Dwarf skirmishing a Orc strength -1 (or -3 if you spot an Elf and a Dwarf).

Lore: "I'll be dead before I see the Ring in the hands of an Elf!"

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 69

Power and Terror

Moria Event

Game Text: Shadow: Reveal any number of Orcs from your hand to play The Balrog. Its twilight cost is -2 for each Orc revealed.

Lore: "The ranks of the orcs had opened, and they crowded away, as if they themselves were afraid."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 70

Throw Yourself in Next Time

Moria Condition

Game Text: To play, spot a Orc. Plays on a Hobbit companion. Bearer may be exerted only by Shadow cards.

Lore: "This is a serious journey, not a hobbit walking-party....Now be quiet!"

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 71

Troubled Mountains

Moria Event

Game Text: Shadow: Exert a minion and spot X burdens to add (limit).

Lore: "The Dimrill Dale is full of vapour and clouds of smoke....There are noises in the deeps of the earth."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 72

•**Watcher in the Water**, Keeper of Westgate
Moria Minion • Creature

Game Text: Damage +1. While you can spot Watcher in the Water, discard all other minions (except tentacles). Each tentacle is strength +2 and damage +1. This minion may not bear possessions and is discarded if not at a marsh.

Lore: "The dark water boiled... there was a hideous stench."

Twilight Cost: 4

Strength: 11

Vitality: 4

Site Number/Signet: 4

Collector's Info: 2 R 73

•**Whip of Many Thongs**

Moria Artifact • Hand Weapon

Game Text: Bearer must be The Balrog. Skirmish: Exert The Balrog to discard a helm, shield, or armor borne by a character The Balrog is skirmishing.

Lore: "It raised the whip, and the thongs whined and cracked."

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector's Info: 2 R 74

•**Bill Ferny**, Swarthy Sneering Fellow
Ringwraith Minion • Man

Game Text: Nazgûl are not roaming. The Free Peoples player may not assign a character to skirmish Bill Ferny. Discard Bill Ferny if underground.

Lore: "...as for Ferny, he would sell anything to anybody; or make mischief for amusement."

Twilight Cost: 2

Strength: 4

Vitality: 1

Site Number/Signet: 2

Collector's Info: 2 R 75

Helpless

Ringwraith Condition

Game Text: To play, spot Frodo and a Nazgûl. Plays on Sam. Sam's game text does not apply.

Lore: "He heard Frodo's voice, but it seemed to come from a great distance, or from under the earth, crying out strange words."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 76

His Terrible Servants

Ringwraith Condition

Game Text: Plays to your support area.

Response: If a twilight Nazgûl is about to take a wound, remove to prevent that wound.

Lore: "...in the dark they perceive many signs and forms that are hidden from us: then they are most to be feared."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 77

It Wants to be Found

Ringwraith Event

Game Text: Maneuver: Spot a twilight Nazgûl to add a burden.

Lore: "...perhaps it had tried to reveal itself in response to some wish or command that was felt in the room."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 78

Resistance Becomes Unbearable

Ringwraith Event

Game Text: Maneuver: Exert a twilight Nazgûl to exert the Ring-bearer. If the Ring-bearer is then exhausted, he puts on The One Ring until the regroup phase.

Lore: "Not with the hope of escape, or of doing anything, either good or bad: he simply felt that he must take the Ring and put it on his finger."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 79

Stricken Dumb

Ringwraith Event

Game Text: Maneuver: Exert The Witch-king to discard a tale or weapon.

Lore: "He felt his tongue cleave to his mouth and his heart labouring. His sword broke and fell out of his shaking hand."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 80

They Will Find the Ring

Ringwraith Event

Game Text: Maneuver: Exert 2 Nazgûl and spot X burdens to exert X companions.

Lore: "...to the dismay of Frodo and his friends out from the trees and rocks away on the left four other Riders came flying."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 81

•**Úlairë Attëa**, The Easterling

Ringwraith Minion • Nazgûl

Game Text: Twilight. When you play Úlairë Attëa, you may wound an ally.

Lore: "They had words with Harry at Westgate on Monday.... He was white and shaking when they left him."

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 3

Collector's Info: 2 U 82

•**Úlairë Enquëa**, Ringwraith in Twilight

Ringwraith Minion • Nazgûl

Game Text: Twilight. Each time Úlairë Enquëa wins a skirmish, you may exert him to wound the Ring-bearer once (or twice if you spot 5 burdens).

Lore: "In their white faces burned keen and merciless eyes...."

Twilight Cost: 6

Strength: 11

Vitality: 4

Site Number/Signet: 3

Collector's Info: 2 U 83

•**Úlairë Nelya**, Ringwraith in Twilight

Ringwraith Minion • Nazgûl

Game Text: Twilight. While you can spot 2 burdens or 2 wounds on the Ring-bearer, Úlairë Nelya is fierce and damage +1.

Lore: "Over the lip of the little dell, on the side away from the hill, they felt, rather than saw, a shadow rise, one shadow or more than one."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 2

Collector's Info: 2 R 84

•**The Witch-king**, Lord of the Nazgûl

Ringwraith Minion • Nazgûl

Game Text: Twilight. Return to Its Master may not be played. Each time The Witch-king wins a skirmish, you may exert him to wound the Ring-bearer twice.

Lore: "A great king and sorcerer he was of old, and now he wields a deadly fear."

Twilight Cost: 8

Strength: 14

Vitality: 4

Site Number/Signet: 3

Collector's Info: 2 R 85

Wraith-world

Ringwraith Event

Game Text: Skirmish: Spot a twilight Nazgûl and the Ring-bearer wearing The One Ring to add 3 burdens.

Lore: "He is passing into the shadow world, he will soon become a wraith like them."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 86

The Eye of Sauron

Sauron Event

Game Text: Shadow: Exert a  Orc and spot X burdens to draw X cards (limit 5).

Lore: "...he has indeed arisen again and left his hold in Mirkwood and returned to his ancient fastness in the Dark Tower of Mordor."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 87

Memory of Many Things

Sauron Event

Game Text: Maneuver: Exert a  Orc to discard an ally (or 2  allies).

Lore: "But my memory reaches back even to the Elder Days.... I have seen three ages in the West of the world, and many defeats, and many fruitless victories."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 88

Orc Scout

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: "Orc!...Not very near, and yet too near, it seems."

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 6

Collector's Info: 2 C 89

Orc Taskmaster

Sauron Minion • Orc

Game Text: Shadow: Exert this minion to add

●.

Lore: An Orc acts when the taskmaster promises reward or the whip.

Twilight Cost: 3

Strength: 8

Vitality: 3

Site Number/Signet: 6

Collector's Info: 2 C 90

Southern Spies

Sauron Event

Game Text: Response: If the Ring-bearer puts on The One Ring, spot a  minion to make the Free Peoples player discard his or her hand.

Lore: "They will know all the news now, for they have visited Bill Ferny; and probably that Southerner was a spy as well."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 91

Spies of Mordor

Sauron Condition

Game Text: Search. To play, spot a  Orc.

Plays to your support area. Each time the fellowship moves during the regroup phase, you may draw a card (or 2 cards if you spot a  tracker).

Lore: "Mordor Orcs patrol the Eastern Shore. We must wait for the cover of darkness."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 92

•Tower Assassin

Sauron Minion • Orc

Game Text: Maneuver: Exert Tower Assassin to wound an ally.

Lore: *A Ring of Power would not stop the blade of an assassin lying in wait.*

Twilight Cost: 4

Strength: 11

Vitality: 3

Site Number/Signet: 6

Collector's Info: 2 R 93

Verily I Come

Sauron Condition

Game Text: To play, exert a  Orc. Plays on the Ring-bearer. Each time the Free Peoples player draws a card (or takes a card into hand) during the fellowship phase, add a burden.

Lore: *"There was an eye in the Dark Tower that did not sleep. He knew that it had become aware of his gaze."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 94

Vile Blade

Sauron Possession • Hand Weapon

Game Text: Bearer must be a  Orc. Bearer is strength +2 while skirmishing a Man or Elf.

Lore: *The blood of enemies slain that day blackened the edge of the commander's blade.*

Twilight Cost: 1

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 2 C 95

•Bilbo Baggins, Well-spoken Gentlehobbit

Shire Ally • Home 1 • Hobbit

Game Text: Fellowship: Exert Bilbo and discard a tale to discard a Shadow condition from an opponent's support area.

Lore: *"...as Mr. Baggins was generous with his money, most people were willing to forgive him his oddities and his good fortune."*

Twilight Cost: 2

Strength: 2

Vitality: 3

Site Number/Signet:

Collector's Info: 2 U 96

Consorting With Wizards

Shire Condition

Game Text: Tale. Bearer must be Bilbo. Bilbo may not take wounds (except during the archery phase). Fellowship or Regroup: Exert Bilbo or discard this condition to remove ●.

Lore: *"He wasn't always this peculiar! When I were a lad, old Bilbo was a most respectable Hobbit."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 97

Dear Friends

Shire Event

Game Text: Fellowship: Exert a companion to place a Free Peoples card from your discard pile beneath your draw deck (or 2 Free Peoples cards if that companion has the Frodo signet).

Lore: *"He pressed him for news of himself and of the wide world... and they stayed up far into the night."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 98

Deft in Their Movements

Shire Event

Game Text: Stealth. Regroup: Spot 2 Hobbits to make each site's Shadow number -2 until the end of the turn.

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

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 C 99

Fearing the Worst

Shire Condition

Game Text: Stealth. To play, exert 2 Hobbits. Plays to your support area. The twilight cost of each search card and each tracker is +2.

Lore: *"Even if we are allowed to leave Bree unhindered, we can hardly hope now to leave it unnoticed."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 100

•Filibert Bolger, Wily Rascal

Shire Ally • Home 1 • Hobbit

Game Text: Skirmish: Exert a Hobbit companion twice to cancel a fierce skirmish involving that Hobbit.

Lore: *Filibert knows paths and tracks that few have trodden. He is not adventurous by nature, but his escapades often require rapid departures.*

Twilight Cost: 1

Strength: 1

Vitality: 2

Site Number/Signet:

Collector's Info: 2 C 101

•Frodo, Reluctant Adventurer

Shire Companion • Hobbit

Game Text: Ring-bearer (resistance 10). The cost of each artifact, possession, and  tale played on Frodo is -1.

Lore: *"I am not made for perilous quests. I wish I had never seen the Ring! Why did it come to me? Why was I chosen?"*

Twilight Cost: 0

Strength: 3

Vitality: 4

Site Number/Signet: A

Collector's Info: 2 C 102

Hobbit Sword-play

Shire Event

Game Text: Maneuver: Exert a Hobbit bearing a weapon to wound a minion. That minion's owner may remove ● to prevent this.

Lore: *Boromir sensed that a blade in a Halfling's hand would surprise a larger foe.*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 103

•Merry, Horticulturalist

Shire Companion • Hobbit

Game Text: Fellowship: Exert Merry to play Farmer Maggot from your draw deck.

Lore: *"Ow... I think I've broken something."*

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector's Info: 2 C 104

•Mithril-coat

Shire Artifact • Armor

Game Text: Bearer must be Frodo. The minion archery total is -1. Each minion skirmishing Frodo does not gain strength bonuses from weapons and loses all damage bonuses.

Lore: *"...its worth was greater than the value of the whole Shire and everything in it."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 105

Nice Imitation

Shire Condition

Game Text: Stealth. Plays to your support area. Response: If a Hobbit is about to take a wound, discard this condition to prevent that wound.

Lore: *"Very life-like!... But what will happen when they have penetrated the disguise?"*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 106

Not Feared in Sunlight

Shire Condition

Game Text: To play, spot 2 Hobbits. Plays to your support area. Each Nazgûl is strength -4. Discard this condition during the regroup phase.

Lore: "...our shapes cast shadows in their minds, which only the noon sun destroys...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 u 107

•O Elbereth! Gilthoniel!

Shire Condition

Game Text: Tale. Bearer must be the Ring-bearer. Skirmish: Discard this condition to take off The One Ring or to cancel a skirmish involving the Ring-bearer and a Nazgûl.

Lore: "With a last effort Frodo... slipped the Ring from his finger and closed his right hand tight upon it."

Twilight Cost: 1

Strength: +1

Vitality:

Site Number/Signet:

Collector's Info: 2 R 108

Orc-bane

Shire Event

Game Text: Maneuver: Spot Sting or Glamdring and exert its bearer X times to wound X Orcs or X Uruk-hai.

Lore: "Glamdring shone with a pale light, and Sting glinted at the edges."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 109

•Pippin, Mr. Took

Shire Companion • Hobbit

Game Text: Fellowship: Play Gandalf or Aragorn; his twilight cost is -2.

Lore: "Pippin was evidently much enjoying the attention he was getting, and had become quite forgetful of their danger."

Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: A

Collector's Info: 2 C 110

Practically Everyone Was Invited

Shire Event

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

Lore: "Thank you, I shall certainly come."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 U 111

A Promise

Shire Condition

Game Text: Plays to your support area. While you can spot Frodo and Sam and neither is exhausted, each is strength +1.

Lore: "But I'm glad Sam. I cannot tell you how glad. Come along! It is plain that we were meant to go together."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 112

•Red Book of Westmarch

Shire Possession

Game Text: Tale. Plays to your support area. Each time you play a tale, you may spot Bilbo to draw a card.

Lore: "Don't adventures ever have an end? I suppose not. Someone else always has to carry on the story."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 2 R 113

•Sam, Proper Poet

Shire Companion • Hobbit

Game Text: Maneuver: Exert Sam twice to make him defender +1 until the regroup phase. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5).

Lore: "First he was a conspirator, now he's a jester. He'll end up by becoming a wizard - or a warrior!"

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: G

Collector's Info: 2 C 114

Hobbiton Party Field

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

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 2 U 115

Hobbiton Woods

Game Text: Forest. Fellowship: Exert a Hobbit to play your site 2 (replacing opponent's site if necessary).

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 2 U 116

Town Center

Game Text: Fellowship: Play a ally to draw a card.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 1

Collector's Info: 2 C 117

Great Chasm

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

Lore:

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 2 U 118

Hollin

Game Text: Plains. Uruk-hai are not roaming.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 2 C 119

Valley of the Silverlode

Game Text: River. Sanctuary. When the fellowship moves to Valley of the Silverlode, each Hobbit companion may heal.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 2 U 120

•**Gimli**, Dwarf of the Mountain-race

Dwarven Companion • Dwarf

Game Text: Damage +1. Each underground site's Shadow number is -2.

Lore: *"In the ruins of the Dwarves, a dwarf's head will be less easy to bewilder than Elves or Men or Hobbits."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: F

Collector's Info: 2 P 121

•**Gandalf**, The Grey Pilgrim

Gandalf Companion • Wizard

Game Text: At the start of each of your turns, you may draw a card.

Lore: *"When evening in the Shire was grey / his footsteps on the Hill were heard; / before the dawn he went away / on journey long without a word."*

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: A

Collector's Info: 2 P 122