

•Book of Mazarbul

Dwarven Possession

Game Text: Tale. Bearer must be a Dwarf. At the start of each fellowship phase when the fellowship is at site 4 or higher, you may draw a card for each Dwarf companion.

Lore: “It seems to be a record of the fortunes of Balin’s folk....”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 1

•Gimli’s Pipe

Dwarven Possession • Pipe

Game Text: Bearer must be Gimli. Fellowship: Exert Gimli to add 1 to the number of pipes you can spot.

Lore: “And certainly it was from Bree that the art of smoking the genuine weed spread in the recent centuries among Dwarves and such other folk....”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 2

Mines of Khazad-Dûm

Dwarven Condition

Game Text: Plays to your support area. Each time you play a ☒ tale, you may heal a Dwarf companion.

Lore: “Moria! Moria! Wonder of the Northern world!”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 3

A Royal Welcome

Dwarven Condition

Game Text: Plays to your support area. Regroup: Exert a Dwarf ally to heal a Dwarf companion.

Lore: “There is even a chance that Dwarves are there, and that in some deep hall of his fathers, Balin son of Fundin may be found.”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 4

Song of Durin

Dwarven Condition

Game Text: Tale. To play, exert a Dwarf. Plays to your support area. The twilight cost of each ♣ weapon is +2. Fellowship: Discard this condition to discard up to 2 ♣ conditions.

Lore: “No harp is wrung, no hammer falls: / The darkness dwells in Durin’s halls....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 5

Storm of Argument

Dwarven Event

Game Text: Fellowship: Reveal a card at random from an opponent’s hand. Shuffle up to X ☒ cards from your discard pile into your draw deck, where X is the twilight cost of the card revealed.

Lore: “I will be dead before I see the Ring in the hands of an Elf!”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 6

•Arwen, Elven Rider

Elven Companion • Elf

Game Text: Ranger. Response: If the Ring-bearer is about to take a wound, discard 3 cards from hand to prevent that wound.

Lore: “If I can cross the river, the power of my people will protect him.”

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: F

Collector’s Info: 3 U 7

•Arwen, Lady Undómiel

Elven Companion • Elf

Game Text: While you can spot 3 ♠ allies whose home is site 3, each minion skirmishing Arwen is strength -3.

Lore: “Queenly she looked, and thought and knowledge were in her glance, as of one who has known many things that the years bring.”

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: G

Collector’s Info: 3 R 8

Beren and Lúthien

Elven Condition

Game Text: Tale. Plays to your support area. Skirmish: Exert an ♠ ally to discard the bottom card of your draw deck. If that card is an ♠ card, make a minion skirmishing an Elf strength -1.

Lore: “Tinúviel! Tinúviel! / He called her by her elvish name; / And there she halted listening.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 9

•Calaglin, Elf of Lórien

Elven Ally • Home 6 • Elf

Game Text: Archer. Regroup: Exert Calaglin to wound a minion.

Lore: “We have been keeping watch on the rivers, ever since we saw a great troop of Orcs going north toward Moria....”

Twilight Cost: 2

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 3 U 10

Cast It Into the Fire!

Elven Event

Game Text: Maneuver: Spot an Elf to make each opponent discard a card from his or her hand. Draw a card for each card discarded in this way.

Lore: “It should have been cast then into Orodruin’s fire nigh at hand where it was made.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 11

•Dínendal, Silent Scout

Elven Ally • Home 6 • Elf

Game Text: Archer. Regroup: Exert Dínendal to remove ●.

Lore: “He was almost certain that he could hear stealthy movements.... Not Elves; for the woodland folk were altogether noiseless in their movements.”

Twilight Cost: 2

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 3 U 12

•**Elrond**, Herald to Gil-galad
Elven Ally • Home 3 • Elf

Game Text: At the start of each of your turns, you may spot an ally whose home is site 3 to heal that ally twice. Regroup: Exert Elrond twice to heal a companion.

Lore: “Venerable he seemed as a king crowned with many winters, and yet hale as a tried warrior....”

Twilight Cost: 4



Strength: 8

Vitality: 4

Site Number/Signet:

Collector’s Info: 3 R 13

•**Erestor**, Chief Advisor to Elrond
Elven Ally • Home 3 • Elf

Game Text: To play, spot an Elf. Response: If an Elf is about to take a wound from a  minion or  event, exert Erestor to prevent that wound.

Lore: “Then there are but two courses... to hide the Ring for ever, or to unmake it.”

Twilight Cost: 2

Strength: 5


Vitality: 2

Site Number/Signet:

Collector’s Info: 3 C 14

Forests of Lothlórien

Elven Condition

Game Text: Plays to your support area. Each time the fellowship moves, you may spot 3  allies to wound a minion.

Lore: “Alas for Lothlórien that I love! It would be a poor life in a land where no mallorn grew.”

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 3 R 15

Friends of Old

Elven Event

Game Text: Fellowship: Reveal a card at random from an opponent’s hand. Heal X  allies, where X is the twilight cost of the card revealed.

Lore: “You have been summoned here to answer the threat of Mordor.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 16

•**Galadriel**, Lady of the Golden Wood
Elven Ally • Home 6 • Elf

Game Text: At the start of each of your turns, you may heal an Elf. Fellowship: Exert Galadriel to play the fellowship’s next site if it is a forest (replacing opponent’s site if necessary).

Lore: “There is in her and in this land no evil, unless a man bring it hither himself. Then let him beware!”

Twilight Cost: 3

Strength: 3

Vitality: 3

Site Number/Signet:

Collector’s Info: 3 R 17

•**Galdor**, Councilor From the West

Elven Ally • Home 3 • Elf

Game Text: To play, spot an Elf. Regroup: Exert Galdor and spot a minion to return that minion to its owner’s hand.

Lore: “My heart tells me that Sauron will expect us to take the western way, when he learns what has befallen. He soon will.”

Twilight Cost: 2

Strength: 5

Vitality: 2

Site Number/Signet:

Collector’s Info: 3 U 18

•**Gift of the Evenstar**

Elven Condition

Game Text: To play, spot Arwen. Bearer must be Aragorn. Skirmish: Exert Aragorn or discard 2 cards from hand to make a minion skirmishing Aragorn strength -1.

Lore: “It is mine to give to whom I will... like my heart.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 19

•**Golradir**, Councilor of Imladris

Elven Ally • Home 3 • Elf

Game Text: To play, spot an Elf. Skirmish: Exert Golradir to make an Orc strength -1.

Lore: “Their stay at Rivendell provided the Fellowship with counsel from many sources.”

Twilight Cost: 2

Strength: 4

Vitality: 3

Site Number/Signet:

Collector’s Info: 3 U 20

•**Long-knives of Legolas**

Elven Possession • Hand Weapon

Game Text: Bearer must be Legolas. Each Orc or Uruk-hai skirmishing Legolas is strength -2.

Lore: Sharp, bone-handled knives defend the Elves of Mirkwood at close quarters.

Twilight Cost: 1

Strength: +1


Vitality:

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Collector’s Info: 3 R 21

Master of Healing

Elven Event

Game Text: Fellowship or Regroup: Spot Elrond (or 2  allies) to heal a companion or ally.

Lore: “Elrond has cured you: he has tended you for days, ever since you were brought in.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 22

•**Nenya**

Elven Artifact • Ring

Game Text: Bearer must be Galadriel. At the start of each regroup phase, you may discard up to 2 cards from hand to draw the same number of cards.

Lore: “Verily it is in the land of Lórien upon the finger of Galadriel that one of the Three remains. This is Nenya, the Ring of Adamant, and I am its keeper.”

Twilight Cost: 0

Strength:

Vitality: +1

Site Number/Signet:

Collector’s Info: 3 R 23

•**Phial of Galadriel**

Elven Possession

Game Text: To play, exert an Elf. Bearer must be the Ring-bearer. Bearer’s resistance is +2.

Lore: “May it be a light to you in dark places, when all other lights go out. Remember Galadriel and her Mirror!”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 24

•**Saelbeth**, Elven Councilor

Elven Ally • Home 3 • Elf

Game Text: To play, spot an Elf. Skirmish: Exert Saelbeth to make an Uruk-hai strength -1.

Lore: The wisdom of Saelbeth prepared the Company for the dangers they would face.

Twilight Cost: 2

Strength: 4



Vitality: 3

Site Number/Signet:

Collector’s Info: 3 U 25

Something Draws Near

Elven Event

Game Text: Fellowship or Maneuver: Exert an Elf to discard an  possession or  artifact.

Lore: “We have hunted and slain many Orcs in the woods....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 26

•Vilya

Elven Artifact • Ring

Game Text: Bearer must be Elrond. Maneuver: Exert Elrond twice and spot a Shadow condition to return that condition to its owner's hand.

Lore: "Upon his finger was a ring of gold with a great blue stone, Vilya, mightiest of the Three."

Twilight Cost: 0

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 3 R 27

Voice of Nimrodel

Elven Event

Game Text: Tale. Skirmish: Exert an Elf at a river or forest to cancel a skirmish involving that Elf.

Lore: "Beside the falls of Nimrodel, / By water clear and cool, / Her voice as falling silver fell / Into the shining pool."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 28

Betrayal of Isengard

Gandalf Condition

Game Text: Plays to your support area. Each time an opponent draws a card (or takes a card into hand) during the Shadow phase, you may remove ●. Maneuver: Exert Gandalf to wound Saruman twice.

Lore: "There is only one Lord of the Ring."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 29

Deep in Thought

Gandalf Event

Game Text: Spell. Maneuver: Spot Gandalf and 4 twilight tokens to discard all Shadow conditions.

Lore: "He was... trying to recall every memory of his former journey in the Mines, and considering anxiously the next course that he should take...."

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 30

Depart Silently

Gandalf Event

Game Text: Stealth. Maneuver: At sites 1 to 5, spot Gandalf to prevent Hobbits from being assigned to skirmishes until the regroup phase. At any other site, spot Gandalf to make a Hobbit strength +3.

Lore: "Be careful, both of you."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 31

Fireworks

Gandalf Event

Game Text: Spell. Fellowship: Spot Gandalf to shuffle up to 2 ♠ or up to 2 ♣ cards from your discard pile into your draw deck.

Lore: "The finest rockets ever seen: / they burst in stars of blue and green...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 32

His First Serious Check

Gandalf Event

Game Text: Maneuver: Spot Gandalf to reveal a card at random from an opponent's hand. You may add ● to discard that card, where X is the twilight cost of the card revealed.

Lore: "...a false turn now might be disastrous."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 33

•Narya

Gandalf Artifact • Ring

Game Text: Bearer must be Gandalf. At the start of each of your turns, you may add ● to remove a burden.

Lore: "For this is the Ring of Fire, and with it you may rekindle hearts in a world that grows chill."

Twilight Cost: 0

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 3 R 34

Trust Me as You Once Did

Gandalf Condition

Game Text: Plays to your support area. Skirmish: Exert Gandalf to make a companion strength +1 for each companion with the Gandalf signet you can spot (limit +3).

Lore: "Do not take me for some conjurer of cheap tricks! I am not trying to rob you. I am trying to help you."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 U 35

Unknown Perils

Gandalf Condition

Game Text: Plays to your support area. Response: If a companion is about to take a wound, spot 4 twilight tokens and exert Gandalf to prevent that wound.

Lore: "Suddenly he stopped as if listening. Frodo became aware that all was very quiet, inside and outside."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 36

Answering the Cries

Gondor Condition

Game Text: Plays to your support area. Skirmish: Discard a * tale from hand to make a * companion strength +2.

Lore: "Drawing his bright sword and crying Elendil! Elendil! he crashed through the trees."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 37

•Aragorn, Heir to the White City

Gondor Companion • Man

Game Text: Ranger. Each time the fellowship moves during the fellowship phase, remove ●.

Lore: "...his hood was cast back, and his dark hair was blowing in the wind, a light was in his eyes: a king returning from exile in his own land."

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet: F

Collector's Info: 3 R 38

Banner of the White Tree

Gondor Event

Game Text: Tale. Maneuver: Exert a * companion to make that companion strength +3 and defender +1 until the regroup phase.

Lore: “Many Elves and many mighty Men, and many of their friends, had perished in the war.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 39

Citadel of Minas Tirith

Gondor Condition

Game Text: Plays to your support area. You may heal a * companion at the end of each turn during which no companion or ally lost a skirmish.

Lore: “One day our paths will lead us there, and the Tower guards shall take up the call – The Lords of Gondor have returned.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 40

Gondor Bowmen

Gondor Condition

Game Text: Tale. Plays to your support area. Archery: Exert a * companion and discard this condition to make the fellowship archery total +2.

Lore: Arrows of the Last Alliance brought death to Sauron’s forces.

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 41

•Horn of Boromir

Gondor Possession

Game Text: Bearer must be Boromir. Maneuver: Exert Boromir and spot an ally. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

Lore: “On a baldric he wore a great horn tipped with silver...”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 42

Might of Númenor

Gondor Event

Game Text: Tale. Maneuver: Spot a * companion to reveal a card at random from an opponent’s hand. Heal X companions, where X is the twilight cost of the card revealed.

Lore: “But the lords of Minas Tirith still fight on...”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 43

•The Shards of Narsil

Gondor Artifact

Game Text: Plays to your support area.

Fellowship: Stack a * card from hand here. Fellowship: Add ● to take a card stacked here into hand.

Lore: “...Narsil was broken and its light extinguished, and it had not yet been forged again.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 44

Some Who Resisted

Gondor Event

Game Text: Tale. Maneuver: Spot a * companion to make the twilight cost of each maneuver event +2.

Lore: “In the south the realm of Gondor long endured; and for a while its splendour grew...”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 45

Still Sharp

Gondor Event

Game Text: Skirmish: Spot The Shards of Narsil to make a * companion strength +3 and damage +1.

Lore: “The shards of Narsil... the blade that cut the Ring from Sauron’s hand.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 46

Voice of Rauros

Gondor Event

Game Text: Maneuver: Exert Aragorn to make each companion with the Aragorn signet damage +1 until the regroup phase.

Lore: “As he ran the cries came louder, but fainter now and desperately the horn was blowing.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 47

We Must Go Warily

Gondor Event

Game Text: Response: If the fellowship moves in the regroup phase, exert a * companion to make each minion’s twilight cost +2 until the next regroup phase.

Lore: “This is the lawn of Parth Galen: a fair place in the summer days of old. Let us hope that no evil has yet come here.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 48

Abandoning Reason for Madness

Isengard Event

Game Text: Shadow: Spot an ♠ minion to discard up to 3 cards from hand and draw an equal number of cards.

Lore: “And why not, Gandalf?... Why not? The Ruling Ring? If we could command that, then the power would pass to us.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 49

Can You Protect Me From Yourself?

Isengard Event

Game Text: Maneuver: Spot an ♠ minion to exhaust Aragorn. The Free Peoples player may add 2 burdens to prevent this.

Lore: “Where is the Ring?”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 50

Coming for the Ring

Isengard Event

Game Text: Regroup: Reveal a card at random from the Free Peoples player’s hand. Heal X ♠ minions, where X is the twilight cost of the card revealed.

Lore: “This evil cannot be concealed by the power of the Elves...”

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 C 51

A Fell Voice on the Air

Isengard Condition

Game Text: Plays to your support area. Shadow: Exert Saruman to play an ♠ weather condition from your discard pile. Its twilight cost is -2.

Lore: “He’s trying to bring down the mountain!”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 52

Hate and Anger

Isengard Event

Game Text: Shadow: Spot an Uruk-hai and a ♠ minion to draw 3 cards.

Lore: *The frenzy of Uruks is born of the fear of the very Goblins that work the pits.*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 U 53

Hollowing of Isengard

Isengard Condition

Game Text: To play, spot an ♠ Orc. Plays to your support area. Shadow: Discard this condition to add ●.

Lore: *"Rip them all down!"*

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 54

Isengard Axe

Isengard Possession • Hand Weapon

Game Text: Bearer must be an ♠ Orc. When you play this weapon, add ●.

Lore: *Axes eat into the forests of Isengard as well as the victims of Saruman's Orcs.*

Twilight Cost: 0

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 3 C 55

Isengard Forger

Isengard Minion • Orc

Game Text: Shadow: Exert this minion to add ●.

Lore: *"I looked on it and saw that, whereas it had once been green and fair, it was now filled with pits and forges."*

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector's Info: 3 C 56

Isengard Retainer

Isengard Minion • Orc

Game Text: Regroup: Exert this minion to make the Free Peoples player wound a companion.

Lore: *"...the Eagles of the mountain went far and wide, and they saw many things: the gathering of wolves and the mustering of Orcs..."*

Twilight Cost: 4

Strength: 8

Vitality: 3

Site Number/Signet: 4

Collector's Info: 3 U 57

Isengard Servant

Isengard Minion • Orc

Game Text: Regroup: Exert this minion to make the Free Peoples player wound a companion.

Lore: *The servants of Isengard worked tirelessly to spread the influence of their master.*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: 4

Collector's Info: 3 U 58

Isengard Shaman

Isengard Minion • Orc

Game Text: Response: If an ♠ Orc is about to take a wound, remove ● to prevent that wound.

Lore: *"Over all his works a dark smoke hung and wrapped itself about the sides of Orthanc."*

Twilight Cost: 1

Strength: 5

Vitality: 2

Site Number/Signet: 4

Collector's Info: 3 C 59

Isengard Smith

Isengard Minion • Orc

Game Text: Regroup: Exert this minion to discard a weapon (or all Free Peoples possessions if you can spot 5 companions).

Lore: *"No other folk make such a trampling..."*

Twilight Cost: 4

Strength: 8

Vitality: 3

Site Number/Signet: 4

Collector's Info: 3 U 60

Isengard Warrior

Isengard Minion • Orc

Game Text: While you can spot another ♠ Orc, no player may use archery special abilities. Regroup: Exert this minion and spot 3 wounds on the Ring-bearer to exert every companion.

Lore: *"There is evil afoot in Isengard, and the West is no longer safe."*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: 4

Collector's Info: 3 U 61

Isengard Worker

Isengard Minion • Orc

Game Text: Regroup: Exert this minion to make the Free Peoples player wound a companion.

Lore: *"They were Elves once. Taken by the dark powers – tortured and mutilated..."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet: 4

Collector's Info: 3 C 62

One of You Must Do This

Isengard Event

Game Text: Maneuver: Exert an ♠ minion to make the Free Peoples player exert X companions, where X is the number of these races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.

Lore: *"And if we fail, what then? What happens when Sauron takes back what is his?"*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 63

•Orc Commander

Isengard Minion • Orc

Game Text: Each other ♠ Orc is strength +1. Regroup: Exert Orc Commander to make the Free Peoples player wound a companion.

Lore: *"It seems their delight to slash and beat down growing things that are not even in their way..."*

Twilight Cost: 6

Strength: 11

Vitality: 4

Site Number/Signet: 4

Collector's Info: 3 R 64

•Orc Overseer

Isengard Minion • Orc

Game Text: Regroup: Exert Orc Overseer twice to exhaust a companion (except the Ring-bearer).

Lore: *"What orders from Mordor, my Lord? What does the Eye command?"*

Twilight Cost: 5

Strength: 10

Vitality: 4

Site Number/Signet: 4

Collector's Info: 3 R 65

•Orthanc Berserker

Isengard Minion • Uruk-hai

Game Text: Damage +1. Maneuver: Spot 5 burdens and exert Orthanc Berserker twice to exhaust a companion (except the Ring-bearer).

Lore: *The voice of Saruman compels his minions to stop at nothing to earn his favor.*

Twilight Cost: 5

Strength: 11



Vitality: 3

Site Number/Signet: 5

Collector's Info: 3 R 66

•The Palantír of Orthanc

Isengard Artifact • Palantír

Game Text: To play, spot an  minion. Plays to your support area. Shadow: Spot an  minion and remove ● to reveal a card at random from the Free Peoples player's hand. Place that card on top of that player's draw deck.

Lore: "Seven stars and seven stones..."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 67

•Saruman, Keeper of Isengard

Isengard Minion • Wizard

Game Text: Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. Uruk-hai are fierce. Response: If an Uruk-hai is about to take a wound, exert Saruman to prevent that wound.

Lore:

Twilight Cost: 4

Strength: 8


Vitality: 4

Site Number/Signet: 4

Collector's Info: 3 R 68

•Saruman, Servant of the Eye

Isengard Minion • Wizard

Game Text: Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. Assignment: Exert Saruman to assign an  minion to a companion (except the Ring-bearer). That companion may exert to prevent this.

Lore:

Twilight Cost: 4

Strength: 8


Vitality: 4

Site Number/Signet: 4

Collector's Info: 3 C 69

Servants to Saruman

Isengard Event

Game Text: Skirmish: Make an  Orc strength +2 (or +3 if you have fewer than 3 cards in hand).

Lore: "This is grievous news concerning Saruman... for we trusted him and he is deep in all our counsels."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 C 70

Tower of Orthanc

Isengard Condition

Game Text: To play, spot an  minion. Plays to your support area. Each time the fellowship moves, you may spot an exhausted companion to add ●.

Lore: "It was not made by Saruman, but by the men of Númenor long ago; and it is very tall and has many secrets; yet it looks not to be a work of craft."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 R 71

Trapped and Alone

Isengard Condition

Game Text: Plays to your support area. Each character skirmishing an  Orc loses all damage bonuses from weapons.

Lore: "...I had no chance of escape, and my days were bitter."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 U 72

The Trees Are Strong

Isengard Event

Game Text: Regroup: Discard X  Orcs to make the Free Peoples player wound X companions.

Lore: "Their roots go deep."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 U 73

Uruk Raider

Isengard Minion • Uruk-hai

Game Text: Damage +1. While an ally is in the dead pile, this minion is strength +3 and fierce.

Lore: There is no safety where Saruman's emblem is shown.

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 5

Collector's Info: 3 C 74

Uruk Ravager

Isengard Minion • Uruk-hai

Game Text: Damage +1. When you play this minion, you may spot Saruman to add ●.

Lore: "...a ruined and terrible form of life."

Twilight Cost: 4

Strength: 9


Vitality: 2

Site Number/Signet: 5

Collector's Info: 3 U 75

Dangerous Gamble

Moria Event

Game Text: Shadow: Spot a  minion to reveal a card at random from the Free Peoples player's hand. Add ●, where X is the twilight cost of the card revealed.

Lore: "Almost they began to hope that they would escape."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 C 76

Depths of Moria

Moria Condition

Game Text: To play, spot a  Orc. Plays to your support area. Each time the fellowship moves during the regroup phase, add ●.

Lore: "...a great fissure had opened. Out of it a fierce red light came, and now and again flames licked at the brink.... Wisps of dark smoke wavered in the hot air."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 77

Hide and Seek

Moria Event

Game Text: Search. Skirmish: Spot 2  companions to make a  minion damage +1.

Lore: "Which way shall we go?"

Twilight Cost: 1

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 3 C 78

Malice

Moria Event

Game Text: Archery: Spot a  Orc and a  Orc to wound an archer.

Lore: Fueled by Sauron's hatred of living things, Orcs searched for the Ring of Power.

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 U 79

Such a Little Thing

Moria Event

Game Text: Maneuver: Spot a  minion to wound Boromir 3 times. The Free Peoples player may discard 2 Free Peoples possessions to prevent this.

Lore: "Boromir... give the Ring to Frodo."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 R 80

Gates of the Dead City

Ringwraith Condition

Game Text: To play, spot a Nazgûl. Plays to your support area. Each time a  card adds a burden, the Free Peoples player must exert a companion.

Lore: "...and they took Minas Ithil and abode in it, and they made it into a place of dread...."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 R 81

News of Mordor

Ringwraith Event

Game Text: Skirmish: Spot an  minion to make a Nazgûl damage +1.

Lore: "Build me an army worthy of Mordor."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 U 82

•The Ring Draws Them

Ringwraith Condition

Game Text: Plays to your support area. Each time the fellowship moves, add  for each burden you can spot. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

Lore: "If I move I shall be seen and hunted!"

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 U 83

They Will Never Stop Hunting You

Ringwraith Event

Game Text: Maneuver: Spot a Nazgûl to reveal a card at random from the Free Peoples player's hand. Exert a companion bearing a ranged weapon X times, where X is the twilight cost of the card revealed.

Lore: "They're looking for Baggins, and if they mean well, then I'm a hobbit."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 C 84

Too Great and Terrible

Ringwraith Event

Game Text: Maneuver: Spot a Nazgûl to wound Gandalf twice. The Free Peoples player may discard 2  cards from hand to prevent this.

Lore: "His eyes flashed and his face was lit as by a fire within. Do not tempt me! For I do not wish to become like the Dark Lord himself."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 85

•Úlairë Otsëa, Ringwraith in Twilight

Ringwraith Minion • Nazgûl

Game Text: Twilight. Each time Úlairë Otsëa wins a skirmish, you may exert him to transfer Blade Tip from your support area to the Ring-bearer.

Lore: "...at all times they smell the blood of living things, desiring and hating it."

Twilight Cost: 4

Strength: 9


Vitality: 3

Site Number/Signet: 3

Collector's Info: 3 U 86

The Dark Lord Advances

Sauron Event

Game Text: Regroup: Exert a  minion to reveal a card at random from the Free Peoples player's hand. That player must discard X cards from hand, where X is the twilight cost of the card revealed.

Lore: "A power was there that we have not felt before."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 C 87

Get Off the Road!

Sauron Event

Game Text: Search. Shadow: Spot a  minion and a Nazgûl to make the Free Peoples player discard a card from the top of his or her deck for each burden you can spot.

Lore: "The Morgul-lord and his Black Riders have come forth. War is preparing!"

Twilight Cost: 0

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 3 U 88

Gleaming in the Snow

Sauron Event

Game Text: Regroup: Exert a  Orc and spot a  companion to add a burden.

Lore: "A Ring of Power looks after itself.... It may slip off treacherously, but its keeper never abandons it."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 U 89

Hand of Sauron

Sauron Event

Game Text: Maneuver: Exert a  minion to make the Free Peoples player discard a card at random from his or her hand.

Lore: "The power of the Ring could not be undone."

Twilight Cost: 0

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 3 C 90

His Cruelty and Malice

Sauron Condition

Game Text: Plays to your support area.

Regroup: Exert a  minion to make the Free Peoples player discard the top card from his or her draw deck.

Lore: "Into this Ring he poured his cruelty, his malice, and his will to dominate all life."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 3 R 91

Massing in the East

Sauron Event

Game Text: Regroup: Exert a  minion to discard a card from the top of the Free Peoples player's draw deck for each of these races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.

Lore: "The power of the Black Land grows...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 U 92

Morgul Slayer

Sauron Minion • Orc

Game Text: Regroup: Exert this minion to wound a companion (except the Ring-bearer).

Lore: "Sauron was diminished, but not destroyed. His Ring was lost but not unmade."

Twilight Cost: 2

Strength: 7


Vitality: 2

Site Number/Signet: 6

Collector's Info: 3 R 93

Orc Butcher

Sauron Minion • Orc

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

Lore: “And yet we see that Sauron can torture and destroy the very hills.”

Twilight Cost: 2

Strength: 6


Vitality: 2

Site Number/Signet: 6

Collector’s Info: 3 C 94

Orc Guard

Sauron Minion • Orc

Game Text: Maneuver: Exert this minion and discard your  condition to discard a Free Peoples condition.

Lore: *The malice of the Dark Tower thins the hopes of Men.*

Twilight Cost: 1

Strength: 5

Vitality: 2

Site Number/Signet: 6

Collector’s Info: 3 C 95

Orc Pillager

Sauron Minion • Orc

Game Text: For each Free Peoples card borne by a character this minion is skirmishing, that character is strength -1.

Lore: *Weapons of the West are often powerless against the threat of Sauron.*

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number/Signet: 6

Collector’s Info: 3 U 96

Orc Slayer

Sauron Minion • Orc

Game Text: Regroup: Exert this minion to wound a companion (except the Ring-bearer).

Lore: “For it is a long tale, full of deeds great and terrible....”

Twilight Cost: 1

Strength: 5

Vitality: 2

Site Number/Signet: 6

Collector’s Info: 3 U 97

Orc Swordsman

Sauron Minion • Orc

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

Lore: “Many evil things there are that your strong walls and bright swords do not stay.”

Twilight Cost: 3

Strength: 9

Vitality: 3

Site Number/Signet: 6

Collector’s Info: 3 C 98

Orc Trooper

Sauron Minion • Orc

Game Text: For each card in your hand, this minion is strength +1.

Lore: *The Dark Lord’s power grows in unseen ways.*

Twilight Cost: 4

Strength: 7


Vitality: 3

Site Number/Signet: 6

Collector’s Info: 3 R 99

Orc Veteran

Sauron Minion • Orc

Game Text: Skirmish: Discard your  condition to make a character skirmishing this minion strength -1.

Lore: “There was war, and the land was laid waste....”

Twilight Cost: 4

Strength: 10


Vitality: 3

Site Number/Signet: 6

Collector’s Info: 3 U 100

Orc Warrior

Sauron Minion • Orc

Game Text: Maneuver: Exert this minion and discard your  condition to make the Free Peoples player discard the top 2 cards from his or her draw deck.

Lore: “Orcs were multiplying again in the mountains.”

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector’s Info: 3 C 101

•Our List of Allies Grows Thin

Sauron Condition

Game Text: To play, exert a  minion.

Plays to your support area. Each time the fellowship moves, add ● for each ally you can spot.

Lore: “The enemy is moving.... His eye is fixed on Rivendell. And Saruman, you tell me, has betrayed us.”

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 3 R 102

Terrible as the Dawn

Sauron Event

Game Text: Maneuver: Spot a  minion to wound Galadriel 3 times. The Free Peoples player may discard 2 Elves to prevent this.

Lore: “In the place of the Dark Lord, you would have a Queen... All shall love me and despair!”

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 3 R 103

Tower of Barad-dûr

Sauron Condition

Game Text: To play, exert a  minion.

Plays to your support area. Each time the fellowship moves, the Free Peoples player must discard a card from hand.

Lore: “The Dark Tower had been rebuilt, it was said. From there the power was spreading....”

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 3 R 104

Why Shouldn’t I Keep It?

Sauron Event

Game Text: Maneuver: Spot a  minion to discard Bilbo. The Free Peoples player may discard 2 Free Peoples conditions to prevent this.

Lore: “No, wait, it’s here in my pocket. Isn’t that... isn’t that odd now?”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 R 105

•Bill the Pony

Shire Possession

Game Text: Bearer must be a Hobbit companion. The Shadow number of each site is -1. Discard Bill the Pony when at an underground site.

Lore: “That animal can nearly talk.... He gave me a look as plain as Mr. Pippin could speak....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 106

•Frodo’s Pipe

Shire Possession • Pipe

Game Text: Bearer must be Frodo. Fellowship: Discard a pipeweed possession and spot X pipes to heal a companion with the Frodo signet X times.

Lore: “All the same, observations that I have made on my own many journeys south have convinced me that the weed itself is not native to our parts of the world.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 3 U 107

Frying Pan

Shire Possession • Hand Weapon

Game Text: Bearer must be a Hobbit.

Skirmish: Exert bearer to wound an Orc he or she is skirmishing.

Lore: *"I think I'm getting the hang of this!"*

Twilight Cost: 0

Strength: +1

Vitality:

Site Number/Signet:

Collector's Info: 3 C 108

Meant to Be Alone

Shire Event

Game Text: Fellowship: Spot a Hobbit companion (except the Ring-bearer) to reveal a card at random from an opponent's hand.

Remove ●, where X is the twilight cost of the card revealed.

Lore: *"You are a Ring-bearer, Frodo... to bear a Ring of Power is to be alone."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 109

•Melilot Brandybuck, Merry Dancer

Shire Ally • Home 1 • Hobbit

Game Text: Response: If a burden is about to be added by a Shadow card, exert Melilot to prevent that burden.

Lore: *"Master Everard Took and Miss Melilot Brandybuck got on a table and with bells in their hands began to dance the Springle-ring: a pretty dance, but rather vigorous."*

Twilight Cost: 1

Strength: 2

Vitality: 2

Site Number/Signet:

Collector's Info: 3 R 110

•Old Noakes, Purveyor of Wisdoms

Shire Ally • Home 1 • Hobbit

Game Text: Each time a Shadow card makes you discard a card from hand, you may also discard a minion or Shadow condition.

Lore: *"There's been some strange folk crossing the Shire – Dwarves and others of a less than savoury nature."*

Twilight Cost: 1

Strength: 1

Vitality: 2

Site Number/Signet:

Collector's Info: 3 C 111

Seek and Hide

Shire Event

Game Text: Stealth. Skirmish: Spot 2 ☞☞ companions to make a minion lose all damage bonuses.

Lore: *A Hobbit's best friends in Moria are the very pillars that support its structure.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 112

The Shire Countryside

Shire Condition

Game Text: To play, spot 2 ☞☞ companions.

Plays to your support area. Each time you remove a burden (except by a Hobbit's game text), you may heal a companion.

Lore: *"Life in the wide world goes on... scarcely even aware of the existence of hobbits..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 R 113

Three Monstrous Trolls

Shire Condition

Game Text: Tale. Plays to your support area. Response: If a Shadow card is about to add any number of twilight tokens, exert a Hobbit ally to prevent this.

Lore: *"Great big nasty twenty foot high smelly things – and they're arguing... arguing about how they were going to cook us!"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 3 C 114

Caras Galadhon

Game Text: Forest. Sanctuary. While the fellowship is at Caras Galadhon, no more than one minion may be assigned to each skirmish.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 3 U 115

Eregion Hills

Game Text: When the fellowship moves to Eregion Hills, add a burden.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 3 U 116

Gates of Argonath

Game Text: River. Maneuver events may not be played.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 8

Collector's Info: 3 C 117

The Great River

Game Text: River. While the fellowship is at The Great River, cards may not be played from draw decks or discard piles.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 3 C 118

House of Elrond

Game Text: Sanctuary. When the fellowship moves to House of Elrond, the Free Peoples player may spot 2 Elves to remove a burden.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 3 U 119

Wastes of Emyrn Muil

Game Text: Maneuver: Spot 4 companions and exert your ☞ Orc to make the Free Peoples player wound a companion.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9

Collector's Info: 3 U 120

•**Legolas**, Son of Thranduil

Elven Companion • Elf

Game Text: Archer. While Legolas is at a river or forest, add 1 to the fellowship archery total.

Lore: *“Praised be the bow of Galadriel, and the hand and eye of Legolas!... That was a mighty shot in the dark, my friend!”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: A

Collector’s Info: 3 P 121

•**Boromir**, Defender of Minas Tirith

Gondor Companion • Man

Game Text: Ranger. Fellowship: Add ● to heal Boromir.

Lore: *“...seated a little apart was a tall man with a fair and noble face... proud and stern of glance.”*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: G

Collector’s Info: 3 P 122