





## •Bound By Rage

Dunland Condition

**Game Text:** Plays to your support area. When you play this condition, you may spot 2  Men to place 2  tokens here. Response: If a  Man is about to take a wound, discard this condition or remove a  token from here to prevent that wound.

**Lore:**

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 1

## Dunlending Elder

Dunland Minion • Man

**Game Text:** While you control 2 sites, this minion is strength +5, fierce and damage +1.

**Lore:** *Hatred of the Rohirrim is passed from generation to generation.*

**Twilight Cost:** 2

**Strength:** 7

**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 6 C 2

## Dunlending Footmen

Dunland Minion • Man

**Game Text:** The twilight cost of this minion during a skirmish phase is -2.

**Lore:** *Driven by Saruman's ranting, waves of Dunlendings descended upon the holdings of Rohan.*

**Twilight Cost:** 5

**Strength:** 11


**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 6 C 3

## Dunlending Headman

Dunland Minion • Man

**Game Text:** When you play this minion, you may spot 2 other  Men to take control of a site. The Free Peoples player may discard 2 cards from hand to prevent this.

**Lore:** *The diminished Rohirrim offered little resistance to the advancing Dunland horde.*

**Twilight Cost:** 4

**Strength:** 10

**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 6 C 4

## Dunlending Reserve

Dunland Minion • Man

**Game Text:** The twilight cost of this minion during a skirmish phase is -2.

**Lore:** *The relentless campaign of the hillmen drove citizens of the Westfold to the shelter of their capital.*

**Twilight Cost:** 4

**Strength:** 10


**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 6 C 5

## Hill Clan

Dunland Minion • Man

**Game Text:** Each time this minion wins a skirmish, you may play a  Man from hand. That Man is fierce and damage +2 until the regroup phase.

**Lore:** *"We will take their king."*

**Twilight Cost:** 8

**Strength:** 17

**Vitality:** 2


**Site Number/Signet:** 3

**Collector's Info:** 6 R 6

## Ready to Fall

Dunland Condition

**Game Text:** Plays to your support area.

Shadow: Spot 2 sites you control and remove ● to play a  Man from your discard pile.

**Lore:** *"Why do you lay these troubles on an already troubled mind?"*

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 7

## Too Long Have These Peasants Stood

Dunland Event

**Game Text:** Response: If a  Man wins a skirmish, discard all conditions.

**Lore:** *The rabble of Dunland pillaged their way across the Mark.*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 8

## Lend Us Your Aid

Dwarven Event

**Game Text:** Maneuver: Exert Gimli twice to make him and each Elf companion strength +3 until the regroup phase.

**Lore:** *"He hewed a two-handed stroke and laid the last Orc before his feet. 'Now my count passes Master Legolas again.'"*

**Twilight Cost:** 0

**Strength:**


**Vitality:**



**Site Number/Signet:**

**Collector's Info:** 6 U 9

## •Suspended Palaces

Dwarven Condition

**Game Text:** Plays to your support area. When you play this condition, you may spot a Dwarf to place 2  tokens here. Fellowship:

Discard this condition or remove a  token from here to stack the top card of your draw deck on a  condition that has a ca

**Lore:**

**Twilight Cost:** 2

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 10

## Toss Me

Dwarven Event

**Game Text:** While this card is stacked on a  condition, Gimli is strength +1. Fellowship: Place this card or another  card from hand on top of or beneath your draw deck.

**Lore:** *"Don't tell the Elf."*

**Twilight Cost:** 1

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 11

## •Agility

Elven Condition

**Game Text:** Plays to your support area. When you play this condition, you may spot an Elf to place 2  tokens here. Skirmish: Discard this condition or remove an  token from here to make a minion skirmishing an Elf strength -1.

**Lore:** *Elves rely upon more than strength in combat.*

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 12

## •Arwen, Evenstar of Her People

Elven Companion • Elf

**Game Text:** Skirmish: Exert an Elf to make a minion skirmishing Arwen strength -1.

**Lore:** *"If you trust nothing else, trust this... trust us."*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 U 13

## Banner of Elbereth

Elven Possession • Hand Weapon

**Game Text:** Bearer must be an Elf companion. Each time bearer wins a skirmish, you may draw a card. Response: If bearer wins a skirmish, discard this possession to liberate a site.

**Lore:** *"First name the four, the free peoples: / Eldest of all, the elf-children..."*

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 14

## •Elrond, Keeper of Vilya

Elven Ally • Home 3 • Elf

**Game Text:** At the start of each turn, heal Elrond. Fellowship: Exert Elrond to discard the top card of your draw deck. If it is an  card, you may take it into hand and heal an Elf companion.

**Lore:** *"You have foreseen it. War is coming... many will die."*

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 R 15

## Forearmed

Elven Event

**Game Text:** Skirmish: Reveal the top card of your draw deck to make a minion skirmishing an Elf strength -X, where X is the twilight cost of the revealed card.

**Lore:** "Give them a volley."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 16

## Forewarned

Elven Condition

**Game Text:** To play, spot 2 Elves. Plays to your support area. Fellowship: Add ● to look at the top card of your draw deck. You may discard this condition to discard that card.

**Lore:** "Whether by the sword or the slow decay of time, Aragorn will die."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 17

## •Galadriel, Keeper of Nyenia

Elven Ally • Home 6 • Elf

**Game Text:** At the start of each turn, heal Galadriel. Skirmish: Exert Galadriel to discard the top card of your draw deck. If it is a Shadow card, make a minion skirmishing an Elf strength -3.

**Lore:** "In Dwimordene, in Lórien / More fair than thoughts of Mortal Men."

**Twilight Cost:** 3

**Strength:** 3

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 R 18

## Gift of Foresight

Elven Event

**Game Text:** Fellowship: Spot an Elf to reveal the top card of your draw deck. You may discard it, return it to the top of your draw deck, or take it into hand.

**Lore:** "Here you will dwell, bound to your grief, under the fading trees."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 19

## Must Be a Dream

Elven Event

**Game Text:** Fellowship: Spot an Elf to reveal the top card of your draw deck. Heal up to 2 companions whose culture matches the revealed card. You may discard the revealed card.

**Lore:** "May the Grace of the Valar protect you."

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 20

## Naith Longbow

Elven Possession • Ranged Weapon

**Game Text:** Bearer must be an Elf companion. Archery: Exert bearer to discard the top card of your draw deck. If it is an ☹ card, exert a minion.

**Lore:** "Show them no mercy, for you shall receive none."

**Twilight Cost:** 1

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 21

## •Naith Troop

Elven Companion • Elf

**Game Text:** To play, spot 3 Elf companions. Skirmish: Exert Naith Troop to discard the top card of your draw deck. If it is an ☹ card, make a minion skirmishing Naith Troop strength -2.

**Lore:** Now only the bow and the sword can forestall the coming of the Shadow.

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 U 22

## •Naith Warband

Elven Companion • Elf

**Game Text:** To play, spot 3 Elf companions. While Naith Warband bears a ranged weapon, it takes no more than 1 wound during each skirmish phase and does not add to the fellowship archery total.

**Lore:** "But do not think that only by singing amid the trees... is Lothlórien maintained and defended...."

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 R 23

## Boomed and Trumpeted

Gandalf Event

**Game Text:** Skirmish: Make an Ent strength +X and damage +X, where X is the number of unbound Hobbits you can spot.

**Lore:** "For bole and bough are burning now, the furnace roars—we go to war!"

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 24

## Crack Into Rubble

Gandalf Event

**Game Text:** Regroup: Exert 2 Ents to liberate a site and discard a Shadow condition.

**Lore:** "To Isengard! Though Isengard be ringed and barred with doors of stone; / Though Isengard be strong and hard, as cold as stone and bare as bone...."

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 25

## Enraged

Gandalf Condition

**Game Text:** Bearer must be an Ent. Limit 1 per bearer. Discard this condition at the end of the turn.

**Lore:** "An angry Ent is terrifying."

**Twilight Cost:** 2

**Strength:** +4

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 26

## Ent Avenger

Gandalf Companion • Ent

**Game Text:** While you can spot 3 Ents, this companion is strength +2.

**Lore:** "As they drew near the flash and flicker of their eyes could be seen."

**Twilight Cost:** 4

**Strength:** 6

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 C 27

## •Ent Horde

Gandalf Companion • Ent

**Game Text:** To play, spot 2 Ent companions. Ent Horde's twilight cost is -2 for each Ent or unbound Hobbit you can spot. While you can spot more minions than companions, Ent Horde is defender +1.

**Lore:** "With doom we come, with doom we come!"

**Twilight Cost:** 15

**Strength:** 10

**Vitality:** 5

**Site Number/Signet:**

**Collector's Info:** 6 R 28

## Ent Moot

Gandalf Condition

**Game Text:** To play, exert an unbound Hobbit. Bearer must be an Ent. Limit 1 per bearer.

**Lore:** "But when the Ents all gathered round Treebeard,... then the Hobbits saw that they were all of the same kindred, and all had the same eyes...."

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 29

## •Gandalf, Mithrandir

Gandalf Companion • Wizard

**Game Text:** Damage +1. Each time the fellowship moves, wound Gandalf.

**Lore:** "The Dark Lord has Nine. But we have One, mightier than they: the White Rider. He has passed through the fire and the abyss, and they shall fear him."

**Twilight Cost:** 4

**Strength:** 10

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 R 30

## •Glamdring, Lightning Brand

Gandalf Possession • Hand Weapon

**Game Text:** Bearer must be Gandalf. He is damage +1. Each time you play a spell during a skirmish, you may make Gandalf damage +1 until the end of that skirmish.

**Lore:** *“Thunder they heard, and lightning... smote upon Celebdil, and leaped back broken into tongues of fire.”*

**Twilight Cost:** 2

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 31

## •Host of Fangorn

Gandalf Companion • Ent

**Game Text:** To play, spot 2 Ent companions. Host of Fangorn's twilight cost is -2 for each Ent or unbound Hobbit you can spot.

**Lore:** *“Of course, it is likely enough, my friends...that we are going to our doom, the last march of the Ents.”*

**Twilight Cost:** 13

**Strength:** 10

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 U 32

## •Quickbeam, Bregalad

Gandalf Companion • Ent

**Game Text:** Quickbeam's twilight cost is -1 for each Ent or unbound Hobbit you can spot.

**Lore:** *“But if we stayed home and did nothing, doom would find us anyway, sooner or later.”*

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 C 33

## Roused

Gandalf Event

**Game Text:** Skirmish: Exert an Ent to make him strength +1 for each Ent you spot (limit +4).

**Lore:** *“To Isengard! the Ents cried in many voices.”*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 34

## •Skinbark, Fladrif

Gandalf Companion • Ent

**Game Text:** Skinbark's twilight cost is -1 for each Ent or unbound Hobbit you can spot. Response: If an unbound Hobbit is about to take a wound, exert Skinbark to prevent that wound.

**Lore:** *“He was wounded by Orcs, and many of his folk and tree-herds have been murdered and destroyed.”*

**Twilight Cost:** 7

**Strength:** 8

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 R 35

## Threw Down My Enemy

Gandalf Event

**Game Text:** Spell. Skirmish: Make a minion skirmishing Gandalf strength -1 for each wound on each character in the skirmish.

**Lore:** *“...he fell from the high place and broke the mountain-side where he smote it in his ruin.”*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 36

## •Treebeard, Guardian of the Forest

Gandalf Companion • Ent

**Game Text:** Unhasty. Assignment: Exert an unbound Hobbit to allow Treebeard to skirmish. Skirmish: Exert Treebeard to make an Ent damage +1.

**Lore:** *“The little that I know of his long slow story would make a tale for which we have no time now.”*

**Twilight Cost:** 5

**Strength:** 12

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 C 37

## Don't Follow the Lights

GollumFP Event

**Game Text:** Response: If Sméagol wins a skirmish, add a burden to discard a minion.

**Lore:** *“Careful, careful now or Hobbits go down to join the dead ones and light little candles.”*

**Twilight Cost:** 0

**Strength:**

**Vitality:**


**Site Number/Signet:**

**Collector's Info:** 6 C 38

## Don't Look at Them

GollumFP Condition

**Game Text:** Plays to your support area.

Skirmish: Discard 3 cards from hand to wound a minion Sméagol is skirmishing once (or twice if that minion is a  minion).

**Lore:** *“You should not look in when the candles are lit.”*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 39

## Not Listening

GollumFP Event

**Game Text:** Response: If Sméagol wins a skirmish, heal him and remove 2 burdens.

**Lore:** *“They'll wake too quick and kill us... Not now. Not yet.”*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 43

## Safe Paths

GollumFP Event

**Game Text:** Regroup: Exert Sméagol 3 times and discard him to wound each minion. The move limit for this turn is +1. If the fellowship moves, each Shadow player may take up to 3 Shadow cards into hand from his or her discard pile.

**Lore:** *“Soft and quick as shadows we must be!”*

**Twilight Cost:** 5

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 44

## •Sméagol, Poor Creature

GollumFP Companion

**Game Text:** Ring-bound. To play, add a burden. Skirmish: Discard a card from hand to make Sméagol strength +1.

**Lore:** *“And we're so lonely... We'll be nice to them, very nice, if they'll be nice to us, won't we, yes, yes.”*

**Twilight Cost:** 0

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 6 C 45

## •Gollum, Old Villain

GollumSH Minion

**Game Text:** Skirmish: Discard a card from hand to make Gollum strength +1 (or +2 if skirmishing a Ring-bound companion).

**Lore:** *“Must take it. The Wraiths are searching. Must take it.”*

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 4

**Site Number/Signet:** 3

**Collector's Info:** 6 C 40

## Master Broke His Promise

GollumSH Event

**Game Text:** Regroup: Exert Gollum 3 times to wound each companion. The move limit for this turn is -1.

**Lore:** *“Kill them! Kill them! Kill them both! And then we take the Precious! We be the Master!”*

**Twilight Cost:** 5

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 41

## Nasty, Foul Hobbitises

GollumSH Event

**Game Text:** Response: If Gollum wins a skirmish, add a burden.

**Lore:** *“We ought to wring their filthy little necks!”*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 42

## They Stole It

GollumSH Condition

**Game Text:** Plays to your support area. Skirmish: Discard 3 cards from hand to wound a companion Gollum is skirmishing once (or twice if that companion is a companion).  
**Lore:** “Where iss it, where iss it: my precious....”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 R 46

## You’re a Liar and a Thief

GollumSH Event

**Game Text:** Response: If Gollum wins a skirmish, wound a companion (except the Ring-bearer).

**Lore:** “No, sweet one. See, my precious: if we has it, then we can escape, even from Him, eh?”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 47

## •Anborn, Skilled Huntsman

Gondor Companion • Man

**Game Text:** Ring-bound. Ranger. Each time Anborn wins a skirmish, you may make a minion’s site number +3 until the regroup phase.

**Lore:** “Perhaps under the shadow of the Unnamed some of the beasts of Mirkwood are wandering hither to our woods.”

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector’s Info:** 6 C 48

## Ancient Roads

Gondor Condition

**Game Text:** Plays to your support area. While you can spot 3 rangers, the site number of each minion skirmishing a ranger is +2.

**Lore:** “...they go ever more heedlessly, we learn, thinking that the power of their new master is great enough....”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 R 49

## •Aragorn, Defender of Free Peoples

Gondor Companion • Man

**Game Text:** Skirmish: Remove an token to make a minion skirmishing Aragorn strength -3. Skirmish: Remove a token to heal a Dwarf. Regroup: If Aragorn is mounted, remove a token to wound a minion twice.

**Lore:** “...this is the hour when we draw swords together.”

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 4

**Site Number/Signet:**

**Collector’s Info:** 6 R 50

## Banner of Westernesse

Gondor Possession • Hand Weapon

**Game Text:** Bearer must be a companion. Each time bearer wins a skirmish, you may heal another companion. Response: If bearer wins a skirmish, discard this possession to liberate a site.

**Lore:** “What brought they from the foundered land! Over the flowing sea?... I and one white tree.”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 51

## •Faramir, Ithilien Ranger

Gondor Companion • Man

**Game Text:** Ring-bound. Ranger. If Faramir is in your starting fellowship, his twilight cost is -1. Fellowship: Play a ranger to heal a Ring-bound companion.

**Lore:** “Not while Faramir is Captain... his life is charmed, or fate spares him for some other end.”

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:**

**Collector’s Info:** 6 P 121

## •Garrison of Osgiliath

Gondor Condition

**Game Text:** Fortification. Plays to your support area. When you play this condition, you may spot a Man to place 2 tokens here. Skirmish: Discard this condition or remove a token from here to make a Man strength +1.

**Lore:** “So ever do we watch the shores nigh Osgiliath....”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 52

## Mortal Men

Gondor Event

**Game Text:** Skirmish: Make a Man strength +2 (and exert a minion if you spot a token).

**Lore:** “I fear neither death nor pain.”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 53

## Perilous Ventures

Gondor Event

**Game Text:** Regroup: Exert 2 rangers to discard a minion (or 2 minions).

**Lore:** “But still we will not sit idle and let Him do all as He would....”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 54

## •Ring of Barahir

Gondor Artifact • Ring

**Game Text:** Bearer must be Aragorn. At the start of each of your turns, you may spot a culture token to heal a companion of that culture.  
**Lore:** “This is a thing of worth beyond your reckoning. For its ancients alone. It has no power, save the esteem in which those hold it who love my house.”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 R 55

## Trust

Gondor Event

**Game Text:** Skirmish: Make a Man strength +2 (and heal a companion if you spot an token).

**Lore:** “You cannot falter now.”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 56

## Agents of Orthanc

Isengard Minion • Man

**Game Text:** This minion is strength +2 and damage +1 for each Free Peoples culture that you can spot over 2.

**Lore:** “How long is it since Saruman bought you?”

**Twilight Cost:** 5

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:** 3

**Collector’s Info:** 6 R 57

## Assault Ladder

Isengard Condition

**Game Text:** Machine. Plays to your support area. Shadow: Exert an Uruk-hai to place an token on this card. Skirmish: Spot 3 tokens here to make an Uruk-hai strength +3. Discard this condition.

**Lore:** “It is a great host....”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 58

## Banner of Isengard

Isengard Possession • Hand Weapon

**Game Text:** Bearer must be an minion. Each time bearer wins a skirmish, the Free Peoples player must exert a companion for each site you control.

**Lore:** “...blazoned upon every helm and shield the ghastly hand of Isengard was seen.”

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 59



## •Berserk Butcher

Isengard Minion • Uruk-hai

**Game Text:** Damage +1. Berserk Butcher is strength +1 for each wound on each character in its skirmish. Maneuver: Remove an 🗡️ token from a machine and exert Berserk Butcher twice to prevent all wounds to Uruk-hai until the assignment phase.

**Lore:**

**Twilight Cost:** 6

**Strength:** 12

**Vitality:** 3

**Site Number/Signet:** 5

**Collector's Info:** 6 R 60

## Desertion

Isengard Condition

**Game Text:** To play, spot an 🗡️ Man. Plays on a companion (except the Ring-bearer). Assignment: Assign an 🗡️ minion with less strength than bearer to skirmish bearer. Discard this condition.

**Lore:** “Who knows what you’ve spoken to the darkness in the bitter watches of the night?”

**Twilight Cost:** 1

**Strength:** -1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 61

## Fires and Foul Fumes

Isengard Event

**Game Text:** Regroup: Discard 4 🗡️ Orcs to wound a companion 4 times (except the Ring-bearer).

**Lore:** “One of them... got caught in a spray of some liquid fire and burned like a torch: a horrible sight.”

**Twilight Cost:** 4

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 62

## Gnawing, Biting, Hacking, Burning

Isengard Condition

**Game Text:** Plays to your support area. Each time a regroup action discards an 🗡️ Orc, you may stack that Orc on this card. Shadow: Discard 2 cards stacked here and remove ● to play an 🗡️ Orc from your discard pile.

**Lore:** “Destroyers and usurpers.”

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 63

## Iron Fist of the Orc

Isengard Condition

**Game Text:** Plays to your support area. Each time a regroup action discards an 🗡️ Orc, you may stack that Orc on this card. Regroup: Discard 3 cards stacked here and remove ● to discard a Free Peoples possession.

**Lore:** “The old world will burn in the fires of industry.”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 64

## Isengard Artisan

Isengard Minion • Orc

**Game Text:** Regroup: Discard an 🗡️ Orc to make the Free Peoples player wound a companion.

**Lore:** *Minions of Orthanc shared their master's fascination with machines.*

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 C 65

## Isengard Builder

Isengard Minion • Orc

**Game Text:** Regroup: If stacked on an 🗡️ card, discard this card to add ●.

**Lore:** “They were all singing with harsh voices, and laughing, making a hideous din.”

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 U 66

## Isengard Journeyman

Isengard Minion • Orc

**Game Text:** Regroup: Discard an 🗡️ Orc to make the Free Peoples player wound a companion.

**Lore:** *Drudgery and toil at Isengard left Saruman's minions hungry for sport.*

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 C 67

## Isengard Mechanics

Isengard Minion • Orc

**Game Text:** Regroup: Discard an 🗡️ Orc to make the Free Peoples player wound a companion (or 2 companions if you spot 6 companions). Regroup: If this minion is stacked on an 🗡️ card, spot an 🗡️ Orc and discard this minion to add ●.

**Lore:**

**Twilight Cost:** 6

**Strength:** 11

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 6 R 68

## Isengard Plodder

Isengard Minion • Orc

**Game Text:** Regroup: Discard an 🗡️ Orc to make the Free Peoples player wound a companion.

**Lore:** *Saruman dispatched his trusted Orcs to aid in the sack of Rohan.*

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 C 69

## Isengard Tender

Isengard Minion • Orc

**Game Text:** Regroup: If stacked on an 🗡️ card, discard this card and remove ● to exhaust a companion.

**Lore:** *Unfortunate Orcs assisted in Saruman's foul wizardry.*

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 6 U 70

## Isengard Tinker

Isengard Minion • Orc

**Game Text:** Regroup: Discard an 🗡️ Orc to make the Free Peoples player wound a companion.

**Lore:** “I wonder if his fame was... due to his cleverness in settling at Isengard.”

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 6 C 71

## Rohirrim Traitor

Isengard Minion • Man

**Game Text:** While you can spot a companion bearing an 🗡️ condition, this minion is strength +2.

**Lore:** “Once it was a man, and did you service in its fashion.”

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 6 C 72

## Scaffolding

Isengard Possession

**Game Text:** Plays to your support area. Each time a regroup action discards an 🗡️ Orc, you may stack that Orc on this card. Response: If an 🗡️ Orc is about to take a wound, discard 2 cards stacked here to prevent that wound.

**Lore:** *Towers marked the inner ring, implements of industry.*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 73

## •Sharku, Vile Marauder

Isengard Minion • Orc

**Game Text:** Warg-rider. While Sharku is not exhausted, he is fierce. Regroup: Exert Sharku to add ●.

**Lore:** “Send out your warg-riders.”

**Twilight Cost:** 2

**Strength:** 7


**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 6 R 74

**Twisted Tales**

Isengard Condition

**Game Text:** Plays to your support area. Each time a companion or ally loses a skirmish involving an  Man, you may spot a possession to stack that possession here.

**Lore:** *"Too long have you sat in the shadows...."*

**Twilight Cost:** 2

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 75

**•Durin's Tower**

Moria Condition

**Game Text:** Plays to your support area. At sites 2 $\blacktriangle$  and 3 $\blacktriangle$ , The Balrog's twilight cost is -3. Skirmish: Discard this condition to make a unique  minion strength +3.

**Lore:** *"...carved in the living rock of Zirakzigil, the pinnacle of the Silvertine."*

**Twilight Cost:** 0

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 77

**•The Balrog, Terror of Flame and Shadow**

Moria Minion • Balrog

**Game Text:** Damage +2. The twilight cost of The Balrog is -3 if you can spot a  minion. The Balrog cannot be assigned to skirmish companions or allies of strength less than 6.

**Lore:** *"...he burst into new flame."*

**Twilight Cost:** 14

**Strength:** 17

**Vitality:** 5

**Site Number/Signet:** 4

**Collector's Info:** 6 R 76

**Easterling Army**

Raider Minion • Man

**Game Text:** Easterling. Fierce. Skirmish: Spot 2 burdens and exert this minion to make an Easterling strength +1. Skirmish: Spot 4 burdens and exert this minion to make an Easterling strength +2. Skirmish: Spot 6 burdens and exert this minion to make a

**Lore:**

**Twilight Cost:** 6

**Strength:** 13

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 R 78

**Easterling Polearm**

Raider Possession • Hand Weapon

**Game Text:** Bearer must be an Easterling. While you can spot 2 burdens, bearer cannot take wounds. While you can spot 5 burdens, bearer is damage +1.

**Lore:** *"...and the tips of their spears...."*

**Twilight Cost:** 0

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 79

**Southron Archer Legion**

Raider Minion • Man

**Game Text:** Southron. Archer. Archery: Remove  $\bullet$  to add 1 to the minion archery total for each companion over 4 (limit +4).

**Lore:** *"But I've heard tales of the big folk down away in the Sunlands."*

**Twilight Cost:** 8

**Strength:** 13

**Vitality:** 4

**Site Number/Signet:** 4

**Collector's Info:** 6 R 80

**Southron Invaders**

Raider Minion • Man

**Game Text:** Southron. Ambush  $\bullet$ . When you play this minion, you may spot another Southron to play a minion with ambush from your discard pile.

**Lore:** *"So when you said 'Men out of the South, all in red and gold,' I said 'were there any oliphaunts?' For if there was, I was going to take a look...."*

**Twilight Cost:** 5

**Strength:** 10

**Vitality:** 3

**Site Number/Signet:** 4

**Collector's Info:** 6 C 81

**Trample**

Raider Event

**Game Text:** Maneuver: Spot a mounted  Man to discard a companion (except the Ring-bearer). The Free Peoples player may add  $\bullet$  to prevent this.

**Lore:** *"...I stomp round and round, / Never lie on the ground, / Not even to die. / Oliphaunt am I...."*

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 82

**Fell Beast**

Ringwraith Possession • Mount

**Game Text:** To play, discard 2 cards from hand. Bearer must be a Nazgûl. Bearer is fierce.

**Lore:** *"And these winged creatures that they ride on now, they can probably see more than any other creature. They are like great carrion birds."*

**Twilight Cost:** 0

**Strength:** +2



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 83

**Spied From Above**

Ringwraith Condition

**Game Text:** Plays to your support area. Regroup: Exert a Nazgûl twice to play a  or  minion. That minion's twilight cost is -8 and it comes into play exhausted.

**Lore:** *"It leaped into all of their minds that the Black Wings had spied them and had sent armed soldiers to seize them...."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 84

**•Sword of Dol Guldur**

Ringwraith Possession • Hand Weapon

**Game Text:** Bearer must be a Nazgûl. While bearer is Úlairë Toldëa, each time he wins a skirmish the Free Peoples player must discard a possession or condition.

**Lore:** *The weapons of the Nine are wrought with sorcery.*

**Twilight Cost:** 2

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 85

**•The Witch-king, Deathless Lord**

Ringwraith Minion • Nazgûl

**Game Text:** Fierce. Each time a companion is killed in a skirmish involving a Nazgûl, wound an ally twice or exert a companion.

**Lore:** *"Dead? No, you cannot kill them."*

**Twilight Cost:** 8

**Strength:** 14

**Vitality:** 4

**Site Number/Signet:** 3

**Collector's Info:** 6 P 122

**•Úlairë Lemenya, Winged Hunter**

Ringwraith Minion • Nazgûl

**Game Text:** Regroup: Exert Úlairë Lemenya and discard 3 cards from hand to return a companion (except the Ring-bearer) to owner's hand.

**Lore:** *"...the helpless horror that had come with the cry in the wind and the shadow on the moon...."*

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 6 U 86

**•Úlairë Nertëa, Winged Hunter**

Ringwraith Minion • Nazgûl

**Game Text:** When you play Úlairë Nertëa, spot another Nazgûl to make the Free Peoples player exert a Ring-bound companion for each Free Peoples culture you can spot over 2.

**Lore:** *"A vast winged shape passed over the moon like a black cloud... The stars fainted before it...."*

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 2

**Site Number/Signet:** 3

**Collector's Info:** 6 U 87

**•Úlairë Toldëa, Winged Sentry**

Ringwraith Minion • Nazgûl

**Game Text:** Fierce. Each time Úlairë Toldëa wins a skirmish, the Free Peoples player must exert a companion or add a burden.

**Lore:** *"They are calling for it. Calling for the precious."*

**Twilight Cost:** 6

**Strength:** 12




**Vitality:** 3

**Site Number/Signet:** 3

**Collector's Info:** 6 R 88

**Winged and Ominous**

Ringwraith Condition

**Game Text:** Plays to your support area. Regroup: Exert a Nazgûl to place a  token on this card. Shadow: Remove 3  tokens from here to add .

**Lore:** *"It scudded across the moon... outrunning the wind in its fell speed."*

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 89

**Banner of the Mark**

Rohan Possession • Hand Weapon

**Game Text:** Bearer must be a  companion. Each time bearer wins a skirmish, you may exert a minion. Response: If bearer wins a skirmish, discard this possession to liberate a site.

**Lore:** *"Fell deeds awake. Now for wrath. Now for ruin, and the red dawn."*

**Twilight Cost:** 1

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 90

**Blood Has Been Spilled**

Rohan Condition

**Game Text:** Plays to your support area. Skirmish: Discard a mount borne by a  Man to prevent that Man from being overwhelmed unless his or her strength is tripled. **Lore:** *"They were hemming the Orcs in, preventing them from scattering, and driving them..."*

**Twilight Cost:** 1

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 91

**•Éomer, Rohirrim Captain**

Rohan Companion • Man

**Game Text:** Valiant. While you can spot a  Man, Éomer's twilight cost is -1. Skirmish: Discard 3 cards from hand to make a  Man strength +2 for each wound on each minion in his or her skirmish.

**Lore:** *"Gúthwinë for the Mark!"*

**Twilight Cost:** 3

**Strength:** 7


**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 R 92

**Ever the Hope of Men**

Rohan Event

**Game Text:** Regroup: Exert 2 mounted  Men to discard up to 2 wounded minions.

**Lore:** *"Would that day was here and we might ride down upon them like a storm out of the mountains!"*

**Twilight Cost:** 0

**Strength:**


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 U 93

**•Háma, Doorward of Théoden**

Rohan Companion • Man

**Game Text:** To play, spot a  Man. Skirmish: Exert Háma to discard a possession borne by a minion he is skirmishing.

**Lore:** *"Yet in doubt a man of worth will trust to his own wisdom. I believe you are friends and folk worthy of honour, who have no evil purpose."*

**Twilight Cost:** 2

**Strength:** 6


**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 R 94

**•Hrethel, Rider of Rohan**

Rohan Companion • Man

**Game Text:** To play, spot a  Man. Skirmish: Heal a minion skirmishing Hrethel to make Hrethel strength +3 (limit +3).

**Lore:** *"...gaining on the Orcs, gaining on them like a tide over the flats on folk straying in a quicksand."*

**Twilight Cost:** 2

**Strength:** 6


**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 6 C 95

**News From the Mark**

Rohan Event

**Game Text:** Fellowship: Spot 3 mounted  Men to make the move limit for this turn +2. Each Shadow player may draw 6 cards.

**Lore:** *"We are friends of Rohan, and of Théoden, your king."*

**Twilight Cost:** 2

**Strength:**





**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 R 96

**•We Left None Alive**

Rohan Condition

**Game Text:** Plays to your support area. When you play this condition, you may spot a  Man to place 2  tokens here. Skirmish: Discard this condition or remove a  token from here to make a  Man skirmishing an exhausted minion strength +2.

**Lore:**

**Twilight Cost:** 2

**Strength:**



**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 97

**Banner of the Eye**

Sauron Possession • Hand Weapon

**Game Text:** Bearer must be an  Orc. Each time bearer wins a skirmish, you may add  for each site you control.

**Lore:** *"Stony-faced they were, with dark window-holes staring north and east and west, and each window was full of sleepless eyes."*

**Twilight Cost:** 0

**Strength:** +1


**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 6 C 98

**Corpse Lights**

Sauron Minion • Wraith

**Game Text:** Twilight. Skirmish: Exert this minion to make a  or twilight minion strength +1 for each twilight minion you can spot.

**Lore:** *"I tried once; but you cannot reach them. Only shapes to see, perhaps, not to touch."*

**Twilight Cost:** 3

**Strength:** 7

**Vitality:** 2

**Site Number/Signet:** 4

**Collector's Info:** 6 C 99

**Dead Ones**

Sauron Minion • Wraith

**Game Text:** Twilight. Damage +1. To play this minion, remove a burden or spot a twilight minion.

**Lore:** *"The Dead can't really be there! Is it some devilry hatched in the Dark Land?"*

**Twilight Cost:** 1

**Strength:** 5

**Vitality:** 1

**Site Number/Signet:** 4

**Collector's Info:** 6 C 100

**•Gate Picket**

Sauron Minion • Orc

**Game Text:** Maneuver: Exert this minion twice to make the Free Peoples player name 3 cultures. Wound each companion and ally not of a named culture.

**Lore:** *"Now the watch-towers, which had fallen into decay, were repaired, and filled with arms, and garrisoned with ceaseless vigilance."*

**Twilight Cost:** 4

**Strength:** 11


**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 6 R 101

**Gate Sentry**

Sauron Minion • Orc

**Game Text:** Maneuver: Exert this minion twice and spot another  minion to discard a condition.

**Lore:** *"In it there was a single gate of iron, and upon its battlement sentinels paced unceasingly."*

**Twilight Cost:** 3

**Strength:** 9


**Vitality:** 3

**Site Number/Signet:** 6

**Collector's Info:** 6 C 102

**•Gate Troll**

Sauron Minion • Troll

**Game Text:** Fierce. While you can spot a Troll, Gate Troll's twilight cost is -4. For each other  minion you can spot, this minion is strength +1.

**Lore:** *"This was Cirith Gorgor, the Haunted Pass, the entrance to the land of the Enemy."*

**Twilight Cost:** 8

**Strength:** 13

**Vitality:** 4

**Site Number/Signet:** 6

**Collector's Info:** 6 R 103

## •Orc Insurgent

Sauron Minion • Orc

**Game Text:** Shadow: Exert this minion to draw X cards and add ●, where X is the number of Free Peoples cultures you spot over 2.

**Lore:** “You’ve spoken more than enough, Uglúk, sneered the evil voice. I wonder how they would like it in Lugbúrz.”

**Twilight Cost:** 4

**Strength:** 11

**Vitality:** 3

**Site Number/Signet:** 6

**Collector’s Info:** 6 U 104

## Peril

Sauron Condition

**Game Text:** Plays to your support area.

Regroup: Exert a ☞ Orc to play a Nazgûl or ☞ minion. Its twilight cost is -4 and it comes into play exhausted.

**Lore:** “A winged Nazgûl awaits us northward on the east-bank.”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 105

## Troll of Udûn

Sauron Minion • Troll

**Game Text:** Fierce. While you can spot a Troll, this minion’s twilight cost is -4.

Skirmish: Discard a ☞ card from hand to make this minion strength +1.

**Lore:** “...Trolls are only counterfeits, made by the Enemy in the Great Darkness, in mockery of Ents...”

**Twilight Cost:** 10

**Strength:** 14

**Vitality:** 5

**Site Number/Signet:** 6

**Collector’s Info:** 6 R 106

## Troll’s Chain

Sauron Possession • Hand Weapon

**Game Text:** Bearer must be a ☞ Troll.

When you play this possession, you may draw a card.

**Lore:** “Trolls they were, but filled with the evil will of their master.”

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 107

## Wisp of Pale Sheen

Sauron Minion • Wraith

**Game Text:** Twilight. Regroup: Spot another ☞ or twilight minion and discard this minion to add a burden.

**Lore:** “They do not see what lies ahead / When Sun has failed and Moon is dead.”

**Twilight Cost:** 3

**Strength:** 8

**Vitality:** 2

**Site Number/Signet:** 4

**Collector’s Info:** 6 C 108

## Held

Shire Condition

**Game Text:** Bearer must be Frodo. Each time Frodo is about to be killed by a wound, add a burden instead. When the fellowship moves to site 9, Frodo is corrupted. Regroup: If you can spot no minions, discard this condition.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 R 109

## It Burns Us

Shire Event

**Game Text:** Regroup: Spot Sam and Sméagol (or Gollum) to choose an opponent who must reveal his or her hand. Wound a minion X times, where X is the number of different cultures revealed.

**Lore:** “No more than you deserve.”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 U 110

## •Kept Safe

Shire Condition

**Game Text:** Plays to your support area. When you play this condition, place 2 ☞ tokens here. Response: If an unbound Hobbit is about to take a wound, discard this condition or remove a ☞ token from here to prevent that wound.

**Lore:**

**Twilight Cost:** 2

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 111

## Long Slow Wrath

Shire Event

**Game Text:** Skirmish: Exert an unbound Hobbit to make him strength +1 and damage +1 for each ☞ companion you can spot.

**Lore:** “The coming of the hobbits and the tidings that they brought have spilled it: it will soon be running like a flood...”

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 6 C 112

## •Merry, Impatient Hobbit

Shire Companion • Hobbit

**Game Text:** Regroup: Discard Merry to heal a ☞ companion.

**Lore:** “Don’t talk to it Merry. Don’t encourage it.”

**Twilight Cost:** 1

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:**

**Collector’s Info:** 6 R 113

## •Pippin, Hastiest of All

Shire Companion • Hobbit

**Game Text:** Regroup: Discard Pippin to choose a Shadow player who must wound one of his or her minions.

**Lore:** “By root and twig, but this is a strange business: up sprout a little folk that are not in the old lists...”

**Twilight Cost:** 1

**Strength:** 3

**Vitality:** 4

**Site Number/Signet:**

**Collector’s Info:** 6 R 114

## Hornburg Hall

Site

**Game Text:** Sanctuary. Fellowship: Spot 3 companions with the Théoden signet and discard your hand to draw 4 cards.

**Lore:**

**Twilight Cost:** 3

**Strength:**

**Vitality:**

**Site Number/Signet:** 6

**Collector’s Info:** 6 U 118

## Meduseld

Site

**Game Text:** Sanctuary. Fellowship: Exert 3 companions with the Gandalf signet to play an unbound companion from your dead pile.

**Lore:**

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:** 3

**Collector’s Info:** 6 U 117

## Rocks of Emyn Muil

Site

**Game Text:** Fellowship: Play a companion with the Frodo signet to remove a burden.

**Lore:**

**Twilight Cost:**

**Strength:**

**Vitality:**

**Site Number/Signet:** 1

**Collector’s Info:** 6 U 115

## Saruman’s Laboratory

Site

**Game Text:** Response: If your minion is about to take a wound, discard 2 cards from hand to prevent that wound.

**Lore:**

**Twilight Cost:** 9

**Strength:**

**Vitality:**

**Site Number/Signet:** 9

**Collector’s Info:** 6 U 120

## Valley of Saruman

Site

**Game Text:** When the fellowship moves to this site, discard all allies.

**Lore:**

**Twilight Cost:** 8

**Strength:**

**Vitality:**

**Site Number/Signet:** 8

**Collector’s Info:** 6 U 119



**Westfold**

Site

**Game Text:** Fellowship: Exert Aragorn twice to play a companion with the Aragorn signet from your draw deck.

**Lore:**

**Twilight Cost:**

**Strength:**

**Vitality:**

**Site Number/Signet:** 1

**Collector's Info:** 6 U 116