

•**The One Ring, The Ruling Ring**
The One Ring
Game Text: Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead.
Lore: “*One Ring to rule them all...*”
Twilight Cost:
Strength: 1
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 1

•**The One Ring, Such a Weight to Carry**
The One Ring
Game Text: Maneuver: Add a burden to wear The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound, add a burden instead.
Lore: “*...One Ring to find them....*”
Twilight Cost:
Strength: 2
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 2

Battle Tested
Dwarven Event • Skirmish
Game Text: Make a Dwarf strength +2 (+4 if you spot a card stacked on a ☒ condition).
Lore: “*We’re going to follow you, lad – even on the dark Road....*”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 3

Calculated Risk
Dwarven Event • Fellowship
Game Text: Spot a Dwarf and add a threat to draw 3 cards.
Lore: “*Beyond the eyes of Dwarves are such fortellings....*”
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 4

Dark Ways
Dwarven Condition • Support Area
Game Text: To play, spot a Dwarf. Each time the fellowship moves, add a threat or discard this condition.
Regroup: Discard this condition to heal a Dwarf twice and take a ☒ skirmish event into hand from your discard pile.
Lore:
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 5

•**Gimli, Faithful Companion**
Dwarven Companion • Dwarf
Game Text: Damage +1. While you have initiative, Gimli is strength +2.
Lore: “*I will go with you even on the Paths of the Dead, and to whatever end they may lead....*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: Théoden
Collector’s Info: 7 C 6

•**Gimli, Feared Axeman**
Dwarven Companion • Dwarf
Game Text: Damage +1. Response: If a ☒ condition is about to be discarded by an opponent, exert a Dwarf or discard a ☒ card from hand to prevent that.
Lore: “*There are countless things still to see in Middle-earth, and great works to do.*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: Aragorn
Collector’s Info: 7 R 7

•**Gimli’s Armor**
Dwarven Possession • Armor
Game Text: Bearer must be Gimli. Response: If you have initiative and Gimli is about to take a wound, discard 2 cards from hand to prevent that wound.
Lore: “*I hope that the forgotten people will not have forgotten how to fight....*”
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 8

•**Gimli’s Battle Axe, Trusted Weapon**
Dwarven Possession • Hand Weapon
Game Text: Bearer must be a Dwarf. While you can spot a threat, bearer is damage +1. While you can spot 2 threats, bearer is strength +1. While you can spot 3 threats, the fellowship archery total is +1.
Lore:
Twilight Cost: 2
Strength: 2
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 9

Loyalty Unshaken
Dwarven Condition • Support Area
Game Text: When you play this condition, you may stack 2 cards from hand here. Draw a card for each ☒ card you stack.
Skirmish: Make a Dwarf strength +2. Also, make that Dwarf damage +2 for each ☒ card stacked on this condition. Discard this condition.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 10

Out of Darkness
Dwarven Event • Skirmish
Game Text: Make a Dwarf strength +2. You may also exert that Dwarf to draw 2 cards.
Lore: “*Had I known what was before me, I think that not for any friendship would I have taken the Paths of the Dead.*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 11

Preparations
Dwarven Condition • Support Area
Game Text: Regroup: Exert a Dwarf companion to stack a card from your discard pile here. Skirmish: Wound a minion skirmishing a Dwarf once for each ☒ card stacked here. Discard this condition.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 12

•**Reckless Pride**
Dwarven Condition
Game Text: Bearer must be a ☒ companion. Each minion gains this ability: “Assignment: Assign this minion to bearer of Reckless Pride.”
Regroup: Discard this condition to draw 4 cards.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 13

Slaked Thirsts
Dwarven Event • Maneuver
Game Text: Spot a Dwarf to draw a card, or if this card is stacked on a ☒ condition, spot a Dwarf companion and discard this event to exert a minion twice.
Lore: “*Food and drink would pay off some of my score against you.*”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 14

•**Ancient Blade**
Elven Condition
Game Text: Bearer must be an ☒ companion. Each minion gains this ability: “Assignment: Assign this minion to bearer of Ancient Blade.”
Regroup: Discard this condition to discard a minion and reconcile your hand.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 15

•**Arwen**, Fair Elf Maiden
Elven Companion • Elf

Game Text: While skirmishing a fierce minion, Arwen is strength +3.

Lore: *“But she also sends word to you... Fair well, Elfstone!”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: Gandalf

Collector’s Info: 7 R 16

•**Asfaloth**, Elven Steed
Elven Possession • Mount

Game Text: Bearer must be an Elf. Skirmish: If bearer is Arwen, exert her to make each minion skirmishing her strength -2.

Lore:

Twilight Cost: 2

Strength: 2

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 17

•**Bow of the Galadhrim**, Gift of Galadriel
Elven Possession • Ranged Weapon

Game Text: Bearer must be Legolas. Each time you play an ☉ skirmish event during a skirmish involving Legolas, you may heal him.

Lore:

Twilight Cost: 1

Strength: 1

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 18

Careful Study

Elven Event • Regroup

Game Text: Spot an Elf and discard 3 cards from hand to reconcile your hand.

Lore: *“If thou art in haste, remember the Paths of the Dead.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 19

Defiance

Elven Event • Skirmish

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

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 20

•**Elrond**, Elven Lord
Elven Companion • Elf

Game Text: To play, spot Aragorn or an Elf. At the start of each turn, you may exert Elrond to heal a character bearing an artifact.

Lore: *“Onen i-estel Edain.”*

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet:

Collector’s Info: 7 R 21

•**Hope Comes**

Elven Condition • Support Area

Game Text: To play, spot 2 Elves. Response: If an ☉ skirmish event is played, discard this condition to draw 3 cards.

Lore: *“Either our hope cometh, or all hopes end.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 22

Into the West

Elven Condition • Support Area

Game Text: Regroup: Exert an Elf to reveal the top card of your draw deck. If it is an ☉ card, remove 3 threats. Place the revealed card beneath your draw deck.

Lore: *“The days are now short.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 23

Leaving Forever

Elven Condition • Support Area

Game Text: To play, spot 3 Elves. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to discard a condition or draw 2 cards.

Lore: *“Then I thought in my heart that we drew near to the sea....”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 24

•**Legolas**, Fearless Marksman

Elven Companion • Elf

Game Text: Archer. Archery: If you have initiative, discard 4 cards from hand to wound a minion.

Lore: *“I also will come... for I do not fear the Dead.”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: Aragorn

Collector’s Info: 7 R 25

•**Legolas**, Nimble Warrior

Elven Companion • Elf

Game Text: Archer. Archery: If you cannot spot a threat, add a threat to make the fellowship archery total +1.

Lore: *“Alas for the wailing of the gulls! Did not the Lady tell me to beware of them?”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: Théoden

Collector’s Info: 7 C 26

Mirkwood Bowman

Elven Event • Archery

Game Text: Exert 2 ☉ companions to discard the top 3 cards of your draw deck. Make the fellowship archery total +1 for each ☉ card discarded.

Lore: *“Thus we passed over Gilrain, driving the allies of Mordor in rout before us....”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 27

•**Shadow Between**

Elven Condition • Support Area

Game Text: To play, spot an Elf. At the start of your regroup phase, you may discard this condition or a card from hand to heal an Elf.

Lore: *“But did I not also fortell that you shall neither have wife, nor bind any woman to you....”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 28

Still Needed

Elven Event • Skirmish

Game Text: Make an Elf strength +2. You may place this event on top of your draw deck.

Lore: *“You must not go to the Havens Legolas. There will always be some folk... who need you.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 29

Uncertain Paths

Elven Event • Skirmish

Game Text: Make an Elf strength +2 and you may shuffle your draw deck.

Lore: *“But defenders and foes alike gave up the battle....”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 30

All Save One

Gandalf Event • Skirmish

Game Text: Make Gandalf strength +2 (or +4 and damage +1 if you have initiative).

Lore: *“You cannot enter here....”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 31

The Board Is Set

Gandalf Event • Response

Game Text: Spell. If an event is played, exert Gandalf to make that opponent remove ● or cancel that event.

Lore: *“We come to it at last... the greatest battle of our time.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 32

Citadel to Gate

Gandalf Event • Fellowship

Game Text: Exert Gandalf twice to remove all threats and to heal all companions of one culture (except 🏹).

Lore: *“Wherever he came men’s hearts would lift again, and the winged shadows pass from memory.”*

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 33

Echoes of Valinor

Gandalf Condition • Support Area

Game Text: Each time Gandalf wins a skirmish, you may exert him to draw 2 cards.

Lore: *“Here in the Court of the Kings, Isildur grew a white tree, from a seed brought over the waters...”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 34

Fool’s Hope

Gandalf Event • Fellowship

Game Text: Spot Gandalf and discard 2 cards from hand to make an opponent discard all but 2 Shadow conditions.

Lore: *“There never was much hope...”*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 35

•Gandalf, Defender of the West

Gandalf Companion • Wizard

Game Text: While you cannot spot 3 companions of the same culture, Gandalf is strength -2.

Lore: *“I come with counsel and tidings in this dark hour.”*

Twilight Cost: 4

Strength: 9

Vitality: 4

Site Number/Signet: Gandalf

Collector’s Info: 7 C 36

•Gandalf, Manager of Wizards

Gandalf Companion • Wizard

Game Text: Skirmish: Place 3 cards from hand on top of your draw deck to make a minion skirmishing an unbound companion strength -3. Any Shadow player may place 3 cards from his or her hand on top of his or her draw deck to prevent this.

Lore:

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: Théoden

Collector’s Info: 7 R 37

•Gandalf’s Staff, Focus of Power

Gandalf Artifact • Staff

Game Text: Bearer must be Gandalf. While you can spot 4 twilight tokens, Gandalf is strength +1.

Lore: *“But for Gandalf Stormcrow you would have seen a host of foes coming out of Anórien....”*

Twilight Cost: 2

Strength:

Vitality: 1

Site Number/Signet:

Collector’s Info: 7 R 38

•Glamdring, Elven Blade

Gandalf Possession • Hand Weapon

Game Text: Bearer must be Gandalf. He is damage +1. Skirmish: If you have more cards in hand than each opponent, discard 2 cards from hand to make an opponent exert a minion.

Lore:

Twilight Cost: 2

Strength: 2

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 39

Have Patience

Gandalf Event • Fellowship

Game Text: Spot Gandalf to heal an unbound companion twice.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 40

Intimidate

Gandalf Event • Response

Game Text: Spell. If a companion is about to take a wound, spot Gandalf to prevent that wound.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 41

King’s Advisor

Gandalf Event • Maneuver

Game Text: Exert Gandalf twice to make an opponent exert a minion for each 🏹 companion you spot.

Lore: *“Will they answer the summons, think you?”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 42

Light the Beacons

Gandalf Event • Maneuver

Game Text: Exert Gandalf three times (or twice if you have initiative) to make all unbound companions of one culture (except 🏹) strength +3 until the regroup phase.

Lore: *“Théoden will honour your old alliance and come with a mighty army.”*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 43

•Moment of Respite

Gandalf Condition • Support Area

Game Text: At the start of your regroup phase, you may discard 2 cards from hand to heal Gandalf.

Lore: *“...Gandalf says you must go ere nightfall, and the Lord of the Mark is eager for his own house.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 44

Númenor’s Pride

Gandalf Condition • Support Area

Game Text: To play, spot Gandalf and add 3 threats. Gandalf is defender +1 and cannot take wounds. Discard this condition at the start of the regroup phase.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 45

Peace of Mind

Gandalf Event • Regroup

Game Text: Spot Gandalf to heal an unbound Hobbit 3 times.

Lore: *“All Wizards should have a Hobbit or two in their care... to teach them the meaning of humility!”*

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 46

Sharpen Your Swords

Gandalf Event • Skirmish

Game Text: Spot Gandalf to make a ✱ companion strength +1 for each ✱ companion you spot (limit +4).

Lore: *“Courage will now be your best defence against the storm that is at hand...”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 47

Stay This Madness

Gandalf Condition • Support Area

Game Text: To play, spot Gandalf. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to wound 2 minions.

Lore: *“So it was that Gandalf took command of the last defence of the City of Gondor.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 48

•Steadfast Champion

Gandalf Condition

Game Text: Bearer must be Gandalf. Each minion gains this ability: “Assignment: Assign this minion to Gandalf.” Regroup: Discard this condition to discard a minion and heal a companion 3 times.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 49

Terrible and Evil

Gandalf Event • Maneuver

Game Text: Spell. Exert Gandalf X times to wound a minion X times. If that minion is a Nazgûl, wound it again.

Lore: *“Minas Morgul is their lair.”*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 50

Undaunted

Gandalf Event • Skirmish

Game Text: Exert Gandalf to make him strength +1 for each twilight token you spot (limit +8).

Lore: *“...here the hammerstroke will fall hardest...”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 51

Wizard Staff

Gandalf Possession • Staff

Game Text: Bearer must be a Wizard.

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

Lore:

Twilight Cost: 2

Strength: 1

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 52

Captured by the Ring

Gollum Event • Shadow

Game Text: Play Gollum from your draw deck or discard pile to add a threat.

Lore: *“Give us that....”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 53

Clever Hobbits

Gollum Event • Skirmish

Game Text: Discard any number of ♠ conditions. For each condition discarded, make Sméagol strength +3 and damage +1.

Lore: *“Clever hobbits to climb so high, very clever hobbits!”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 54

Days Growing Dark

Gollum Condition • Support Area

Game Text: Fellowship: Discard 3 cards from hand to play Sméagol from your discard pile.

Lore: *“Come on, we must go, no time to lose!”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 55

The Dead City

Gollum Condition

Game Text: Stealth. Bearer must be Sméagol. If Sméagol is about to be killed in a skirmish, he is discarded instead.

Lore: *“Not that way!”*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 56

•Fat One Wants It

Gollum Condition • Support Area

Game Text: Each time Gollum or Sméagol is played, add a threat. Regroup: Discard this condition to return Gollum to his owner’s hand.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 57

•Gollum, Plotting Deceiver

Gollum Minion

Game Text: If you have initiative during the Shadow phase, you may play this minion from your discard pile.

Lore: *“Let Her deal with them... she must eat. All She gets is filthy Orcses.”*

Twilight Cost: 2

Strength: 5

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 7 R 58

•Gollum, Vile Creature

Gollum Minion

Game Text: Skirmish: Exert Gollum twice or remove a threat to make him strength +2.

Lore: *“When they come to the bridge they will see us. Come away! Climb, climb!”*

Twilight Cost: 2

Strength: 5

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 7 C 59

Heavy Burden

Gollum Condition • Support Area

Game Text: Regroup: Discard Gollum and remove a threat to add a burden.

Lore: *“Sméagol knows... Sméagol carried burden many years.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 60

Hobbitses Are Dead

Gollum Event • Skirmish

Game Text: Spot Gollum or Sméagol to make a Nazgûl, ♠ minion, or ♠ minion strength +2. If you have initiative, you may play this event from your discard pile; place it under your draw deck instead of discarding it.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 61

It’s Mine

Gollum Condition • Support Area

Game Text: Shadow: Remove ● and exert Gollum to discard the top card of your draw deck. If that card is a ♠ or ♠ card, take it into hand.

Lore: *“See! See! He wants it for himself.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 62

Let Her Deal With Them

Gollum Condition
Game Text: To play, spot Gollum or Sméagol. Bearer must be a minion. Limit 1 per bearer. Bearer is damage +1. If you have initiative during the Shadow phase, you may play this condition from your discard pile.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 63

Nasty

Gollum Event • Skirmish
Game Text: Make Sméagol strength +1 for each card you spot.
Lore: "He's a fat, horrid Hobbit, who hates Sméagol, who makes up nasty lies."
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 64

Never

Gollum Condition • Support Area
Game Text: To play, spot Sméagol. Regroup: Discard Sméagol to remove 2 threats.
Lore: "Sméagol wouldn't hurt a fly!"
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 C 65

No Safe Places

Gollum Event • Regroup
Game Text: Exert Sméagol to reveal an opponent's hand. That opponent must discard a card for each culture revealed.
Lore: "...they are watching... eyes will see us."
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 66

•Plotting

Gollum Condition • Support Area
Game Text: To play, spot Gollum and add up to 9 threats. Gollum is strength +2. Discard this condition and remove 9 threats at the start of the regroup phase.
Lore: "We shall see... Oh yes, we shall see!"
Twilight Cost: 5
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 67

Scouting

Gollum Condition • Support Area
Game Text: To play, spot Sméagol. Each time the fellowship moves, add a threat or discard this condition. Maneuver: Discard Sméagol to discard a minion. An opponent may exert a minion twice to prevent this.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 68

Secret Paths

Gollum Condition • Support Area
Game Text: To play, spot Sméagol and add 2 threats. The move limit for this turn is +1. Discard this condition at the end of the turn.
Lore: "Not that way! No, not that way!"
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 69

Serving the Precious

Gollum Event • Fellowship
Game Text: Discard Sméagol to play a companion from your discard pile.
Lore: "Sméagol look after Master. Sméagol serve Master well!"
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 70

•Sméagol, Always Helps

Gollum Companion
Game Text: Ring-bound. To play, add a burden. Assignment: Assign a minion to Sméagol and add 2 threats to exhaust that minion.
Lore: "Yes, yes! Sméagol helps, always helps."
Twilight Cost: 0
Strength: 3
Vitality: 4
Site Number/Signet: Frodo
Collector's Info: 7 R 71

•Sméagol, Hurried Guide

Gollum Companion
Game Text: Ring-bound. To play, add a burden. Skirmish: If you have initiative, discard 2 cards from your hand. Sméagol cannot be overwhelmed unless his strength is tripled.
Lore: "Wake up! Wake up! Wake up, sleepies! We must go, yes, we must go at once!"
Twilight Cost: 0
Strength: 3
Vitality: 4
Site Number/Signet: Frodo
Collector's Info: 7 C 72

Sneaking!

Gollum Event • Skirmish
Game Text: Stealth. Heal Sméagol (or cancel Sméagol's skirmish if he has more vitality than the minion or minions he is skirmishing).
Lore: "What were you doing?"
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 73

So Polite

Gollum Event • Shadow
Game Text: Play Gollum from your discard pile to add ● for each threat you spot.
Lore: "Sméagol shows them secret ways that nobody else could find and they say, 'Sneak!'"
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 74

Sweeter Meats

Gollum Event • Response
Game Text: If a minion is about to take a wound, spot Gollum to prevent that wound.
Lore: "It may well be, oh yes, it may very well be, that when She throws away the bones and the empty clothes... we shall find It!"
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 C 75

Very Nice Friends

Gollum Event • Regroup
Game Text: Play Sméagol from your discard pile to play the fellowship's next site (replacing an opponent's site if necessary). If you do not move again this turn, discard your hand.
Lore: "He hurts us.... hurts poor Sméagol!"
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 C 76

•We Hates Them

Gollum Condition
Game Text: Bearer must be Sméagol. Each minion gains this ability: "Assignment: Assign this minion to Sméagol." Regroup: Discard this condition to discard a minion and play a companion from your discard pile.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 77

Where Shall We Go

Gollum Event • Skirmish

Game Text: If you have initiative, discard 2 cards from hand to wound a minion Sméagol is skirmishing twice.

Lore: *“If you scare him off, we are lost.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 78

•Andúril, Flame of the West

Gondor Artifact • Hand Weapon

Game Text: Bearer must be Aragorn. Discard other weapons he bears. He is damage +1 and cannot bear other weapons. Fellowship or Regroup: If the fellowship is at any site 2 or any site 5, play the fellowship’s next site (replacing opponent’s site if necessary).

Lore:

Twilight Cost: 3

Strength: 2

Vitality: 1

Site Number/Signet:

Collector’s Info: 7 R 79

•Andúril, King’s Blade

Gondor Artifact • Hand Weapon

Game Text: Bearer must be Aragorn. If you cannot spot a threat, Aragorn is defender +1.

Lore: *“The Sword of Elendil was forged anew by Elvish smiths... for Aragorn son of Arathorn was going to war upon the marches of Mordor.”*

Twilight Cost: 3

Strength: 2

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 80

•Aragorn, Captain of Gondor

Gondor Companion • Man

Game Text: Knight. At the start of each fellowship phase, you may add ● to heal another * companion.

Lore: *“...but one who can wield the power this sword commands...”*

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet: Aragorn

Collector’s Info: 7 C 81

•Cirion

Gondor Companion • Man

Game Text: While you have only 4 or 5 cards in hand, Cirion is strength +2.

Lore: *“So now at last the City was besieged...”*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 C 82

City of Men

Gondor Event • Skirmish

Game Text: Make a * Man strength +2. If that Man is skirmishing a ☞ minion, discard that minion at the end of the skirmish.

Lore: *“I will gladly give my life to defend her beauty, her memory... her wisdom.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 83

Dagger Strike

Gondor Event • Skirmish

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

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 84

•Denethor, Steward of the City

Gondor Companion • Man

Game Text: Fellowship: Play a * knight. That knight’s twilight cost is -2. Each time a Shadow card adds a threat, add a burden. Each time a Shadow card adds a burden, add a threat.

Lore: *“A pale smile, like a gleam of cold sun on a winter’s evening, passed over the old man’s face...”*

Twilight Cost: 2

Strength: 8

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 R 85

•Denethor, Wizened Steward

Gondor Companion • Man

Game Text: Denethor is strength +1 for each other * Man you can spot (limit +4).

Lore: *“...in desperate hours gentleness may be repaid with death.”*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 C 86

•Derufin

Gondor Companion • Man

Game Text: Regroup: While you have exactly 5 cards in hand, you may exert Derufin to discard an engine, machine, or possession.

Lore: *“From the uplands of Morthond...”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 R 87

•Dervorin

Gondor Companion • Man

Game Text: At the start of the regroup phase, if you have only 4 cards in hand, you may spot another * Man to discard a minion.

Lore: *“The men of Ringló Vale behind the son of their lord...”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 U 88

Duty of Two

Gondor Event • Fellowship

Game Text: Add 3 threats to heal all * companions.

Lore: *“...for himself, and for the one that will not return.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 89

•Faramir, Stout Captain

Gondor Companion • Man

Game Text: Ranger. To play, spot a * Man. Each time Faramir wins a skirmish involving a fierce minion, you may exert Faramir to discard that minion.

Lore: *“But if I should return, think better of me!”*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: Théoden

Collector’s Info: 7 C 90

•Faramir, Wizard’s Pupil

Gondor Companion • Man

Game Text: Ranger. Fellowship: Play a ☞ Man to heal Faramir. Skirmish: Exert Faramir to make an unbound Hobbit strength +2.

Skirmish: Exert Gandalf to prevent all wounds to Faramir.

Lore:

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: Frodo

Collector’s Info: 7 R 91

First Level

Gondor Condition • Support Area

Game Text: Fortification. Maneuver: Exert a * Man or spot a knight to transfer this condition from your support area to a minion.

Lore: *“...the walls passed from looming white to grey...”*

Twilight Cost: 1

Strength: -1

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 92

Footman's Armor

Gondor Possession • Armor

Game Text: Bearer must be a * Man.

Response: If bearer is about to be overwhelmed, discard a * fortification or a card from hand to make bearer strength +2.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 93

Gondor Bow

Gondor Possession • Ranged Weapon

Game Text: Bearer must be a * Man. If

bearer is a knight, he or she is strength +1. Skirmish: Exert bearer to wound a minion he or she is skirmishing if that minion bears a fortification.

Lore: "...tall Duinbir with his sons, Duilin and Derufin, and five hundred bowmen."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 94

•Gondor Still Stands

Gondor Condition • Support Area

Game Text: To play, spot 3 * companions.

While no opponent controls a site, wound a minion at the start of each regroup phase. Regroup: Discard this condition to place a * fortification from your discard pile on top of your draw deck.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 95

Gondorian Captain

Gondor Companion • Man

Game Text: Knight. Fellowship: Discard a fortification to remove a threat.

Lore: "The Captains of the Outlands are expected up the South Road ere sundown."

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 C 96

•Gondorian Merchant

Gondor Ally • Home 3 • Man

Game Text: Maneuver: If you have initiative, discard 2 cards from hand to make the site number of a minion +2 until the regroup phase.

Lore: "...they talked now of Gondor and its ways and customs...."

Twilight Cost: 1

Strength: 6

Vitality: 1

Site Number/Signet:

Collector's Info: 7 R 97

Gondorian Sword

Gondor Possession • Hand Weapon

Game Text: Bearer must be a * Man.

Skirmish: Discard 3 cards from hand to make bearer damage +1.

Lore:

Twilight Cost: 1

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 U 98

Great Gate

Gondor Event • Skirmish

Game Text: Make a * companion strength +2 and, if you can spot 2 * fortifications, exert a minion that companion is skirmishing.

Lore: "...and its iron doors rolled back before them."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 99

Greatest Stronghold

Gondor Event • Archery

Game Text: Exert a * Man and spot 3 fortifications to make the fellowship archery total +2.

Lore: "...City of Kings of yore."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 100

Guarded

Gondor Condition • Support Area

Game Text: To play, spot 3 * Men. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to discard a minion (or all roaming minions).

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 101

Hasty Repairs

Gondor Condition • Support Area

Game Text: To play, spot 3 * Men. Regroup: While you have only 4 cards in hand, you may discard 2 cards from hand to play a * fortification from your discard pile.

Lore: "The work will be finished ere evening...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 102

Hearts Raised

Gondor Condition • Support Area

Game Text: At the start of your regroup phase, you may spot a * Man and discard a card from hand to remove a threat.

Lore: "...lifted for a while by the return of Faramir...."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 103

Hidden Knowledge

Gondor Event • Fellowship

Game Text: Spot a * companion to reveal the top 5 cards of an opponent's draw deck. For each Shadow card revealed, add a threat. For each Free Peoples card revealed, place a * token on one of your conditions with a * token on it. Shuffle that draw deck.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 104

•I Will Go

Gondor Condition

Game Text: Bearer must be a * Man. If you have initiative, bearer is defender +1.

Lore: "I do command it."

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 105

•Ingold

Gondor Companion • Man

Game Text: Knight. Fellowship: Discard a fortification to heal Ingold twice.

Lore: "Do you know aught of them? Will they answer the summons, think you?"

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 C 106

•Iorlas

Gondor Companion • Man

Game Text: Response: If a possession or engine is played by your opponent, remove a * token from your condition to make that opponent remove ●. If he or she cannot, discard that possession or engine.

Lore:

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 U 107

Knights Spear

Gondor Possession • Hand Weapon

Game Text: Bearer must be a * Man.

Skirmish: If you cannot spot 2 threats, add a threat to make bearer strength +1.

Lore:

Twilight Cost: 1

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 C 108

Long Prepared

Gondor Condition • Support Area

Game Text: To play, add 2 threats. Skirmish:

Exert a * Man to wound a roaming minion that Man is skirmishing. Discard this condition at the start of the regroup phase.

Lore: *"For myself, I have long known...."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 109

•Madril, Faramir's Aide

Gondor Companion • Man

Game Text: Ranger. Skirmish: If you have initiative, discard 2 cards from hand to wound a roaming minion Madril is skirmishing.

Lore: *"I have sent the company of Ithilien to strengthen it...."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 U 110

Man the Walls

Gondor Condition • Support Area

Game Text: The site number of each minion skirmishing a * Man is +1.

Lore: *"...their force was too weak to make any stroke of war on their own part...."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 111

•Noble Leaders

Gondor Condition • Support Area

Game Text: When you play this condition, place a * token here for each of the following characters you can spot: Aragorn, Boromir, Denethor or Faramir. Skirmish: Remove a token from here or discard this condition to make a * companion strength +1 and damage +1.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 112

•Pippin's Armor

Gondor Possession • Armor

Game Text: Bearer must be Pippin. While you can spot 3 * Men, Pippin may take no more than 1 wound in a skirmish.

Lore: *"Here do I swear fealty and service to Gondor...."*

Twilight Cost: 0

Strength: 2

Vitality: -1

Site Number/Signet:

Collector's Info: 7 R 113

•Pippin's Sword

Gondor Possession • Hand Weapon

Game Text: Bearer must be Pippin. Skirmish: Exert Pippin twice make him strength +1 for each * companion you spot.

Lore: *"The old man laid the sword along his lap, and Pippin put his hand to the hilt...."*

Twilight Cost: 1

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 R 114

Ranger of Minas Tirith

Gondor Companion • Man

Game Text: Ranger. While skirmishing a roaming minion, this companion is strength +2 and damage +1.

Lore: *"And upon its out-thrust knee was the Guarded City, with its seven walls of stone...."*

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector's Info: 7 C 115

Ranger of Osgiliath

Gondor Companion • Man

Game Text: Ranger. Regroup: Discard 2 cards from hand to exhaust a minion.

Lore: *"Osgiliath ... once the greatest city in all of Gondor...."*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 C 116

Reckless Counter

Gondor Event • Regroup

Game Text: Spot 2 knights or exert 2 * Men to liberate a site or discard any number of cards from hand.

Lore: *"Do not throw your life away so rashly!"*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 117

Second Level

Gondor Condition • Support Area

Game Text: Fortification. Maneuver: Exert a * Man or spot a ranger to transfer this condition from your support area to a minion.

Lore: *"...but the next faced half south...."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 7 C 118

•Seventh Level

Gondor Condition • Support Area

Game Text: Fortification. Skirmish: Exert 3 * Men to transfer this condition from your support area to a minion skirmishing a * Man.

Lore: *"Up it rose, even to the level of the topmost circle, and there was crowned by a battlement...."*

Twilight Cost: 5

Strength: -2

Vitality: -2

Site Number/Signet:

Collector's Info: 7 R 119

Stand to Arms

Gondor Event • Skirmish

Game Text: If you have initiative, discard 2 cards from hand to wound a roaming minion skirmishing a * Man twice.

Lore: *"Return to the outer walls!"*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 120

Stout Resistance

Gondor Event • Skirmish

Game Text: Add a threat to make a * Man strength +3.

Lore: *"...the hardiest of the garrison stood at bay."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 121

•Strong and Old

Gondor Condition • Support Area

Game Text: To play, spot 2 * Men. The twilight cost of each of your * fortifications is -1. Response: If an opponent is about to control a site, discard 2 * fortifications to prevent this.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 122

Support of the City

Gondor Condition • Support Area

Game Text: Fellowship: Play a * Man to place a * token here. Fellowship: Play a * companion. That companion's twilight cost is -1 for each token here. Discard this condition.

Lore: "...Gondor shall not perish yet."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 123

•Targon

Gondor Companion • Man

Game Text: Ranger. Skirmish: If you have initiative, discard 2 cards from hand to wound a Man Targon is skirmishing.

Lore: "This is a fortress and a tower of guard and is now in posture of war."

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 7 C 124

Third Level

Gondor Condition • Support Area

Game Text: Fortification. Skirmish: Exert a * Man or spot 2 rangers to transfer this condition from your support area to a minion skirmishing a * Man.

Lore: "...and the third half north..."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 7 U 125

•Unexpected Visitor

Gondor Condition

Game Text: Bearer must be a * companion. Each minion gains this ability: "Assignment: Assign this minion to bearer of Unexpected Visitor." Regroup: Discard this condition to discard a minion and remove ●.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 126

•Vorondil

Gondor Companion • Man

Game Text: While no opponent controls a site, Vorondil is strength +2. Regroup: Exert 3 * Men or 2 knights to liberate a site.

Lore: "...greater and stronger than Isengard, and far more beautiful."

Twilight Cost: 2

Strength: 5

Vitality: 3

Site Number/Signet:

Collector's Info: 7 R 127

While We Yet Live

Gondor Event • Skirmish

Game Text: Make a roaming minion skirmishing a * Man strength -3.

Lore: "...not if the Nameless One himself should come, not even he could enter..."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 128

•Bold Men and Grim

Raider Condition • Support Area

Game Text: To play, spot 2 ⚔ Men and add a threat. Each time a companion is about to be killed, you may remove a threat to discard a companion (except the Ring-bearer). Discard this condition at the start of the regroup phase.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 129

Dark Tidings

Raider Condition • Support Area

Game Text: Regroup: Spot 2 ⚔ Men and remove ● to add a threat (limit 1).

Lore: "...yet not all unguessed..."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 130

Desert Fighter

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to add a threat.

Lore: "...the great monsters were unfought..."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 131

Desert Nomad

Raider Minion • Man

Game Text: Southron. While you can spot 2 threats, this minion is damage +1.

Lore: "In the South the Haradrim are moving..."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 132

Desert Runner

Raider Minion • Man

Game Text: Southron. Ambush ●. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character.

Lore: "New forces of the enemy were hastening up the road from the River..."

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 133

Desert Scout

Raider Minion • Man

Game Text: Southron. Ambush ●. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character.

Lore: "...and the Haradrim rallied about them."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 134

Desert Sneak

Raider Minion • Man

Game Text: Southron. Ambush ●. When the Free Peoples player assigns this minion to a character and you have initiative, wound that character.

Lore: "...from the southward fields came the footmen of Harad..."

Twilight Cost: 1

Strength: 5

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 135

Desert Soldier

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to wound a companion or ally he is skirmishing.

Lore:

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 136

Desert Spearman

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to wound a companion or ally he is skirmishing.

Lore:

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 137

Desert Villain

Raider Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may remove ● to add a threat.

Lore: "...with red banners..."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 138

Easterling Aggressor

Raider Minion • Man

Game Text: Easterling. Skirmish: If you have initiative or you spot 3 Easterlings, discard 2 cards from hand to heal another Easterling.

Lore: "...others held westward to hold off the forces of Gondor..."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 139

Easterling Assailant

Raider Minion • Man

Game Text: Easterling. Skirmish: Remove a burden and exert this minion to heal another Easterling (or 2 Easterlings if you have initiative).

Lore: "The new host that we had tidings of has come first..."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 140

Easterling Attacker

Raider Minion • Man

Game Text: Easterling. Skirmish: Exert this minion to make him damage +1.

Lore: "Soon there will be battle on the fields."

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 141

Easterling Blademaster

Raider Minion • Man

Game Text: Easterling. Skirmish: Exert this minion to make him damage +1.

Lore: "...great forces were flowing in from the East."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 142

Easterling Footman

Raider Minion • Man

Game Text: Easterling. Maneuver: If you cannot spot 2 burdens, spot another Easterling and discard a card from hand to add a burden.

Lore: "...and so have many also in the East."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 R 143

Easterling Ransacker

Raider Minion • Man

Game Text: Easterling. Skirmish: Exert this minion to make him damage +1.

Lore: "...forces ten times, and more than ten times..."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 144

•Easterling Regiment

Raider Minion • Man

Game Text: Easterling. Fierce. Each time Easterling Regiment wins a skirmish, you may add ● for each burden.

Lore: "...there marched up an army of Easterlings..."

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 145

Easterling Sergeant

Raider Minion • Man

Game Text: Easterling. Maneuver: If you cannot spot a burden, spot another Easterling and exert this minion to add a burden.

Lore: "...Easterlings with axes..."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 146

Easterling Veteran

Raider Minion • Man

Game Text: Easterling. Skirmish: Remove 2 burdens to heal another Easterling.

Lore: "...enclosed in a ring of foes."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 U 147

Fierce in Despair

Raider Event • Regroup

Game Text: Spot 2 🧟 Men to discard a companion (except the Ring-bearer).

Lore: "...displaying his standard, black serpent upon scarlet..."

Twilight Cost: 7

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 148

Great Beasts

Raider Condition • Support Area

Game Text: To play, spot a 🧟 Man.

Regroup: Remove ● and spot 3 🧟 Men to make the move limit -1.

Lore: "...like moving houses in the red and fitful light..."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 149

Harsh Tongues

Raider Condition • Support Area

Game Text: To play, spot a 🧟 Man.

Regroup: Remove ● and spot a 🧟 Man to place a 🧟 token here. While there are 3 🧟 tokens here, the Shadow has initiative regardless of the Free Peoples player's hand.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 150

Hosts Still Unfought

Raider Event • Maneuver

Game Text: To play, spot 2 🧟 Men. Discard any number of cards from hand. The Free Peoples player then discards any number of cards from hand. For each card you discarded more than the Free Peoples player, add ●.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 151

•Mûmak Commander

Raider Minion • Man

Game Text: Southron. To play, spot a 🧟 Man. While you can spot 6 threats, each time this minion wins a skirmish, the companion he was skirmishing is killed.

Lore: "Great was the clash of their meeting."

Twilight Cost: 8

Strength: 16

Vitality: 4

Site Number/Signet: 4

Collector's Info: 7 R 152

Mûmakil of the Harad

Raider Event • Maneuver

Game Text: Spot a 🧟 minion to add ● for each threat.

Lore: "...dragging through the lanes amid the fires..."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 153

New Strength Came Now

Raider Event • Skirmish

Game Text: Make a Man strength +3 (or +6 if you have initiative).

Lore: "...Southrons in scarlet..."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 154

Raider Bow

Raider Possession • Ranged Weapon

Game Text: Bearer must be a Man. Bearer is an archer and ambush ●.

Lore: "Neither Hirluin the fair would return to Pinnath Gelin, nor Grimbold to Grimslade..."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 155

Raider Halberd

Raider Possession • Hand Weapon

Game Text: Bearer must be a Man.

Skirmish: Exert bearer to add ●.

Lore: "...the drawing of the scimitars of the Southrons was like a glitter of stars."

Twilight Cost: 0

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 C 156

Red Wrath

Raider Event • Skirmish

Game Text: Exert a Man to wound a companion he is skirmishing twice.

Lore: "...he came against the white horse and the green with great press of men..."

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 157

Rout

Raider Condition • Support Area

Game Text: To play, spot a Man. Each time the fellowship moves, the Free Peoples player must exert 2 companions if you have initiative.

Lore: "Already men were breaking away, flying wild and witless here and there..."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 158

Small Hope

Raider Condition • Support Area

Game Text: Maneuver: If you cannot spot 2 burdens, exert an Easterling to add a burden. Skirmish: Discard this condition to make an Easterling strength +2.

Lore: "...had any now that Faramir could hold the fords for longs."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 159

Southron Bandit

Raider Minion • Man

Game Text: Southron. Maneuver: Exert this minion to add ●. The Free Peoples player may add a threat to prevent this.

Lore: "...wild Southron men..."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 160

Southron Brigand

Raider Minion • Man

Game Text: Southron. Shadow: Remove ● and spot 3 Men to make one of those Men damage +1 until the regroup phase.

Lore: "...gathered about the standard of their chieftain."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 C 161

Southron Captain

Raider Minion • Man

Game Text: Southron. While you can spot 4 threats, this minion is damage +2.

Lore: "...a mounted champion of Harad..."

Twilight Cost: 6

Strength: 13

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 U 162

Southron Chieftain

Raider Minion • Man

Game Text: Southron. To play, spot a Man. Each time the Free Peoples player assigns this minion to a character, the Shadow has initiative until the end of the turn.

Lore: "...regiments from the South..."

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 R 163

Southron Conqueror

Raider Minion • Man

Game Text: Southron. Archer. While you can spot 6 twilight tokens, other Men are damage +1. While you can spot 9 twilight tokens, other Men are damage +1.

Lore: "...company upon company of the enemy pressed to the walls."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 164

Southron Intruder

Raider Minion • Man

Game Text: Southron. Archer. While you can spot 3 twilight tokens, all Men are strength +1. While you can spot 6 twilight tokens, all Men are strength +1. While you can spot 9 twilight tokens, all Men are strength +1.

Lore:

Twilight Cost: 6

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 165

Southron Leader

Raider Minion • Man

Game Text: Southron. Archery: Spot 4 Free Peoples cultures and either exert this minion or remove a threat to wound a companion (except the Ring-bearer).

Lore: "...Haradrim, cruel and tall."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 166

Southron Marksmen

Raider Minion • Man

Game Text: Southron. Archer. Fierce. To play, spot a Man. Archery: Exert this minion and remove a threat to make the minion archery total +1.

Lore: "Southward beyond the road lay the main force of the Haradrim..."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 167

Southron Thief

Raider Minion • Man

Game Text: Southron. Archery: Spot another Man, spot 6 companions, and remove a threat to exert a companion.

Lore: "...the red southland swords that would have hewed him as he lay."

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 7 U 168

Surging Up

Raider Condition • Support Area

Game Text: Regroup: Exert an Easterling and discard this condition to make the move limit -1 for this turn. The Free Peoples player may add 2 burdens to prevent this. Skirmish:

Discard this condition to heal an Easterling.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 169

•Suzerain of Harad

Raider Minion • Man

Game Text: Southron. Archer. While you have initiative, the Ring-bearer cannot take wounds during the archery phase and this minion is ambush ●.

Lore: "...there came flying a deadly dart...."

Twilight Cost: 6

Strength: 11


Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 170

Thrice Outnumbered

Raider Event • Regroup

Game Text: Spot a threat and X  Men to make the Free Peoples player exert X companions (limit 3).

Lore: "Southward beyond the road lay the main force of the Haradrim...."

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 171

Troop of Haradrim

Raider Minion • Man

Game Text: Southron. While you can spot 2 threats, this minion is an archer. While you can spot 3 threats, this minion is fierce. While you can spot 4 threats, this minion is damage +1.

Lore:

Twilight Cost: 5

Strength: 10


Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 C 172

War Towers

Raider Event • Maneuver

Game Text: Spot a  minion to add a threat. Add an additional threat for each companion over 4.

Lore: "...behind them rose the huge backs of the mûmakil...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 173

Called

Ringwraith Condition • Support Area

Game Text: Assignment: Remove 5 threats to assign a Nazgûl to a companion (except the Ring-bearer). The Free Peoples player may discard that companion.

Lore: "...sensing some other power within his valley."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 174

Corrupt

Ringwraith Event • Skirmish

Game Text: Make a Nazgûl strength +1 for each Free Peoples culture you spot.

Lore: "Figures stood there at its head, carved with cunning in forms human and bestial, but all corrupt and loathsome."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 175

Disposable Servants

Ringwraith Event • Regroup

Game Text: Spot a Nazgûl to discard any number of cards from your hand. The Free Peoples player then discards any number of cards from his or her hand. For each card you discarded more than the Free Peoples player, add a threat.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 176

Feel His Blade

Ringwraith Condition • Support Area

Game Text: Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. During the turn this card is transferred, the Shadow has initiative, regardless of the Free Peoples player's hand.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 177

Foul Clutches

Ringwraith Event • Skirmish

Game Text: Discard 3 cards from hand to make a Nazgûl strength +3.

Lore: "Ah! there one of the foul things is stooping on him."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 178

Ghastly Host

Ringwraith Condition • Support Area

Game Text: Shadow: Spot a Nazgûl and remove a threat to play a Nazgûl. Its twilight cost is -2.

Lore: "And out of the gate an army came."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 179

Gorbag, Lieutenant of Cirith Ungol

Ringwraith Minion • Orc

Game Text: While you can spot a Nazgûl, Gorbag is strength +2 and damage +1.

Lore: "If there's any game, me and my lads must be in it."

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 7 R 180

•Held Ground

Ringwraith Condition • Support Area

Game Text: To play, spot 2 Nazgûl and add up to 3 threats. Each time a companion is about to be killed, you may remove a threat to discard up to 2 possessions. Discard this condition and remove 3 threats during the regroup phase.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 181

Loathsome

Ringwraith Event • Response

Game Text: If a skirmish involving a Nazgûl is about to end, discard a possession borne by a companion in that skirmish.

Lore: "Frodo felt his senses reeling and his mind darkening."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 7 R 182

Mind and Body

Ringwraith Event • Response

Game Text: If a Nazgûl kills a character, wound each character bearing a  condition.

Lore: "Weariness and more than weariness oppressed him..."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 183

More Unbearable

Ringwraith Condition • Support Area
Game Text: To play, spot a Nazgûl. Regroup: Discard a Nazgûl to place a (U) token on this card. While there are 3 (U) tokens on this card, the Shadow has initiative, regardless of the Free Peoples player's hand.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 C 184

Morgul Answers

Ringwraith Condition • Support Area
Game Text: To play, spot a Nazgûl. Skirmish: Remove ● and spot 3 Nazgûl to discard a possession or condition borne by a companion a Nazgûl is skirmishing.
Lore: "There was a flare of livid lightnings...."
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 185

Morgul Axe

Ringwraith Possession • Hand Weapon
Game Text: Bearer must be a (U) Orc. While you can spot 2 wounds on the Ring-bearer, bearer is damage +1.
Lore: "...marching swiftly and silently, passing outwards in an endless stream."
Twilight Cost: 1
Strength: 2
Vitality:
Site Number/Signet:
Collector's Info: 7 C 186

Morgul Brawler

Ringwraith Minion • Orc
Game Text: While the Ring-bearer is exhausted, this minion is strength +3, fierce and damage +1.
Lore:
Twilight Cost: 4
Strength: 10
Vitality: 1
Site Number/Signet: 4
Collector's Info: 7 U 187

Morgul Brute

Ringwraith Minion • Orc
Game Text: When you play this minion, you may spot a Nazgûl to add a burden. The Free Peoples player may wound the Ring-bearer to prevent this. Skirmish: Remove a burden to make this minion strength +3.
Lore:
Twilight Cost: 2
Strength: 6
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 R 188

Morgul Cur

Ringwraith Minion • Orc
Game Text: While you can spot a Nazgûl, this minion is strength +2.
Lore: "They swarmed across like beetles."
Twilight Cost: 3
Strength: 8
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 C 189

Morgul Destroyer

Ringwraith Minion • Orc
Game Text: When you play this minion, you may spot a Nazgûl to add 2 threats. The Free Peoples player may wound the Ring-bearer to prevent this. Skirmish: Remove a threat to make this minion strength +3.
Lore:
Twilight Cost: 2
Strength: 6
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 U 190

Morgul Detachment

Ringwraith Minion • Orc
Game Text: While you can spot a Nazgûl, this minion is fierce and damage +1.
Lore: "His own folk quail at him, and they would slay themselves at his bidding."
Twilight Cost: 7
Strength: 15
Vitality: 4
Site Number/Signet: 4
Collector's Info: 7 R 191

Morgul Hound

Ringwraith Minion • Orc
Game Text: While you can spot 2 wounds on the Ring-bearer, this minion is strength +4 and fierce.
Lore: "All that host was clad in sable, dark as the night."
Twilight Cost: 2
Strength: 5
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 C 192

Morgul Lackey

Ringwraith Minion • Orc
Game Text: Skirmish: Exert this minion to make a Nazgûl or (U) Orc strength +1.
Lore: "He uses others as his weapons."
Twilight Cost: 2
Strength: 6
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 C 193

Morgul Mongrel

Ringwraith Minion • Orc
Game Text: While you can spot 3 wounds on the Ring-bearer, this minion is fierce and damage +1.
Lore: "The old wound throbbbed with pain and a great chill spread towards Frodo's heart."
Twilight Cost: 3
Strength: 7
Vitality: 2
Site Number/Signet: 4
Collector's Info: 7 C 194

•Morgul on the March

Ringwraith Condition • Support Area
Game Text: To play, spot a Nazgûl. Each time the Free Peoples player draws a card (except during the regroup phase), add a threat. Regroup: Discard a Nazgûl and this condition to add a threat.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 195

Morgul Predator

Ringwraith Minion • Orc
Game Text: Skirmish: Exert this minion to make a Nazgûl or (U) Orc strength +1.
Lore: "...driving his slaves in madness on before."
Twilight Cost: 5
Strength: 11
Vitality: 3
Site Number/Signet: 4
Collector's Info: 7 C 196

Morgul Regiment

Ringwraith Minion • Orc
Game Text: For each Nazgûl you can spot, the Free Peoples player must exert a companion to assign this minion to a skirmish. Skirmish: Exert this minion to make a Nazgûl or (U) Orc strength +1.
Lore: "...a host had issued from Minas Morgul...."
Twilight Cost: 7
Strength: 15
Vitality: 4
Site Number/Signet: 4
Collector's Info: 7 R 197

Morgul Ruffian

Ringwraith Minion • Orc
Game Text: While you can spot a Nazgûl, this minion may only take wounds during skirmish phases.
Lore: "...while the less stout-hearted quailed and wept."
Twilight Cost: 2
Strength: 7
Vitality: 1
Site Number/Signet: 4
Collector's Info: 7 C 198

Morgul Soldier

Ringwraith Minion • Orc

Game Text: Nazgûl are strength +1.

Lore: “...ever and anon, high above the city, a faint cry would come...”

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 7 C 199

Morgul Spawn

Ringwraith Minion • Orc

Game Text: While you can spot a Nazgûl, the Free Peoples player must exert a companion to assign this minion to a skirmish.

Lore: “...the fear of him has passed before him over the River.”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 7 C 200

Morgul Spearman

Ringwraith Minion • Orc

Game Text: While you can spot a Nazgûl, the Free Peoples player must exert a companion to assign this minion to a skirmish.

Lore: “And we have learned... that the Black Captain leads them once again...”

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector’s Info: 7 C 201

Morgul Whelp

Ringwraith Minion • Orc

Game Text: While you can spot a wound on the Ring-bearer, this minion is strength +6.

Lore:

Twilight Cost: 1

Strength: 3

Vitality: 1

Site Number/Signet: 4

Collector’s Info: 7 U 202

Nazgûl Scimitar

Ringwraith Possession • Hand Weapon

Game Text: Bearer must be a (U) minion.

While you can spot 5 threats, bearer is damage +1.

Lore: “...small black figures in rank upon rank...”

Twilight Cost: 1

Strength: 1

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 203

•Out of Sight and Shot

Ringwraith Condition • Support Area

Game Text: To play, spot a Nazgûl. Each time a companion is played, the Free Peoples player must exert a companion. Shadow: Spot a Nazgûl and discard this condition to play a Nazgûl from your discard pile.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 204

Put Forth His Strength

Ringwraith Condition • Support Area

Game Text: To play, spot a Nazgûl. Shadow: If you have initiative and there are 3 characters in the dead pile, spot 3 burdens, 3 threats and a Nazgûl to corrupt the Ring-bearer.

Lore: “...so their voices, which uttered only his will and malice, were filled with evil and horror.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 205

•Stronghold of Minas Morgul

Ringwraith Condition • Support Area

Game Text: Response: If your (U) minion wins a skirmish, place a (U) token here (limit 1 per site). Regroup: Spot 3 (U) tokens here to exhaust the Ring-bearer. Discard this condition.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 206

Their Power Is in Terror

Ringwraith Event • Maneuver

Game Text: Exert a Nazgûl to wound each ally.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 207

There Came a Cry

Ringwraith Event • Shadow

Game Text: Spot a Nazgûl to add a threat (or 3 threats if you have initiative).

Lore: “Mingled with harsh high voices as of birds of prey...”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 208

Too Late

Ringwraith Condition • Support Area

Game Text: Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. Each time bearer exerts, add ●.

Lore: “At that moment the rock quivered and trembled beneath them.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 209

•Úlairë Attëa, Wraith on Wings

Ringwraith Minion • Nazgûl

Game Text: Fierce. Shadow: If you have initiative, exert Úlairë Attëa and spot another (U) minion to add a burden.

Lore: “...faint, but heart-quelling, cruel and cold.”

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 7 R 210

•Úlairë Cantëa, Faster Than Winds

Ringwraith Minion • Nazgûl

Game Text: Fierce. When you play Úlairë Cantëa, add a threat for each companion over 4. Maneuver: Remove 2 threats and spot another (U) minion to discard a possession.

Lore: “...and of the winged terror, the Nazgûl.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 7 R 211

•Úlairë Enquëa, Faster Than Winds

Ringwraith Minion • Nazgûl

Game Text: Fierce. While you can spot 6 companions, Úlairë Enquëa is damage +1. Each time a companion is killed, you may exert Úlairë Enquëa to exert the Ring-bearer.

Lore:

Twilight Cost: 6

Strength: 11

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 7 U 212

•Úlairë Lemenya, Assailing Minion

Ringwraith Minion • Nazgûl

Game Text: Úlairë Lemenya is strength +1 for each other (U) minion you spot. While you can spot 3 (U) minions Úlairë Lemenya is fierce. While you can spot 4 (U) minions Úlairë Lemenya is damage +1.

Lore:

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 3

Collector’s Info: 7 R 213

•**Úlairë Lemenya**, Wraith on Wings
Ringwraith Minion • Nazgûl
Game Text: Regroup: If you have initiative, discard Úlairë Lemenya to discard a possession.
Lore: “*And even at that moment the sun for a second faltered and was obscured, as though a dark wing had passed across it.*”
Twilight Cost: 4
Strength: 9
Vitality: 2
Site Number/Signet: 3
Collector’s Info: 7 U 214

•**Úlairë Nelya**, Assailing Minion
Ringwraith Minion • Nazgûl
Game Text: Fierce. Skirmish: Discard a (U) minion to make Úlairë Nelya strength +2.
Lore: “*He shuddered, and hope seemed to wither.*”
Twilight Cost: 5
Strength: 10
Vitality: 3
Site Number/Signet: 2
Collector’s Info: 7 R 215

•**Úlairë Nelya**, Black-Mantled Wraith
Ringwraith Minion • Nazgûl
Game Text: Fierce. Regroup: If you have initiative, discard Úlairë Nelya to exert each Ring-bound companion.
Lore: “*It is the sign of our fall, and the shadow of doom, a Fell Rider of the air.*”
Twilight Cost: 5
Strength: 10
Vitality: 3
Site Number/Signet: 2
Collector’s Info: 7 U 216

•**Úlairë Nertëa**, Black-Mantled Wraith
Ringwraith Minion • Nazgûl
Game Text: Regroup: If you have initiative, discard Úlairë Nertëa to add a burden.
Lore: “*I fear that Minas Tirith shall fall. Night comes. The very warmth of my blood seems stolen away.*”
Twilight Cost: 4
Strength: 9
Vitality: 2
Site Number/Signet: 3
Collector’s Info: 7 U 217

•**Úlairë Otsëa**, Black-Mantled Wraith
Ringwraith Minion • Nazgûl
Game Text: Regroup: If you have initiative, discard Úlairë Otsëa to make the Free Peoples player exert a Ring-bound companion twice or return an unbound companion to his or her hand.
Lore: “*...horrible as carrion-fowl yet greater than eagles, cruel as death.*”
Twilight Cost: 4
Strength: 9
Vitality: 3
Site Number/Signet: 3
Collector’s Info: 7 U 218

•**Úlairë Toldëa**, Wraith on Wings
Ringwraith Minion • Nazgûl
Game Text: Fierce. While you have initiative and can spot a Nazgûl, Úlairë Toldëa’s twilight cost is -6.
Lore: “*Almost beyond hearing he thought he caught, high and far up in the heavens, a cry....*”
Twilight Cost: 6
Strength: 12
Vitality: 3
Site Number/Signet: 3
Collector’s Info: 7 R 219

War Long Planned
Ringwraith Event • Skirmish
Game Text: Make a (U) Orc strength +2 (or +4 if you spot 2 wounds on the Ring-bearer).
Lore: “*Through many ages Sauron has hated the West....*”
Twilight Cost: 1
Strength: 4
Vitality: 3
Site Number/Signet: 3
Collector’s Info: 7 C 220

•**The Witch-king**, Morgul King
Ringwraith Minion • Nazgûl
Game Text: Fierce. When you play The Witch-king, you may remove a threat to take a (U) card into hand from your discard pile. The Ring-bearer cannot take threat wounds.
Lore: “*Through many ages Sauron has hated the West....*”
Twilight Cost: 8
Strength: 14
Vitality: 4
Site Number/Signet: 3
Collector’s Info: 7 R 221

•**Déor**
Rohan Ally • Home 3I • Man
Game Text: Villager. Skirmish: If you have initiative, discard a card from hand to make a (M) Man strength +1.
Lore: “*As the king approached many men sprang up out of the rocks....*”
Twilight Cost: 1
Strength: 4
Vitality: 2
Site Number/Signet: 3
Collector’s Info: 7 C 222

Death They Cried
Rohan Event • Maneuver
Game Text: Spot a mounted (M) Man to exert a minion. That minion’s owner may exert a companion and if he or she does so, you may exert a minion; repeat this until a player does not exert a character.
Lore: “*But the Rohirrim sang no more. Death they cried with one voice....*”
Twilight Cost: 2
Strength: 4
Vitality: 3
Site Number/Signet: 3
Collector’s Info: 7 R 223

•**Elfhelm**, Marshal of Rohan
Rohan Companion • Man
Game Text: Valiant. Skirmish: Exert Elfhelm to make him strength +1 for each uncontrolled plains site you can spot.
Lore: “*There seemed to be some understanding between Dernhelm and Elfhelm, the Marshal who commanded the éored in which they were riding.*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: 7
Collector’s Info: 7 U 224

Elite Rider
Rohan Companion • Man
Game Text: When this companion is in your starting fellowship, his twilight cost is -1. While skirmishing a wounded minion, this companion is strength +2.
Lore: “*There seemed to be some understanding between Dernhelm and Elfhelm, the Marshal who commanded the éored in which they were riding.*”
Twilight Cost: 3
Strength: 6
Vitality: 3
Site Number/Signet: 7
Collector’s Info: 7 C 225

Enraged Horseman
Rohan Companion • Man
Game Text: While you can spot another (M) Man and this companion is skirmishing a wounded minion, this companion is strength +2 and damage +1.
Lore: “*Doom drove them on. Darkness took them, / horse and horseman; hoofbeats afar / sank into silence: so the songs tell us.*”
Twilight Cost: 2
Strength: 5
Vitality: 3
Site Number/Signet: 7
Collector’s Info: 7 C 226

•**Éomer**, Skilled Tactician
Rohan Companion • Man
Game Text: Valiant. While you can spot a (M) Man, Éomer’s twilight cost is -1. Fellowship: Play a (M) companion to take a (M) possession or (M) skirmish event into hand from your discard pile.
Lore: “*...call the heralds, Éomer.... Let the Riders be marshalled!*”
Twilight Cost: 3
Strength: 8
Vitality: 3
Site Number/Signet: Aragorn
Collector’s Info: 7 R 227

•**Éowyn**, Dernhelm
Rohan Companion • Man
Game Text: Valiant. While skirmishing a mounted minion, Éowyn is strength +2. While skirmishing a fierce minion, Éowyn is strength +2.
Lore: “*Do you not? Then call me Dernhelm.*”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: Théoden
Collector’s Info: 7 R 228

•**Éowyn, Restless Maiden**
 Rohan Companion • Man
Game Text: Skirmish: Discard a possession borne by Éowyn to make her strength +2.
Lore: “He turned and saw her as a glimmer... for she was clad in white; but her eyes were on fire.”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet: Aragorn
Collector’s Info: 7 C 229

•**Éowyn’s Sword, Dernhelm’s Blade**
 Rohan Possession • Hand Weapon
Game Text: Bearer must be Éowyn. You may play this possession anytime you could play a skirmish event. When you play this possession, you may wound a minion Éowyn is skirmishing.
Lore: “A swift stroke she dealt, skilled and deadly.”
Twilight Cost: 1
Strength: 3
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 230

Fey He Seemed
 Rohan Event • Skirmish
Game Text: Make a Man strength +2 (or +3 and damage +1 if skirmishing a wounded minion).
Lore: “...the battle-fury of his fathers ran like new fire in his veins...”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 231

•**Firefoot, Éomer’s Steed**
 Rohan Possession • Mount
Game Text: Bearer must be a Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert. Regroup: If bearer is Éomer, exert him to discard a condition. Any Shadow player may remove ● to prevent this.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 232

•**Grimbold, Marshal of Rohan**
 Rohan Companion • Man
Game Text: Valiant. Skirmish: Replace the fellowship’s site with your plains site of the same number to discard a card from hand.
Lore: “And Grimbold shall lead his towards the left.”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet:
Collector’s Info: 7 R 233

Guarded Fastness
 Rohan Event • Maneuver
Game Text: If you have initiative, discard 2 cards from hand to heal all allies.
Lore: “...for I will not leave my strongholds all unguarded.”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 234

•**Guthláf, Herald**
 Rohan Companion • Man
Game Text: Skirmish: Discard a condition to make Guthláf strength +1.
Lore: “And straightaway all the horns in the host were lifted up in music...”
Twilight Cost: 2
Strength: 6
Vitality: 3
Site Number/Signet:
Collector’s Info: 7 C 235

•**Herugrim, Sword of the Mark**
 Rohan Possession • Hand Weapon
Game Text: Bearer must be Théoden. He is damage +1. Response: If Théoden is about to take a wound and you cannot spot 3 threats, add 2 threats to prevent that wound.
Lore: “Out swept his sword, and he spurred to the standard, hewed staff and bearer...”
Twilight Cost: 3
Strength: 2
Vitality: 1
Site Number/Signet:
Collector’s Info: 7 R 236

His Golden Shield
 Rohan Event • Regroup
Game Text: Spot 3 Men to make an opponent remove ● or place a random card from hand beneath his or her draw deck. Do this once for each card in that player’s hand when you play this event.
Lore: “...even as Oromë the Great in the battle of the Valar when the world was young.”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 237

Knights of His House
 Rohan Event • Maneuver
Game Text: Choose an opponent. For each mounted companion you spot, that opponent must remove ● or place a random card from hand beneath his or her draw deck.
Lore: “Éomer rode there, and the white horsetail on his helm floating in his speed...”
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 238

•**Léowyn**
 Rohan Ally • Home 3⁺ • Man
Game Text: Villager Fellowship: If you have initiative, discard 2 cards from hand to heal a Man.
Lore: “...when they saw the king they cried with glad voices: ‘Théoden King! Théoden King!’”
Twilight Cost: 1
Strength: 4
Vitality: 2
Site Number/Signet:
Collector’s Info: 7 R 239

Long Spear
 Rohan Possession • Hand Weapon
Game Text: Bearer must be a Man. You may add a threat to play this possession anytime you could play a skirmish event.
Lore: “...more skilled was their knighthood with long spears...”
Twilight Cost: 1
Strength: 2
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 240

•**Merry’s Armor**
 Rohan Possession • Armor
Game Text: Bearer must be Merry. While you can spot 3 Men, Merry cannot be overwhelmed unless his strength is tripled.
Lore: “Rise now, Meriadoc, esquire of Rohan of the household of Meduseld!”
Twilight Cost: 0
Strength: 2
Vitality: -1
Site Number/Signet:
Collector’s Info: 7 R 241

•**Merry’s Sword**
 Rohan Possession • Hand Weapon
Game Text: Bearer must be Merry. Maneuver: Exert Merry twice to exert a minion once for each companion you spot.
Lore: “Merry’s sword had stabbed him from behind, shearing through the black mantle...”
Twilight Cost: 1
Strength: 2
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 242

Morning Came
 Rohan Event • Skirmish
Game Text: Make a Man strength +4. Any Shadow player make place a random card from hand beneath his or her draw deck to make that Man strength +2 instead.
Lore: “...morning and a wind from the sea; and darkness was removed, and the hosts of Mordor wailed...”
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 243

Mustering for Battle

Rohan Condition • Support Area

Game Text: To play, spot 3 Men.

Maneuver: Exert a companion twice or discard this condition to play a possession from your discard pile.

Lore: *“For we are already at war, as you may have seen, and you do not find us all unprepared.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 244

Riding Armor

Rohan Possession • Armor

Game Text: Bearer must be a Man.

Response: If you have initiative and bearer is about to take a wound in a skirmish, discard 3 cards from hand to prevent that wound.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 245

Rohirrim Guard

Rohan Companion • Man

Game Text: Skirmish: Discard a card from hand to exert a minion skirmishing this companion.

Lore: *“...and strengthened his host by some three score of Riders that came late to the weapontake.”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 C 246

Rohirrim Herdsman

Rohan Ally • Home 3 • Man

Game Text: Villager. To play, spot 2 Men. Regroup: Discard 3 cards from hand to remove a threat.

Lore: *“...he found the remaining strength of his people already assembled....”*

Twilight Cost: 1

Strength: 4

Vitality: 2

Site Number/Signet:

Collector’s Info: 7 C 247

Rohirrim Javelin

Rohan Possession • Ranged Weapon

Game Text: Bearer must be a Man.

Archery: Discard this possession to make the fellowship archery total +1.

Lore: *“...the Rohirrim went hither and thither at their will.”*

Twilight Cost: 1

Strength: 1

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 248

Seeking New Foes

Rohan Condition • Support Area

Game Text: Skirmishes are resolved in an order decided by the first Shadow player. Each time a Man wins a skirmish, place a token here. Each Man is strength +1 for each token here. Discard this condition during the regroup phase.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 249

•Snowmane

Rohan Possession • Mount

Game Text: Bearer must be a Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Regroup: If bearer is Théoden, exert him to liberate a site. Any Shadow player may remove to prevent this.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 250

Stern People

Rohan Condition • Support Area

Game Text: To play, spot 2 Men.

Regroup: Discard cards from hand equal to the number of cards in an opponent’s hand to make the move limit +1 for this turn. Each Shadow player may take up to 4 cards into hand from his or her discard pile. Discard this condition.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 R 251

Strong Arms

Rohan Condition

Game Text: To play, spot a Man. Plays on a site. This site is a plains. Each Man is strength +1 at this site.

Lore: *“But he knows that we are a people who fight rather upon horseback and in the open....”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 252

Swift Steed

Rohan Possession • Mount

Game Text: Bearer must be a Man. While at a plains site, bearer takes no more than 1 wound during each skirmish. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 253

•Théoden, Leader of Spears

Rohan Companion • Man

Game Text: Valiant. While you can spot a Man, Théoden’s twilight cost is -1. Each time the fellowship moves, you may exert a companion to exert a minion.

Lore: *“Forth rode Théoden. Five nights and days / east and onward rode the Eorlingas....”*

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: Théoden

Collector’s Info: 7 U 254

•Théoden, Rekindled King

Rohan Companion • Man

Game Text: While you can spot a Man, Théoden’s twilight cost is -1. Fellowship: If the twilight pool has fewer than 2 twilight tokens, play a possession on Théoden and add to heal another companion.

Lore:

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: Gandalf

Collector’s Info: 7 R 255

They Sang as They Slew

Rohan Event • Regroup

Game Text: Exert X mounted companions to wound X minions.

Lore: *“...for the joy of battle was on them, and the sound of their singing that was fair and terrible came even to the City.”*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 C 256

Veteran Horseman

Rohan Companion • Man

Game Text: Skirmish: Exert this companion to make him strength +1 for each mounted companion you spot.

Lore: *“...through Folde and Fenmarch and the Firienwood, six thousand spears to Sunlending....”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector’s Info: 7 C 257

White Hot Fury

Rohan Event • Skirmish

Game Text: Make a mounted Man strength +1 for each mounted companion. If that Man is skirmishing a minion, also make him or her strength +2 and damage +2.

Lore: *“Fewer were they but they clove through the Southrons like a fire-bolt in a forest.”*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 7 U 258

Wind in His Face

Rohan Event • Skirmish

Game Text: Make a Man strength +2. If that Man is mounted, choose an opponent who must place a random card from hand beneath his or her draw deck.

Lore: *"Far, far away, in the South the clouds could be dimly seen as remote grey shapes, rolling up, drifting: morning lay beyond them."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 259

•Windfola

Rohan Possession • Mount

Game Text: Bearer must be a Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

Skirmish: If bearer is Éowyn, exert her twice to wound a fierce minion she is skirmishing.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 260

With Strength to Fight

Rohan Condition • Support Area

Game Text: To play, spot a companion. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition to heal up to 2 companions.

Lore: *"...it is a long road..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 261

Above the Battlement

Sauron Event • Shadow

Game Text: Play a besieger stacked on a site you control or remove a burden to play a Orc from your discard pile.

Lore: *"...they began to throw missiles marvellously high..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 262

Anguish

Sauron Event • Skirmish

Game Text: Remove 3 threats to make a character skirmishing a Orc strength -3.

Lore: *"...the Rammas is breached far and wide..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 C 263

•Army of Udûn

Sauron Minion • Orc

Game Text: Shadow: Discard a Orc to add a threat. Skirmish: Remove a threat to make Army of Udûn strength +1. Regroup: Discard Army of Udûn and X other Orcs to add X threats.

Lore:

Twilight Cost: 9

Strength: 19

Vitality: 5

Site Number/Signet: 6

Collector's Info: 7 U 264

Besieging Pike

Sauron Possession • Hand Weapon

Game Text: Bearer must be a Orc. If you have initiative, bearer is strength +3.

Lore: *"...all day more force and gear of war had poured across."*

Twilight Cost: 0

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 C 265

Breached

Sauron Event • Regroup

Game Text: Remove 4 threats and spot 2 Orcs to make the Free Peoples player spot a companion and place that companion in the dead pile.

Lore: *"Yet now under the Lord of Barad-dûr the most fell of all his captains is already master of your outer walls..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 266

Din of Arms

Sauron Event • Maneuver

Game Text: Choose an opponent to discard the top card of his or her draw deck. If the twilight cost of that card is less than the number of besiegers you spot, take control of a site and all besiegers are strength +3 until the regroup phase.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 267

•Encirclement

Sauron Condition • Support Area

Game Text: For each 2 sites you control, the twilight cost of each of your cards is -1. Regroup: Spot a minion to draw a card (or draw 2 cards instead if that minion is a besieger). Discard this condition.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 268

Fires Raged Unchecked

Sauron Condition • Support Area

Game Text: The site number of each Orc is -1 for each threat. While you can spot 3 threats, each Orc that is not roaming is strength +1.

Lore: *"And so slowly they passed out of a dim day of fears into the darkness of a desperate night."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 R 269

Gorgoroth Attacker

Sauron Minion • Orc

Game Text: Besieger. When you play this minion from a site you control, add a burden for each site you control.

Lore: *"...the weakest point in all that high and impenetrable wall."*

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 7 U 270

Gorgoroth Axeman

Sauron Minion • Orc

Game Text: Besieger. Skirmish: Discard this minion to make a minion strength +1 for each site you control (or +2 if you have initiative).

Lore: *"Down from the hills... poured Orcs innumerable."*

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 7 U 271

Gorgoroth Engineer

Sauron Minion • Orc

Game Text: Besieger. When you play this minion from a site you control, add 2 threats.

Lore: *"From behind the battle the River had been swiftly bridged..."*

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 7 U 272

Gorgoroth Garrison

Sauron Minion • Orc

Game Text: Besieger. Regroup: Discard 2 cards from hand to stack a Orc on a site you control (or discard 1 card from hand if that Orc is a besieger).

Lore: *"...their purpose was only to test the strength of the defence..."*

Twilight Cost: 3


Strength: 9

Vitality: 2

Site Number/Signet: 5

Collector's Info: 7 C 273


Gorgoroth Officer
Sauron Minion • Orc

Game Text: Besieger. Skirmish: Discard 2 cards from hand to play a  Orc stacked on a site you control. That Orc is fierce and strength +6 until the regroup phase.
Lore: *"The drums rolled louder. Fires leaped up."*
Twilight Cost: 5
Strength: 12
Vitality: 2
Site Number/Signet: 5
Collector's Info: 7 R 274


Gorgoroth Pillager
Sauron Minion • Orc

Game Text: Besieger. While this minion is stacked on a site you control, besiegers are fierce.
Lore: *"Great engines crawled across the field...."*
Twilight Cost: 4
Strength: 10
Vitality: 2
Site Number/Signet: 5
Collector's Info: 7 C 275

Gorgoroth Ransacker
Sauron Minion • Orc

Game Text: Besieger. Skirmish: If this minion is stacked on a site you control, discard him to make a  Orc strength +5 (or +10 if you have initiative).
Lore: *"...company upon company of the enemy pressed to the walls."*
Twilight Cost: 4
Strength: 10
Vitality: 2
Site Number/Signet: 5
Collector's Info: 7 C 276

Gorgoroth Sapper
Sauron Minion • Orc

Game Text: Besieger. Shadow: Discard 2 cards from hand to play a  Orc stacked on a site you control (discard 1 card from hand instead if that Orc is a besieger).
Lore: *"It was against the Gate that he would throw his heaviest weight."*
Twilight Cost: 3
Strength: 9
Vitality: 2
Site Number/Signet: 5
Collector's Info: 7 C 277

Gorgoroth Soldier
Sauron Minion • Orc

Game Text: Besieger. Response: If a besieger is about to take a wound, discard 2 cards from hand to prevent it.
Lore: *"Ever since the middle night the great assault had gone on."*
Twilight Cost: 3
Strength: 9
Vitality: 2
Site Number/Signet: 5
Collector's Info: 7 U 278




Gorgoroth Troop
Sauron Minion • Orc

Game Text: Besieger. Skirmish: Stack your besieger on a site you control to make Gorgoroth Troop strength +2.
Lore: *"They are strong: battalions of Orcs of the Eye...."*
Twilight Cost: 6
Strength: 14
Vitality: 4
Site Number/Signet: 5
Collector's Info: 7 R 279

Great Peril of Fire

Sauron Condition • Support Area
Game Text: To play, spot a besieger or a site you control. Maneuver: Discard an engine to discard a condition from the Free Peoples support area.
Lore: *"...all who could be spared were busy quelling the flames that sprang up in many places."*
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 280


Great Siege-towers

Sauron Condition • Support Area
Game Text: Engine. Shadow: Play a besieger to place a  token here. Skirmish: Remove a  token from a condition to make a  Orc strength +1 (limit +2).
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 U 281


Host of Udûn

Sauron Minion • Orc
Game Text: When you play Host of Udûn, you may remove X threats to make its twilight cost -X.
Lore: *"The great doors of the Black Gate swung back wide. Out of it streamed a great host as swiftly as swirling waters when a sluice is lifted."*
Twilight Cost: 10
Strength: 21
Vitality: 5
Site Number/Signet: 6
Collector's Info: 7 U 282


Legions of Morgul

Sauron Condition • Support Area
Game Text: To play, spot 2  Orcs and add up to 3 threats. Each time a companion is about to be killed, you may remove a threat to make all minions fierce until the regroup phase. Discard this condition and remove 3 threats at the start of the regroup phase.
Lore:
Twilight Cost: 3
Strength:
Vitality:
Site Number/Signet:
Collector's Info: 7 R 283


Mordor Assassin

Sauron Minion • Orc
Game Text: Response: If a companion is overwhelmed during a skirmish involving a  Orc, remove a threat to assign this minion to the Ring-bearer (even if the Ring-bearer is already assigned).
Lore: *"Drums rolled and fires leaped up."*
Twilight Cost: 3
Strength: 9
Vitality: 3
Site Number/Signet: 6
Collector's Info: 7 R 284


Mordor Defender

Sauron Minion • Orc
Game Text: Skirmish: Exert this minion and spot another  minion and to add a threat.
Lore: *"...towards Mordor where the first bitter assault would come...."*
Twilight Cost: 2
Strength: 7
Vitality: 2
Site Number/Signet: 6
Collector's Info: 7 C 285


Mordor Fighter

Sauron Minion • Orc
Game Text: While you can spot a threat and another  Orc, the Shadow has initiative, regardless of the Free Peoples player's hand.
Lore: *"The men of the West were trapped...."*
Twilight Cost: 2
Strength: 7
Vitality: 2
Site Number/Signet: 6
Collector's Info: 7 R 286

Mordor Guard


Sauron Minion • Orc
Game Text: Skirmish: Exert 3  Orcs to add 3 threats. When this minion is discarded, remove 3 threats.
Lore: *"...from the host of Mordor there went up a jeering yell."*
Twilight Cost: 3
Strength: 9
Vitality: 3
Site Number/Signet: 6
Collector's Info: 7 C 287

Mordor Regular

Sauron Minion • Orc
Game Text: Skirmish: Exert this minion and spot another  minion to add a threat.
Lore: *"...but the sun now climbing towards the South was veiled in the reeks of Mordor...."*
Twilight Cost: 3
Strength: 8
Vitality: 2
Site Number/Signet: 6
Collector's Info: 7 C 288

Mordor Savage

Sauron Minion • Orc

Game Text: Skirmish: Exert this minion and spot another  minion and to add a threat.
Lore: "...he watched the enemy come charging to the assault."

Twilight Cost: 4

Strength: 10

Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 U 289

Mordor Soldier

Sauron Minion • Orc

Game Text: Skirmish: Remove a threat to make this minion strength +4.

Lore: "...or the end maybe of all the world of light."

Twilight Cost: 1

Strength: 3


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 290

Mordor Trooper

Sauron Minion • Orc

Game Text: Skirmish: Remove 2 threats to make a  Orc strength +6.

Lore: "...and then all hope was quenched."

Twilight Cost: 2

Strength: 6


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 291

Mordor Veteran

Sauron Minion • Orc

Game Text: Skirmish: Remove 3 threats to make a  minion strength +8.

Lore: "...the first assault crashed into them."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 292

Mordor Warrior

Sauron Minion • Orc

Game Text: Skirmish: Discard a card from your hand to make a companion skirmishing this minion strength -1 for each other  Orc you spot (limit -3).

Lore: "Sauron had taken the proffered bait in jaws of steel."

Twilight Cost: 3

Strength: 9

Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 293

•Orc Archer Troop

Sauron Minion • Orc

Game Text: Archer. If you have initiative, the minion archery total is +1 and Orc Archer Troop is fierce.

Lore: "The wind blew, and the trumpets sang, and arrows whined...."

Twilight Cost: 6

Strength: 15


Vitality: 4

Site Number/Signet: 6

Collector's Info: 7 U 294

Orc Assault Band

Sauron Minion • Orc

Game Text: Skirmish: Spot 6 companions and exert this minion to make another  Orc strength +6.

Lore: "The plain was dark with their marching companies...."

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 295

Orc Brood

Sauron Minion • Orc

Game Text: Skirmish: Discard 3 cards from hand to make this minion strength +3.

Lore: "...the vomit of the maggots-folk of Mordor."

Twilight Cost: 2

Strength: 7


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 296

Orc Butcher

Sauron Minion • Orc

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

Lore:

Twilight Cost: 2

Strength: 6


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 297

Orc Chaser

Sauron Minion • Orc

Game Text: Tracker. The site number of each  Orc is -1. While you have initiative, this minion is strength +6.

Lore: "But still the Enemy made no sign."

Twilight Cost: 2

Strength: 6


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 298

Orc Destroyer

Sauron Minion • Orc

Game Text: Shadow: Remove ● and spot 3  Orcs to draw a card.

Lore: "...all the hills and rocks about the Morannon were filled with hidden foes...."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 C 299

Orc Fanatic

Sauron Minion • Orc

Game Text: Skirmish: Discard this minion to make another  Orc strength +3.

Lore: "...far away he saw fires spring up...."

Twilight Cost: 2

Strength: 7


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 300

Orc Marauder

Sauron Minion • Orc

Game Text: While you can spot 3 other  Orcs, this minion is strength +5.

Lore: "...their bodies were cast aside... and others took their place."

Twilight Cost: 4

Strength: 11


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 301

Orc Officer

Sauron Minion • Orc

Game Text: Each time a  Orc overwhelms a companion, add 3 burdens.

Lore: "...and the shadowy defile beyond was bored and tunnelled by teeming broods of evil things."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 302

Orc Pursuer

Sauron Minion • Orc

Game Text: Tracker. The site number of each  Orc is -1. While you have initiative, this minion is strength +5.

Lore: "...and they knew that they were watched."

Twilight Cost: 1

Strength: 5


Vitality: 2

Site Number/Signet: 6

Collector's Info: 7 C 303

Orc Rager

Sauron Minion • Orc

Game Text: Skirmish: Discard this minion to make another  Orc strength +4.

Lore: "The drums rolled and rattled."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 C 304

Orc Savage

Sauron Minion • Orc

Game Text: While you can spot 6 companions and another  Orc, this minion is strength +9 and fierce.

Lore: "North amid the noisome pits lay the first of the great heaps and hills of slag...."

Twilight Cost: 3

Strength: 9



Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 U 305

•Orc Seeker

Sauron Minion • Orc

Game Text: Tracker. The site number of each  Orc is -1. If you have initiative when you play this minion, you may spot another  Orc to draw 2 cards.

Lore: "...even before they came to the gate Sauron sprang his trap."

Twilight Cost: 4

Strength: 11


Vitality: 3

Site Number/Signet: 6

Collector's Info: 7 R 306

Orc Stalker

Sauron Minion • Orc

Game Text: The site number of each  Orc is -1. While you have initiative, this minion is strength +8.

Lore: "...his soldiers blew their horns in a signal long arranged...."

Twilight Cost: 3

Strength: 8

Vitality: 2



Site Number/Signet: 6

Collector's Info: 7 U 307

Rally the Host

Sauron Condition • Support Area

Game Text: To play, spot 2  Orcs.

Regroup: Exert a  Orc and remove a threat to shuffle a  Orc from play into your draw deck.

Lore: "And now the fighting waxed furious on the fields of the Pelennor...."

Twilight Cost: 0

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 7 R 308

Rope and Winch

Sauron Event • Skirmish

Game Text: To play, spot 2  Orcs.

Discard any number of cards from hand. The Free Peoples player then discards any number of cards from hand. For each card you discarded more than the Free Peoples player, make a  Orc strength +2.

Lore:

Twilight Cost: 1

Strength:

Vitality:




Site Number/Signet:

Collector's Info: 7 U 309

Sauron's Hatred

Sauron Condition • Support Area

Game Text: To play, spot a  Orc.

Shadow: Remove a threat to play a  Orc without paying any roaming penalty. Regroup: Spot a  Orc and remove  to add a threat.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 7 U 310

•Siege Commander

Sauron Minion • Orc

Game Text: Besieger. Skirmish: Discard 2 cards from hand to make a besieger fierce until the regroup phase.

Lore: "They have taken the wall!"

Twilight Cost: 5

Strength: 12



Vitality: 3

Site Number/Signet: 5

Collector's Info: 7 R 311

Siegecraft

Sauron Event • Response

Game Text: If your  Orc wins a skirmish, make all your  Orcs fierce until the regroup phase.

Lore: "They are blasting breaches in it."

Twilight Cost: 4

Strength:

Vitality:



Site Number/Signet:

Collector's Info: 7 C 312

Some Secret Art of Flame

Sauron Condition • Support Area

Game Text: To play, spot a  Orc.

Regroup: Play a  condition to place a  token on this card. While there are 3 tokens on this card, the Shadow has initiative, regardless of the Free Peoples player's hand.

Lore:

Twilight Cost: 1

Strength:




Vitality:

Site Number/Signet:

Collector's Info: 7 C 313

•Stronghold of Cirith Ungol

Sauron Condition • Support Area

Game Text: Response: If your  minion wins a skirmish, place a  token here (limit 1 per site). Regroup: Add  for each token here. Discard this condition.

Lore: "In the Land of Mordor where the Shadows lie."

Twilight Cost: 1

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 7 R 314

•Tower Walkway

Sauron Condition • Support Area

Game Text: Engine. To play, spot a  Orc. Each besieger is strength +1 for each site you control. Regroup: Discard 3  Orcs to take control of a site. Discard this condition.

Lore: "...the hidden Captain put forth his strength."

Twilight Cost: 1

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 7 C 315

•Troop Tower

Sauron Condition • Support Area

Game Text: Engine. To play, spot a  Orc. All  Orcs are strength +1 for each besieger stacked on a site. Regroup: Discard a besieger to take control of a site. Discard this condition.

Lore: "Slowly the great siege-towers built in Osgiliath rolled forward through the dark."

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 7 R 316

•Frodo, Hope of Free Peoples

Shire Companion • Hobbit

Game Text: Ring-bearer (resistance 10). Ring-bound. Each time the fellowship moves, you may add  to remove a threat.

Lore: "Aiya Eärendil Elenion Ancalima!"

Twilight Cost: 0

Strength: 3



Vitality: 4

Site Number/Signet: Aragorn

Collector's Info: 7 C 317

•Frodo, Wicked Masster!

Shire Companion • Hobbit

Game Text: Ring-bearer (resistance 10). Ring-bound. Skirmish: At sites 6 to 8, add 4 burdens to wound a minion skirmishing Frodo.

Lore: "Wicked masster cheats us; cheats Smeáagol, gollum."

Twilight Cost: 0

Strength: 3

Vitality: 4

Site Number/Signet: Gandalf

Collector's Info: 7 R 318

Hobbit Sword

Shire Possession • Hand Weapon

Game Text: Bearer must be a Hobbit.

Lore:

Twilight Cost: 1

Strength: 2

Vitality:

Site Number/Signet:

Collector's Info: 7 C 319

•Merry, Rohirrim Squire

Shire Companion • Hobbit

Game Text: Skirmish: If you cannot spot 3 threats, add a threat to make Merry strength +2.

Lore: "I will be ready... even if you bid me ride with you on the Paths of the Dead."


Twilight Cost: 1

Strength: 3

Vitality: 4

Site Number/Signet: Gandalf

Collector's Info: 7 C 320

•**Merry**, Swordthain
Shire Companion • Hobbit
Game Text: Skirmish: If Merry is not assigned to a skirmish, return him to your hand to play up to 2  possessions from your discard pile.
Lore: “*And I would not have it said of me in song only that I was always left behind!*”
Twilight Cost: 1
Strength: 3
Vitality: 4
Site Number/Signet: Théoden
Collector’s Info: 7 R 321

Noble Intentions
Shire Event • Skirmish
Game Text: Exert a companion (except a Hobbit) to make a Hobbit strength +3.
Lore:
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 C 322

•**Pippin**, Sworn to Service
Shire Companion • Hobbit
Game Text: While you cannot spot 4 threats, Pippin is strength +1 for each threat you can spot.
Lore: “*I do not know what put it into your head, or your heart, to do that. But it was well done.*”
Twilight Cost: 1
Strength: 3
Vitality: 4
Site Number/Signet: Gandalf
Collector’s Info: 7 C 323



•**Pippin**, Wearer of Black and Silver
Shire Companion • Hobbit
Game Text: Skirmish: If Pippin is not assigned to a skirmish, return him to your hand to wound a roaming minion twice.
Lore: “*And as for orders, I think you have a madman to deal with, not a lord.*”
Twilight Cost: 1
Strength: 3
Vitality: 4
Site Number/Signet: Aragorn
Collector’s Info: 7 R 324



Pressing On
Shire Condition • Support Area
Game Text: To play, spot 2 Hobbits. Each time the fellowship moves, add a threat or discard this condition. Regroup: Discard this condition and exert a Hobbit companion to play the fellowship’s next site (replacing opponent’s site if necessary).
Lore:
Twilight Cost: 0
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 R 325

•**Sam**, Needer of Vittles
Shire Companion • Hobbit
Game Text: Ring-bound. Fellowship: Play a Hobbit companion to remove a burden.
Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).
Lore: “*...but where there’s life there’s hope, as my Gaffer used to say....*”
Twilight Cost: 2
Strength: 3
Vitality: 4
Site Number/Signet: Aragorn
Collector’s Info: 7 C 326


•**Sam**, Resolute Halfling
Shire Companion • Hobbit
Game Text: Ring-bound. Fellowship: If you have initiative, discard a card from hand to heal Sam. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5).
Lore: “*The news that his master was still alive roused him....*”
Twilight Cost: 2
Strength: 3
Vitality: 4
Site Number/Signet: Frodo
Collector’s Info: 7 R 327



•**Slow-kindled Courage**
Shire Condition
Game Text: Bearer must be Merry or Pippin. Each minion gains this ability: “Assignment: Assign this minion to bearer of Slow-kindled Courage.” Regroup: Discard this condition to discard a minion and remove 2 burdens.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet:
Collector’s Info: 7 U 328



Dunharrow Plateau
Site
Game Text: Fellowship: Spot a Dwarf to play a  condition from your draw deck (limit once per turn).
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 329


Edoras Hall
Site
Game Text: The twilight cost of each  possession is -1.
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 330


Isengard Ruined
Site
Game Text: Fellowship: Spot Gandalf and add . Each player may draw a card.
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 331

Rohirrim Road
Site
Game Text: Fellowship: Exert an Elf to make the twilight cost of each condition and possession +2 until the end of the turn.
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 332

Sleeping Quarters
Site
Game Text: When the fellowship moves from this site, the Free Peoples player may spot 3 Hobbits to remove .
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 333

Steps of Edoras
Site
Game Text: Each  companion is defender +1 until the end of the turn.
Lore:
Twilight Cost:
Strength:
Vitality:
Site Number/Signet: 1 
Collector’s Info: 7 U 334

King’s Tent
Site
Game Text: Shadow: If the Shadow has initiative, spot your minion to make the move limit for this turn -1.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Site Number/Signet: 2 
Collector’s Info: 7 U 335

Rohirrim Camp
Site
Game Text: Plains. If the Shadow has initiative, minions are not roaming.
Lore:
Twilight Cost: 2
Strength:
Vitality:
Site Number/Signet: 2 
Collector’s Info: 7 U 336

West Road

Site

Game Text: Plains. If the Shadow has initiative, the Shadow number of this site is +3.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 2

Collector's Info: 7 U 337

Beacon of Minas Tirith

Site

Game Text: Sanctuary. Fellowship: If you cannot spot 3 threats, add a threat to heal a companion.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 7 U 338

Hall of the Kings

Site

Game Text: Sanctuary. Fellowship: If you cannot spot 3 threats, add a threat to draw a card.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 7 U 339

Tower of Ecthelion

Site

Game Text: Sanctuary. Fellowship: If you cannot spot 3 threats, add 3 threats to make the move limit for this turn +1.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet: 3

Collector's Info: 7 U 340

Anduin Banks

Site

Game Text: River. Skirmish: Spot your minion and remove a burden to make that minion strength +2.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 7 U 341

Osgiliath Fallen

Site

Game Text: Skirmish: Spot your minion and remove 2 burdens to make that minion damage +1.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 7 U 342

Pelennor Plain

Site

Game Text: Plains. Archery: Spot your minion and remove 3 burdens to make the minion archery total +3.

Lore:

Twilight Cost: 4

Strength:

Vitality:

Site Number/Signet: 4

Collector's Info: 7 U 343

City Gates

Site

Game Text: When the fellowship moves to this site, add 3 threats. When the fellowship moves from this site, remove 3 threats.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 5

Collector's Info: 7 U 344

Pelennor Flat

Site

Game Text: Plains. At the start of the maneuver phase, the Free Peoples player must discard his or her hand or add 2 burdens.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 5

Collector's Info: 7 U 345

Minas Tirith Fifth Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal Gandalf three times.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 346

Minas Tirith First Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, wound each companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 347

Minas Tirith Fourth Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal each companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 348

Minas Tirith Second Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal each companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 349

Minas Tirith Seventh Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal each companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 350

Minas Tirith Sixth Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal each companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 351

Minas Tirith Third Circle

Site

Game Text: Sanctuary. If the fellowship moves from this site during the regroup phase, heal each Hobbit companion.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet: 6

Collector's Info: 7 U 352

Osgiliath Crossing

Site

Game Text: River. Shadow: Exert 2 minions and spot 6 companions to draw 2 cards.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 7 U 353

Pelennor Grassland

Site

Game Text: Plains. Shadow: Exert a minion and spot 6 companions to add.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7

Collector's Info: 7 U 354

Ruined Capitol

Site

Game Text: River. Shadow: Spot your minion and 6 companions to make the move limit for this turn -1.

Lore:

Twilight Cost: 6

Strength:

Vitality:

Site Number/Signet: 7 U

Collector's Info: 7 U 355

Cross Roads

Site

Game Text: Shadow: Spot 2 Men and remove a threat to add ●.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 8 U

Collector's Info: 7 U 356

Morgul Vale

Site

Game Text: Skirmish: Remove 2 threats to make your minion strength +3.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 8 U

Collector's Info: 7 U 357

Morgulduin

Site

Game Text: Shadow: Remove 2 threats to play a Nazgûl from your discard pile. His twilight cost is -2.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 8 U

Collector's Info: 7 U 358

Northern Ithilien

Site

Game Text: Shadow: Remove 2 threats and play Gollum from your discard pile to add 2 burdens.

Lore:

Twilight Cost: 8

Strength:

Vitality:

Site Number/Signet: 8 U

Collector's Info: 7 U 359

Dagorlad

Site

Game Text: Plains. When the fellowship moves to this site, add 3 threats.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9 U

Collector's Info: 7 U 360

Haunted Pass

Site

Game Text: Shadow: Remove a threat and spot your minion to draw a card.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9 U

Collector's Info: 7 U 361

Narchost

Site

Game Text: Shadow: Spot 8 burdens to make the Ring-bearer wear The One Ring until the regroup phase.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9 U

Collector's Info: 7 U 362

Slag Mounds

Site

Game Text: Each time a companion is killed, add a burden.

Lore:

Twilight Cost: 9

Strength:

Vitality:

Site Number/Signet: 9 U

Collector's Info: 7 U 363

•Aragorn, Driven by Need

Gondor Companion • Man

Game Text: While you cannot spot 4 threats, Aragorn is strength +1 for each threat.

Regroup: Exert Aragorn twice to remove 3 threats.

Lore: "...for you will find both toil and great fear, and maybe worse."

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet: Aragorn

Collector's Info: 7 P 364

•Éomer, Valiant Warchief

Rohan Companion • Man

Game Text: Valiant. While you can spot a Man, Éomer's twilight cost is -1. Skirmish: If you have initiative, discard 3 cards from hand to make Éomer strength +1 for each valiant companion you spot.

Lore:

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet: Théoden

Collector's Info: 7 P 365