

# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List

#### •The One Ring

The Binding Ring

The One Ring

**Game Text:** Fellowship: Add 2 burdens to play a ring from your draw deck. Maneuver: Exert bearer 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 bring them all...."

**Strength:** +1

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R+ 1



#### •Freca, Hungry Savage

Minion • Man

**Game Text:** When you play Freca, you may spot another Man to take control of a site.

When Freca is killed, the Free Peoples player may liberate a site.

**Lore:** "We will die for Saruman!"

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 1

**Site Number/Signet:** 3

**Collector's Info:** 9 R+ 2



#### •Durin III, Dwarven Lord

Companion • Dwarf

**Game Text:** Damage +1. While you can spot 2 Dwarves, Durin III is twilight cost -2. Durin III is strength +1 for each artifact and each possession he bears.

**Lore:** "Durin is the name that the Dwarves used for the eldest of the Seven Fathers of their race...."

**Twilight Cost:** 4

**Strength:** 7

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 9 R+ 3

#### •Gimli, Bearer of Grudges

Companion • Dwarf

**Game Text:** Damage +1. While Gimli is the Ring-bearer, at the start of each skirmish involving him, add 2 burdens or 2 threats. While Gimli is damage +X, he is resistance +X.

**Lore:** "Never trust an Elf!"

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Ringed resistance:** 4

**Collector's Info:** 9 R+ 4

#### •Linnar, Dwarven Lord

Companion • Dwarf

**Game Text:** Each time a Dwarf wins a fierce skirmish, you may heal that Dwarf.

Skirmish: Discard a Ring card from hand to make a Dwarf damage +1.

**Lore:** "...they were joined by great forces sent from the Houses of the other Fathers...."

**Twilight Cost:** 2

**Strength:** 7

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 9 R 5

#### •Ring of Accretion

Artifact • Ring

**Game Text:** Bearer must be a Dwarf. Bearer is damage +1.

Maneuver: For each Dwarf you spot, reveal a card from the top of your draw deck. Take all Free Peoples cards revealed into hand and discard the rest. Discard this artifact.

**Lore:**

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

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

#### •Ring of Fury

Artifact • Ring

**Game Text:** Bearer must be a Dwarf. Bearer is damage +2.

Regroup: Spot a Dwarf that is damage +X to heal X Dwarves. Discard this artifact.

**Lore:** "Azog! If you are in come out! Or is the play in the valley too rough?"

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R+ 7

#### •Ring of Guile

Artifact • Ring

**Game Text:** Bearer must be a Dwarf. Bearer is damage +1.

Maneuver: Take a Ring event into hand from your discard pile. Discard this artifact.

**Lore:** "But, as Thrór had said, the Ring needed gold to breed gold...."

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 8

#### •Ring of Retribution

Artifact • Ring

**Game Text:** Bearer must be a Dwarf. Response: If bearer wins a skirmish, discard this artifact to exert each Orc.

**Lore:** "We fought this war for vengeance, and vengeance we have taken. But it is not sweet."

**Twilight Cost:** 0

**Strength:** +1

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R 9

#### •Sindri, Dwarven Lord

Companion • Dwarf

**Game Text:** You may play Ring skirmish events stacked on Ring conditions as if from hand.

**Lore:** "Concerning the beginning of the Dwarves strange tales are told both by the Eldar and by the Dwarves themselves...."

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 9 R

#### •Úri, Dwarven Lord

Companion • Dwarf

**Game Text:** Skirmish: If Náin is damage +X, exert him to make him strength +X.

**Lore:** "...the Dwarves had the victory through their strength, and their matchless weapons, and the fire of their anger, as they hunted for Azog in every den under mountain."

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 9 R 11

# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List



#### •Aiglos

Artifact • Hand Weapon

**Game Text:** Bearer must be an Elf. If bearer is Gil-galad, he is strength +1 for each ☉ artifact you can spot (limit +6). Regroup: Discard this artifact to wound a minion for each Elf you spot.

**Lore:** "...for the spear of Gil-galad... none could withstand."

**Twilight Cost:** 2

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R+ 12

#### •Elven Rope

Possession

**Game Text:** To play, spot an Elf. Bearer must be an Elf or Hobbit. Maneuver: Discard this possession to make a Shadow player return a minion with strength 6 or less to its owner's hand.

**Lore:** "It freezes, it bites! Elves twisted it, curse them!"

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 13

#### •Galadriel, Bearer of Wisdom

Companion • Elf

**Game Text:** While Galadriel bears an artifact or The One Ring, she is resistance +1 for each ☉ companion you can spot.

**Lore:** "...I shall not be dark, but beautiful and terrible as the Morning and the Night!... Dreadful as the Storm and the Lightning!"

**Twilight Cost:** 3

**Strength:** 3

**Vitality:** 3

**Site Number/Signet:**

**Ringed resistance:** 3

**Collector's Info:** 9 R+ 14

#### •Gil-galad, Elven High King

Companion • Elf

**Game Text:** To play, spot 2

☉ companions. Regroup: Exert Gil-galad to wound each wounded minion.

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

**Twilight Cost:** 5

**Strength:** 9

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 9 R+ 15

#### •Glorfindel, Revealed in Wrath

Companion • Elf

**Game Text:** When Glorfindel is in your starting fellowship, his twilight cost is -2. Skirmish: Reveal the top card of your draw deck. You may exert Glorfindel to make a Nazgûl he is skirmishing strength -X, where X is the twilight cost of the card revealed.

**Twilight Cost:** 4

**Strength:** 9

**Vitality:** 3

**Site Number/Signet:**

**Collector's Info:** 9 R+ 16

#### •Knife of the Galadhrim

Possession • Hand Weapon

**Game Text:** Bearer must be a

\* Man. If bearer is Aragorn, he may bear this hand weapon in addition to 1 other hand weapon. Skirmish: Discard this possession to wound a minion bearer is skirmishing.

**Lore:** "It was overlaid with a tracery of flowers and leaves wrought of silver and gold...."

**Twilight Cost:** 1

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R+ 17

#### •Merry's Dagger

Possession • Hand Weapon

**Game Text:** Bearer must be Merry. Skirmish: Exert Merry twice or discard this possession to wound a minion he is skirmishing. Any Shadow player may remove ● to prevent this.

**Lore:** "They have already seen service in war."

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 18

#### •Narya, Ring of Fire

Artifact • Ring

**Game Text:** Bearer must be Círdan or Gandalf. Fellowship: Remove X culture tokens, where X is equal to bearer's vitality. Discard this artifact.

**Lore:** "...the Third Ring, Narya the Great, and the stone upon it was red as fire."

**Twilight Cost:** 1

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R 19

#### •Nenya, Ring of Adamant

Artifact • Ring

**Game Text:** Bearer must be Galadriel. Maneuver: Heal 2 companions and place up to 2 cards from hand on top of your draw deck. Discard this artifact.

**Lore:** "...Nenya, the ring wrought of mithril, that bore a single white stone flickering like a frosty star."

**Twilight Cost:** 0

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R 20

#### •Pippin's Dagger

Possession • Hand Weapon

**Game Text:** Bearer must be Pippin. Skirmish: Exert Pippin twice or discard this possession to wound a minion an Elf is skirmishing. Any Shadow player may remove ● to prevent this.

**Lore:** "These are the daggers of the Noldorin."

**Twilight Cost:** 1

**Strength:** +2

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 21





# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List

#### •Strands of Elven Hair

Possession • Support Area

**Game Text:** To play, spot a Dwarf. When you play this possession, add 2  tokens here. Fellowship: Discard this possession or remove an  token from here to reveal the top card of your draw deck. If it is a  or  card, you may take it into hand.

**Lore:**

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 22

#### •Vilya, Ring of Air

Artifact • Ring

**Game Text:** Bearer must be Elrond or Gil-galad. Skirmish: Discard the top card of your draw deck. Make a minion skirmishing an Elf strength -X, where X is the twilight cost of the discarded card. Discard this artifact.

**Lore:** *"Gil-galad before he died gave his ring to Elrond..."*

**Twilight Cost:** 0

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R 23



#### Ent Draught

Condition

**Game Text:** To play, spot an Ent. Bearer must be a companion. Limit 1 per bearer.

Skirmish: Exert bearer to make him or her damage +1.

**Lore:** *"Indeed the Hobbits felt that the hair on their heads was actually standing up, waving and curling and growing."*

**Twilight Cost:** 1

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector's Info:** 9 R 24

#### Huorn

Companion • Tree

**Game Text:** Damage +1. This companion is strength +1 for each Ent you spot. Response: If this companion is about to take a wound, exert an Ent to prevent that.

**Lore:** *"...the Forest itself was moving behind us."*

**Twilight Cost:** 2

**Strength:** 6

**Vitality:** 4

**Site Number/Signet:**

**Collector's Info:** 9 R 25

#### •Radagast, The Brown

Companion • Wizard

**Game Text:** The move limit is +1. Each time the fellowship moves during the regroup phase, each opponent may discard 2 cards from hand to draw 2 cards.

**Lore:** *"...a master of shapes and changes of hue; and he has much lore of herbs and beasts..."*

**Twilight Cost:** 4

**Strength:** 8

**Vitality:** 4

**Site Number/Signet:** Gandalf

**Collector's Info:** 9 R+ 26

#### Sent Back

Condition • Support Area

**Game Text:** Skirmish: Discard this condition to discard each minion skirmishing a Wizard. Place that Wizard in your dead pile. Fellowship or Regroup: Play a Wizard (even if another copy of that Wizard is in your dead pile).

**Lore:** *"The Sun shines through you."*

**Twilight Cost:** 2

**Strength:**

**Vitality:**




**Site Number/Signet:**

**Collector's Info:** 9 R 27



#### •Gollum, Dark as Darkness

Minion

**Game Text:** Shadow: Exert Gollum twice to exert the Ring-bearer. Shadow: Remove a burden to add . Skirmish: Remove a burden to add . Regroup: Remove a burden to add . Regroup: Exert Gollum twice to wound the Ring-bearer.

**Lore:**

**Twilight Cost:** 2

**Strength:** 5

**Vitality:** 4

**Site Number/Signet:** 3

**Collector's Info:** 9 R+ 28

#### Slippery as Fishes

Condition • Support Area

**Game Text:** While Gollum is at a mountain, river, or underground site, he is strength +2.

Regroup: Spot Gollum to reveal your hand. Place all Shadow cards revealed beneath your draw deck. Discard this condition.

**Lore:** *"I hoped the river-voyage would beat him, but he is too clever a waterman."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R+ 29

#### •Sméagol, Bearer of Great Secrets

Companion

**Game Text:** Ring-bound. To play, add a burden. Each time the fellowship moves, place an unbound companion in the dead pile. Regroup: If Sméagol is the Ring-bearer, add 2 burdens to discard each minion.

**Lore:** *"...he used it to find out secrets, and he put his knowledge to crooked and malicious uses."*

**Twilight Cost:** 0

**Strength:** 3

**Vitality:** 4

**Ringed resistance:** 7

**Collector's Info:** 9 R+ 30

# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List



•**Boromir**, Bearer of Council  
Companion • Man  
**Game Text:** While Boromir is the Ring-bearer, at the start of each skirmish involving him, add 3 burdens or wound him twice. Each time Boromir wins a skirmish, discard each minion he is skirmishing.  
**Lore:** “*True-hearted Men, they will not be corrupted. We of Minas Tirith have been staunch.*”  
**Twilight Cost:** 3  
**Strength:** 7  
**Vitality:** 3  
**Ringed resistance:** 6  
**Collector’s Info:** 9 R+ 31

•**Elendil**, The Tall  
Companion • Man  
**Game Text:** To play, spot 2 \* Men. Fellowship: Play an artifact on Elendil to make the move limit +1 for this turn. Regroup: Discard a \* artifact to liberate a site.  
**Lore:** “*...and the North-realm they made in Arnor, and the South-realm in Gondor....*”  
**Twilight Cost:** 5  
**Strength:** 8  
**Vitality:** 5  
**Site Number/Signet:**  
**Collector’s Info:** 9 R+ 32

•**Isildur**, Bearer of Heirlooms  
Companion • Man  
**Game Text:** While Isildur is the Ring-bearer, at the start of each skirmish involving him, add 2 burdens or exert 3 companions. While Isildur bears The One Ring or an artifact, each knight is strength +1.  
**Lore:** “*“But for my part I will risk no hurt to this thing of all the works of Sauron the only fair.”*”  
**Twilight Cost:** 3  
**Strength:** 7  
**Vitality:** 3  
**Ringed resistance:** 6  
**Collector’s Info:** 9 R+ 33

•**Narsil**, Blade of the Faithful  
Artifact • Hand Weapon  
**Game Text:** Bearer must be a \* Man. If bearer is Elendil or Isildur, he is strength +1 for each \* artifact you can spot (limit +6). Response: If bearer is about to take a wound, exert 2 \* Men to prevent that.  
**Lore:** “*...Isildur cut the Ring from his hand.*”  
**Twilight Cost:** 2  
**Strength:**  
**Vitality:** +1  
**Site Number/Signet:**  
**Collector’s Info:** 9 R+ 34

**Sapling of the White Tree**  
Artifact • Support Area  
**Game Text:** To play, spot an unbound \* Man.  
**Lore:** “*Verily this is a sapling of the line of Nimloth the fair, and that was a seedling of Galathilion, and that a fruit of Telperion of many names, Eldest of Trees.*”  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R 35

•**Scroll of Isildur**  
Artifact • Support Area  
**Game Text:** Tale. To play, spot a \* Man. The Ring-bearer is resistance +1 for each \* artifact you can spot (limit +3). Fellowship: Discard this artifact to play a ring from your discard pile.  
**Lore:** “*What evil it saith I do not know, but I trace here a copy of it, lest it fade beyond recall.*”  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R 36

•**Seeing Stone of Minas Anor**  
Artifact • Support Area  
**Game Text:** To play, spot a \* Man with 3 or more vitality (or spot a \* Man and add 2 threats). Regroup: Exert a \* Man or discard this artifact to discard your hand and draw 3 cards.  
**Lore:** “*Didst thou think that the eyes of the White Tower were blind?*”  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R 37

•**Seeing Stone of Orthanc**  
Artifact • Support Area  
**Game Text:** To play, spot a \* Man with 3 or more vitality (or spot a \* Man and add 2 threats). Regroup: Add a threat or discard this artifact to remove ● or draw a card.  
**Lore:** “*I am the lawful master of the Stone, and I had both the right and the strength to use it, or so I judged.*”  
**Twilight Cost:** 0  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R 38



•**Library of Orthanc**  
Artifact • Support Area  
**Game Text:** Shadow: Play an ☞ minion to stack the top card of your draw deck on this card. Skirmish: Remove ● and discard a Free Peoples card stacked here to make an ☞ minion strength +1. Regroup: Remove ● to take an ☞ card stacked here into hand.  
**Twilight Cost:** 2  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R+ 39

**Sack of the Shire**  
Event • Response  
**Game Text:** If an ☞ minion wins a skirmish, until the regroup phase, make that minion strength +1 for each site you control and fierce.  
**Lore:** “*There’s some devilry at work in the Shire....*”  
**Twilight Cost:** 1  
**Strength:**  
**Vitality:**  
**Site Number/Signet:**  
**Collector’s Info:** 9 R 40

# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List



#### •Host of Moria,

Legion of the Underdeeps  
Minion • Orc

**Game Text:** When you play Host of Moria, you may play a card from your discard pile.

**Lore:** “There was a horn-blast and a rush of feet, and orcs one after another leaped into the chamber.”

**Twilight Cost:** 7

**Strength:** 15

**Vitality:** 3

**Site Number/Signet:** 4

**Collector’s Info:** 9 R+ 41



#### •Ring of Asperity

Artifact • Ring

**Game Text:** Bearer must be a Nazgûl. When you play this artifact, you may wound an unwounded companion.

Response: If a player reconciles, return bearer to his owner’s hand.

**Lore:** “The Nine, the Seven, and the Three... had each their proper gem.”

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 9 R 42

#### •Ring of Ire

Artifact • Ring

**Game Text:** Bearer must be the Witch-king. Skirmish: Exert bearer twice to make a minion damage +1. Response: If a player reconciles, return bearer to his owner’s hand.

**Lore:** “Nine he gave to Mortal Men, proud and great, and so ensnared them.”

**Twilight Cost:** 0

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 9 R+ 43

#### •Ring of Rancor

Artifact • Ring

**Game Text:** Bearer must be a Nazgûl. Maneuver: Remove a burden to heal each Nazgûl. Response: If a player reconciles, return bearer to his owner’s hand.

**Lore:** “So it is now: the Nine he has gathered to himself...”

**Twilight Cost:** 0

**Strength:**

**Vitality:** +1

**Site Number/Signet:**

**Collector’s Info:** 9 R 44



#### •Horn of the Mark

Possession

**Game Text:** Bearer must be Merry or Pippin. Bearer gains the Théoden signet. Response: If bearer wins a skirmish, exert him to discard each minion involved in that skirmish.

**Lore:** “He that blows it at need shall set fear in the hearts of his enemies and joy in the hearts of his friends...”

**Twilight Cost:** 1

**Strength:** +1

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 9 R 45

#### •The Red Arrow

Artifact • Support Area

**Game Text:** Assignment: Exert a Man to play a Man. You may exert that Man to play a possession on him or her. Discard this artifact.

**Lore:** “The Red Arrow has not been seen in the Mark in all my years! Has it indeed come to that?”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 9 R 46



#### •Ithil Stone

Artifact • Support Area

**Game Text:** To play, exert a or minion. At the start of each of your Shadow phases, you may draw a card. Shadow: Discard this artifact to play a minion. Its twilight cost is -3.

**Lore:** “...and in it there was a stone like the Moon...”

**Twilight Cost:** 0

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector’s Info:** 9 R+ 47

•Sauron, The Lord of the Rings  
Minion • Maia

**Game Text:** Damage +2.

Enduring. Fierce. For each burden you spot, threat you spot, and site you control, Sauron’s twilight cost is -1.

**Lore:** “One for the Dark Lord on his dark throne / In the Land of Mordor where the Shadows lie.”

**Twilight Cost:** 18

**Strength:** 24

**Vitality:** 5

**Site Number/Signet:** 6

**Collector’s Info:** 9 R+ 48



•Bilbo, Bearer of Things Burgled  
Companion • Hobbit

**Game Text:** Ring-bound. Each time the fellowship moves, if the twilight pool has 2 or fewer twilight tokens, add 2 burdens or add . Regroup: Add a burden to play a tale.

**Lore:** “But what has it got in its pocketses, eh?”

**Twilight Cost:** 2

**Strength:** 3

**Vitality:** 4

**Ringed resistance:** 8

**Collector’s Info:** 9 R+ 49

# The Lord of the Rings™ Trading Card Game

## Reflections™

### Spoiler List

#### Everyone Knows

Condition • Support Area

**Game Text:** Tale. Each unbound

Hobbit is strength +1 for each vitality over 3 he or she has.

Skirmish: Prevent an unbound

Hobbit from being overwhelmed

unless his or her strength is

tripled. Discard this condition.

**Lore:** *"I'm the tall one, you're the short one."*

**Twilight Cost:** 1

**Strength:**

**Vitality:**

**Site Number/Signet:**

**Collector's Info:** 9 R 50

•**Goldberry**, River-daughter

Ally • Home 2

**Game Text:** Each time the

fellowship moves to a river, heal

Goldberry and Tom Bombadil.

Skirmish: If the fellowship is at a

river, exert Goldberry to make a

companion strength +1.

**Lore:** *"Slender as the willow-wand, clearer than the water."*

**Twilight Cost:** 3

**Strength:** 4

**Vitality:** 6

**Site Number/Signet:**

**Collector's Info:** 9 R+ 51

•**Tom Bombadil**, The Master

Ally • Home 2

**Game Text:** To play, remove 2

burdens or 2 threats.

Skirmish: Spot 2

☞☞ companions and exert

Tom Bombadil X times, where X

is the fellowship's site number, to

cancel a skirmish involving a

☞☞ companion.

**Lore:** *"Hey! Come derry dol! Can you hear me singing?"*

**Twilight Cost:** 5

**Strength:** 14

**Vitality:** 9

**Site Number/Signet:**

**Collector's Info:** 9 R+ 52