

The Lord of the Rings™ Trading Card Game
Mount Doom Spoiler List
Decipher Inc



Great Day, Great Hour

Event • Response

Game Text: If an opponent plays a minion, exert a Dwarf who is damage +X to exert that minion X times

Lore: *““Of hope is born, when all is forlorn.””*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 1

•Memories of Darkness

Condition • Support Area

Game Text: To play, spot a Dwarf. Each time you lose initiative (except during the fellowship phase), you may play a ☉ condition from hand or from your discard pile.

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: 10 U 2

More Yet to Come

Event • Response

Game Text: If a Dwarf kills a minion in a skirmish and that minion did not take all wounds caused by that Dwarf's damage bonus, assign those remaining wounds to minions not assigned to a skirmish.

Lore: *“...whatever is still to do, I hope to have a part in it, for the honour of the folk of the Lonely Mountain.”*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 3



•Aegnor, Elven Escort

Companion • Elf

Game Text: Skirmish: Exert Aegnor to make a minion skirmishing an unbound ☉ companion strength -1 for each archer you spot.

Lore: *Affectionately referred to as 'Figwit' by his contemporaries in Rivendell.*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 10 U 4

•Arwen, Echo of Luthien

Companion • Elf

Game Text: Skirmish: Discard a card from hand to discard the bottom card of your draw deck. If the bottom card was an ☉ card, each minion skirmishing Arwen is strength -3.

Lore: *“...mine is the choice of Lúthien, and as she so have I chosen, both the sweet and the bitter.”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: Aragorn

Collector's Info: 10 U 5

•Arwen,

Queen of Elves and Men

Companion • Elf

Game Text: Each minion skirmishing Arwen is strength -2 for each wounded minion you can spot.

Lore: *““Often is it seen,” said Aragorn, “that in dangerous days men hide their chief treasure.””*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet: Frodo

Collector's Info: 10 R 6

•Celeborn,

Lord of the Galadhrim

Companion • Elf

Game Text: At the start of each skirmish involving Celeborn, you may reveal the top card of your draw deck. If it is an ☉ card, you may discard it to wound each minion in that skirmish.

Lore: *“...with him went the last living memory of the Elder Days in Middle-earth.”*

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 10 R 7

•Círdan, The Shipwright

Companion • Elf

Game Text: To play, spot 2 Elves.

Skirmish: Exert Círdan to make a minion he is skirmishing strength -1 for each ☉ event in your discard pile.

Lore: *“...he was grey and old, save that his eyes were keen as stars....”*

Twilight Cost: 4

Strength: 7

Vitality: 4

Site Number/Signet:

Collector's Info: 10 R 8

•Elrond, Venerable Lord

Companion • Elf

Game Text: To play, spot an Elf. At the start of each skirmish involving Elrond, you may discard the top card of your draw deck. If it is an ☉ card, you may heal another Elf.

Lore: *“To me then even our victory can bring only sorrow and parting – but to you hope of joy for a while.”*

Twilight Cost: 4

Strength: 8

Vitality: 4

Site Number/Signet:

Collector's Info: 10 R 9

Fleet-footed

Event • Skirmish

Game Text: Make a minion skirmishing an Elf strength -2. Spot a site in a support area to place this event on top of your draw deck.

Lore: *Not all Elven weapons are carried in sheath or quiver.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 10

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•Galadriel, Lady Redeemed
Companion • Elf

Game Text: When Galadriel is in your starting fellowship, her twilight cost is -3. **Fellowship or Regroup:** Discard an ☉ event from hand to discard a Shadow condition or Shadow possession.

Lore: *"I pass the test, she said. I will diminish, and go into the West, and remain Galadriel."*

Twilight Cost: 3

Strength: 3

Vitality: 3

Site Number/Signet:

Collector's Info: 10 R 11

•Glimpse of Fate

Condition • Support Area

Game Text: To play, spot 2 Elves. Each time you lose initiative, make a minion strength -4 until the regroup phase.

Lore: *"The uttermost choice is before you: to repent and go to the Havens... or else to abide the Doom of Men."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 12

•Phial of Galadriel, Star-glass
Artifact

Game Text: Bearer must be a Hobbit. **Skirmish:** Until the regroup phase, remove the game text (except card type and race) of a minion skirmishing bearer and make it unable to gain game text. Discard this artifact.

Lore: *"...the hand that held it sparkled with white fire."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 13



•Borne Far Away

Event • Fellowship

Game Text: Spot your Wizard to exchange a companion in hand with a companion in your dead pile or discard pile.

Lore: *"...the wanderers were lifted up and borne far away out of the darkness and the fire."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 14

•Brooding on Tomorrow

Condition • Support Area

Game Text: Each time you lose initiative (except during the fellowship phase), you may spot a 🐉 companion to choose an opponent who must discard one of his or her conditions.

Lore: *"...tomorrow will be certain to bring worse than today, for many days to come."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 15

Gathering Wind

Event • Maneuver

Game Text: Exert your Wizard and choose a number. Make each minion with that twilight cost strength -2 until the regroup phase.

Lore: *"...the rush of their wide wings as they passed over was like a gale."*

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 16

Out of the High Airs

Event • Response

Game Text: If the fellowship moves during the regroup phase, exert your Wizard to discard each minion.

Lore: *"...the Nazgûl turned and fled, and vanished into Mordor's shadows..."*

Twilight Cost: 3

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 17

•Treebeard,

Keeper of the Watchwood

Companion • Ent

Game Text: To play, spot 3 🐉 companions.

Regroup: Exert Treebeard to play a 🐉 condition from your discard pile and make an opponent discard one of his or her conditions.

Lore: *"Leave it to the Ents!... Trees are coming back to live here, old trees, wild trees."*

Twilight Cost: 5

Strength: 12

Vitality: 4

Site Number/Signet:

Collector's Info: 10 R 18



A Dark Shape Sprang

Event • Response

Game Text: If an opponent plays a possession on a companion, play Gollum at twilight cost -2 from your discard pile or hand to suspend the current phase. Begin a skirmish phase involving Gollum and that companion. When it ends, resume the suspended phase.

Lore: *"Something struck Sam violently in the back..."*

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 19

Final Strike

Condition • Support Area

Game Text: Any site 9 is a Mountain. **Shadow:** If the fellowship is at any site 9, play Gollum from your discard pile.

Response: If the Free Peoples player uses a maneuver or archery special ability, exert Gollum to cancel its effect.

Lore: *"The fires below awoke in anger..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 20

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•Gollum, Mad Thing
Minion

Game Text: To assign Gollum to a skirmish, the Free Peoples player must make Gollum strength +3 until the regroup phase or add a burden.

Lore: "...swiftly but warily, creeping on behind, a slinking shadow among the stones."

Twilight Cost: 2

Strength: 5

Vitality: 4

Site Number/Signet: 3

Collector's Info: 10 R 21

Reclaim the Precious

Condition • Support Area

Game Text: Assignment: Assign Gollum to a companion bearing an artifact. The Free Peoples player may add a burden to prevent this and assign Gollum.

Regroup: Exert Gollum twice to discard a possession. Discard this condition.

Lore: "...white fangs gleamed, and then snapped as they bit."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 22

•Shelob, Her Ladyship
Minion • Spider

Game Text: Enduring. Fierce.

When you play Shelob, if you can spot Gollum, you may spot a companion. That companion cannot be assigned to a skirmish until the end of the turn.

Lore: "...she served none but herself, drinking the blood of Elves and Men..."

Twilight Cost: 6

Strength: 8



Vitality: 8

Site Number/Signet: 8

Collector's Info: 10 R 23

•Unabated in Malice

Condition • Support Area

Game Text: While you have initiative, each  minion is **damage +1. Skirmish:** Discard this condition to make a  minion strength +1 for each culture you can spot.

Lore: "...she lusted for sweeter meat. And Gollum had brought it to her."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 24



•Aragorn, Elessar Telcontar
Companion • Man

Game Text: When you play Aragorn, you may heal another companion. At the start of each fellowship phase, you may exert a companion of one culture to heal a companion of another culture.

Lore: "Now come the days of the King, and may they be blessed while the thrones of the Valar endure!"

Twilight Cost: 5

Strength: 9

Vitality: 4

Site Number/Signet: Frodo

Collector's Info: 10 R 25

•Cursed of Erech

Companion • Wraith

Game Text: Enduring. To play, add a threat. When you play Cursed of Erech, exert him twice. At the start of the maneuver phase, you may exert another ✦ Wraith to make Cursed of Erech **defender +1** until the regroup phase.

Lore: "...a black dread fell on them..."

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number/Signet:

Collector's Info: 10 U 26

Dead Man of Dunharrow

Companion • Wraith

Game Text: Enduring. To play, add a threat. When you play this companion, exert him twice.

Lore: "...the Shadow Host pressed behind and fear went on before them..."

Twilight Cost: 2

Strength: 6

Vitality: 3

Site Number/Signet:

Collector's Info: 10 C 27

•Denethor, Lord of Minas Tirith
Companion • Man

Game Text: To play, spot 2

✦ Men. **Fellowship:** If at a sanctuary, exert Denethor to take a ✦ card into hand from your draw deck, then reshuffle. Choose an opponent who may draw 2 cards.

Lore: "There Denethor sat in a grey gloom, like an old patient spider..."

Twilight Cost: 2

Strength: 8

Vitality: 3

Site Number/Signet: Aragorn

Collector's Info: 10 R 28

Drawing His Eye

Event • Fellowship

Game Text: For each

✦ companion you spot, reveal 1 card at random from a Shadow player's hand. Choose a revealed Shadow card to be discarded, then its owner draws a card.

Lore: "We cannot achieve victory by arms, but by arms we can give the Ring-bearer his only chance, frail though it be."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 29

End of the Game

Event • Skirmish

Game Text: Make an exhausted ✦ companion strength +2. If that companion wins this skirmish, heal that companion or make him or her **damage +1**.

Lore: "...he drew Andúril and held it up glittering in the sun. You shall not be sheathed again until the last battle is fought," he said."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 30

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Every Little is a Gain

Event • Maneuver

Game Text: Spot a * Man to discard a stacked Shadow card or to wound a minion bearing a fortification.

Lore: "And so the companies came and were hailed and cheered and passed through the Gate, men of the Outlands marching to defend the City of Gondor in a dark hour...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 31

Fifth Level

Condition • Support Area

Game Text: Fortification. Bearer is strength -1 for each Fortification you can spot.

Maneuver: Exert 2 * Men or spot 3 knights to transfer this condition to a minion.

Lore: "A strong citadel it was indeed...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 32

•Hardy Garrison

Condition • Support Area

Game Text: To play, spot 2 * Men. Each time you lose initiative, you may wound a minion.

Lore: "All before the walls on either side of the Gate the ground was choked with wreck and with bodies of the slain...."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 33

Last Throw

Event • Regroup

Game Text: If no opponent controls a site, spot 2 * Men to make the move limit +1 for this turn.

Lore: "We must push Sauron... We must march out to meet him at once."

Twilight Cost: 5

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 34



Suffered Much Loss

Condition • Support Area

Game Text: Each site on the adventure path is a **battleground**.

While you have initiative, each Uruk-hai is strength +1.

Lore: "For we are already at war, as you may have seen...."

Twilight Cost: 2

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 35



Cast Unto the Winds

Condition • Support Area

Game Text: Regroup: Spot a Southron, remove a threat, and remove ● to wound an unbound companion.

Lore: "With horns in my mouth / I walk in the South...."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 36

Corsair Boatswain

Minion • Man

Game Text: Corsair. To play, spot a ⚓ Man. **Shadow:** Exert this minion to play a ⚓ support area possession from your draw deck.

Lore: Promise of plunder and of the whip keep in line a lustful Corsair crew.

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 37

Corsair Brute

Minion • Man

Game Text: Corsair. At the start of each skirmish involving this minion, you may remove a ⚓ token to wound a companion he is skirmishing.

Lore: "...the region of South Gondor became a debatable land between the Corsairs and the Kings."

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 R 38

Corsair Ruffian

Minion • Man

Game Text: Corsair. When you play this minion, you may spot another corsair and discard the top card of the Free Peoples player's draw deck to add 2 ⚓ tokens to a card that already has a ⚓ token on it.

Lore: An incarnation of savagery was Ghyrñóh the Cruel.

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 U 39

Easterling Berserker

Minion • Man

Game Text: Easterling. To play, spot an Easterling. While this minion is unwounded, he is **damage +2**. **Skirmish:** Wound 2 other ⚓ Men to heal this minion.

Lore: "...from nearby there marched up an army of Easterlings that had waited for the signal...."

Twilight Cost: 6

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 R 40

•Easterling Pillager

Minion • Man

Game Text: Easterling. Fierce. When you play this minion, you may spot another Easterling to add a burden for each companion you spot over 5.

Lore: "...for the sack of the City and the rape of Gondor...."

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 C 41

Far Harad Mercenaries

Minion • Man

Game Text: Southron. At the start of each skirmish involving this minion, you may spot 6 companions and another ⚓ Man to discard an unbound companion this minion is skirmishing.

Lore: "...men like half-trolls, with white eyes and red tongues."

Twilight Cost: 5

Strength: 11

Vitality: 3


Site Number/Signet: 4

Collector's Info: 10 C 42

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Field of the Fallen

Condition • Support Area

Game Text: To play, spot a  Man. While there is a character in the dead pile, each companion of the same culture as that character is strength -1.

Skirmish: Exert your Southron to make him strength +1.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 43

High Vantage

Event • Shadow

Game Text: Until the end of the assignment phase, each time a Southron is about to take a wound, prevent that.

Lore: *Southrons rain arrows down upon their enemies from their defended perch atop their great beasts of war.*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 44

Mûmak Chieftan

Minion • Man

Game Text: Southron. When you play this minion, you may play a mount on him from your discard pile. It's twilight cost is -2.

Lore: *The commander of a Mûmak never imagines he is in complete control of the beast.*

Twilight Cost: 5

Strength: 11



Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 R 45

Quelled

Event • Archery

Game Text: Exert a  Man to discard a Free Peoples condition. If you spot a  Man, discard an additional Free Peoples condition.

Lore: *Against the great mounts of the Southron army, Rohirrim steeds could not easily prevail.*

Twilight Cost: 1

Strength:


Vitality:


Site Number/Signet:

Collector's Info: 10 R 46

Rallying Call

Condition • Support Area

Game Text: To play, spot a  Man. Threats cannot be removed by Free Peoples cards.

Shadow: Remove  and play a Southron to add a threat.

Lore: *"Horns were blown and trumpets were braying..."*

Twilight Cost: 0

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 10 U 47

Seasoned Leader

Condition

Game Text: Bearer must be a Southron. Bearer is **enduring**.

Skirmish: Remove a threat to play a  condition from your discard pile.

Lore: *Only by many conquests and hardships does one rise to prominence in the army of the Haradrim.*

Twilight Cost: 1

Strength:

Vitality: +1

Site Number/Signet:

Collector's Info: 10 R 48

Southron Fanatic

Minion • Man

Game Text: Southron. Each time a Man is assigned to skirmish this minion, wound that Man.

Lore: *Stirred by the Dark Lord, the fullness of Southron cruelty was leveled at the people of Gondor.*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 49

Southron Savage

Minion • Man

Game Text: Southron. While the total number of other minions and twilight tokens is 3 or fewer, this minion is strength +3 and **fierce**.

Lore: *The merciless deserts of Haradwaith breed equally merciless fighters.*

Twilight Cost: 3

Strength: 8




Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 50

Stampeded

Event • Response

Game Text: If a Free Peoples possession is played, spot a  card to discard that possession. If that possession was a  or  possession, wound an unbound Man.

Lore: *"...the Mûmak of Harad was indeed a beast of vast bulk, and the like of him does not walk now in Middle-earth..."*

Twilight Cost: 0

Strength:



Vitality:

Site Number/Signet:

Collector's Info: 10 R 51

•Under Foot

Condition • Support Area

Game Text: Shadow: If you have initiative, spot a  Man and discard this condition to reconcile your hand. **Skirmish:** Discard this condition to make a  Man strength +2.

Lore: *"I make the earth shake, / As I tramp through the grass; / Trees crack as I pass."*

Twilight Cost: 1

Strength:

Vitality:




Site Number/Signet:

Collector's Info: 10 C 52



Black Marshal

Condition • Support Area

Game Text: Shadow: Exert a Nazgûl and play a  minion to add  (or  if you have initiative).

Lore: *"...at their head was one greater than all the rest: a Rider, all black..."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 U 53

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Cirith Ungol Scavenger

Minion • Orc

Game Text: Each time this minion wins a skirmish, you may exert it to discard a possession borne by a character this minion is skirmishing.

Lore: *"A noise of tramping feet and harsh shouts: Orcs were coming up to the Cleft from the far side...."*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 U 54

Cirith Ungol Soldier

Minion • Orc

Game Text: **Shadow:** Spot a possession to make this minion **fierce** until the regroup phase.

Lore: *"...not even the black shadows, lying deep where the red glow could not reach, would shield him long from the night-eyed orcs."*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 55

Cirith Ungol Warrior

Minion • Orc

Game Text: **Shadow:** Spot a possession to make this minion **fierce** until the regroup phase.

Lore: *"...deafening, roaring in his ears, the crash of the feet and the rending clamour of the Orcs before him."*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 56

Cirith Ungol Watchman

Minion • Orc

Game Text: Each companion skirmishing this minion loses all **damage** and strength bonuses from possessions.

Lore: *"Sam looked up towards the orc-tower, and suddenly from its narrow windows lights stared out like small red eyes."*

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 U 57

Dark Swooping Shadows

Event • Skirmish

Game Text: Heal an enduring (U) minion to add a burden or 2 threats.

Lore: *"...how can he win to the Gate, if these foul hell-hawks have other weapons than fear?"*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 58

•**Gorbag, Covetous Captain**

Minion • Orc

Game Text: For each wound on the Ring-bearer, each (U) Orc is strength +1.

Lore: *"I tell you, it's no game serving down in the city."*

Twilight Cost: 5

Strength: 11

Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 R 59

•**Gorbag's Sword**

Possession • Hand Weapon

Game Text: Bearer must be a (U) Orc. When you play this possession, you may discard a possession. Its owner may place it on top of his or her draw deck instead. If bearer is Gorbag, he is **fierce**.

Lore: *"You touch it and I'll stick this blade in your gut."*

Twilight Cost: 2

Strength: +2

Vitality:

Site Number/Signet:

Collector's Info: 10 R 60

Houses of Lamentation

Event • Skirmish

Game Text: Make a (U) minion strength +2 (or +4 if skirmishing a companion of the same culture as a card in the dead pile).

Lore: *"...thy shrivelled mind be left naked to the Lidless Eye."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 61

Morgul Banner-bearer

Minion • Orc

Game Text: While the total number of other minions and twilight tokens is 3 or fewer, this minion is strength +3 and an **archer**.

Lore: *"So great an army had never issued from that vale since the days of Isildur's might...."*

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number/Signet: 4

Collector's Info: 10 C 62

•**Morgul Vanguard**

Minion • Orc

Game Text: **Assignment:** Assign this minion to an unbound companion bearing a hand weapon.

Lore: *"...soon the host of Morgul will enter in at many points."*

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 4

Collector's Info: 10 R 63

•**Stooping to the Kill**

Condition • Support Area

Game Text: While you have initiative, each of your (U) minions is **damage +1**.

Skirmish: Discard this condition to make a (U) minion strength +2.

Lore: *"And with a piercing cry out of the dim sky fell the winged shadows...."*

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 64

Swarming Like Beetles

Condition • Support Area

Game Text: **Maneuver:** Spot a (U) Orc and remove a threat to wound an unwounded companion.

Lore: *"...in secret they have long been building floats and barges in great number in East Osgiliath."*

Twilight Cost: 0

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 10 C 65

The Lord of the Rings™ Trading Card Game
Mount Doom Spoiler List
Decipher Inc

Ten Times Outnumbered

Event • Skirmish

Game Text: Make a  Orc strength +2 for each wound on the Ring-bearer.

Lore: “The passage of Anduin was won by the Enemy.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 10 C 66

•**Úlairë Cantëa**,

Thrall of The One

Minion • Nazgûl

Game Text: Enduring. Fierce.

Shadow cards cannot exert Úlairë Cantëa during a skirmish phase.

Skirmish: Heal Úlairë Cantëa to discard a possession borne by a character he is skirmishing.

Lore: “...the shadows of death fell dark upon the earth.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 10 R 67

•**Úlairë Enquëa**,

Thrall of The One

Minion • Nazgûl

Game Text: Enduring. Shadow cards cannot exert Úlairë Enquëa during a skirmish phase.

Skirmish: If Úlairë Enquëa is skirmishing, heal him to add a burden.

Lore: “Ever they circled above the City, like vultures that expect their fill of doomed men’s flesh.”

Twilight Cost: 6

Strength: 11

Vitality: 4

Site Number/Signet: 3

Collector’s Info: 10 R 68


•**Úlairë Lemenya**,

Thrall of The One

Minion • Nazgûl

Game Text: Enduring. Fierce.

Shadow cards cannot exert Úlairë Lemenya during a skirmish phase.

Skirmish: Heal Úlairë Lemenya to wound up to 3 other  minions.

Lore: “It was no brigand or orc-chieftain that ordered the assault upon the Lord of Mordor’s greatest foe.”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number/Signet: 3


Collector’s Info: 10 U 69

•**Úlairë Nelya**, Thrall of The One

Minion • Nazgûl

Game Text: Enduring. Fierce.

Shadow cards cannot exert Úlairë Nelya during a skirmish phase.

Skirmish: Heal Úlairë Nelya to add  for each burden.

Lore: “Perching now on the wall beside the ruined gate the Nazgûl sent out its deadly cries. All the cliffs echoed.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number/Signet: 2

Collector’s Info: 10 U 70

•**Úlairë Toldëa**,

Thrall of The One

Minion • Nazgûl

Game Text: Enduring. Shadow cards cannot exert Úlairë Toldëa during a skirmish phase.

Skirmish: Heal Úlairë Toldëa to make him **damage +1**.

Lore: “...like shadows of untimely night, he saw in the middle airs below him five birdlike forms...”

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number/Signet: 3

Collector’s Info: 10 R 71



•**Éowyn**, Lady of Ithilien

Companion • Man

Game Text: Skirmish: Exert Éowyn to choose an opponent.

That opponent must wound a minion for each wound on each minion skirmishing Éowyn.

Lore: “Yet now that I have leave to depart, I would remain. For this House has become to me of all dwellings the most blessed.”

Twilight Cost: 2

Strength: 6

Vitality: 3


Site Number/Signet: Gandalf

Collector’s Info: 10 R 72

•**Fell Deeds Awake**

Condition • Support Area

Game Text: To play, spot a

 Man. Each time you lose initiative, you may liberate a site.

Lore: “...he seized a great horn from Guthláf his banner-bearer, and he blew such a blast upon it that it burst asunder.”

Twilight Cost: 1

Strength:


Vitality:


Site Number/Signet:

Collector’s Info: 10 U 73

Unyielding

Event • Response

Game Text: If your  Man wins a skirmish, discard a

 possession to wound a minion or to liberate a site.

Lore: “...they gathered and rallied and fought until the day wore away.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:


Collector’s Info: 10 U 74



•**Advance Captain**

Minion • Orc

Game Text: Each roaming

 minion is **damage +1**.

Lore: The foe who gave him his scar soon after gave him the adornment for his helm.

Twilight Cost: 3

Strength: 10

Vitality: 3


Site Number/Signet: 6

Collector’s Info: 10 R 75

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Advance Marauder

Minion • Orc

Game Text: Skirmish: exert this minion to make a roaming  minion strength +3.

Lore: "The sun gleamed red..."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 10 C 76

Advance Regular

Minion • Orc

Game Text: Each roaming  minion is **fierce**.

Lore: "In vain men shook their fists at the pitiless foes that swarmed before the Gate."

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector's Info: 10 C 77

Advance Scout

Minion • Orc

Game Text: Shadow: Exert or discard this minion to make each  minion you spot roaming until the regroup phase.

Lore: "The lines of fire became flowing torrents, file upon file of Orcs bearing flames..."

Twilight Cost: 2

Strength: 7



Vitality: 2

Site Number/Signet: 6

Collector's Info: 10 U 78

•Barren Land

Condition • Support Area

Game Text: To play, spot a  minion. Each time the fellowship moves to any site 8 or 9, exert each Ring-bound companion. **Shadow:** Discard this condition to play a  minion. Its twilight cost is -2.

Lore: "There the last living things gave up their struggle..."

Twilight Cost: 2

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 10 C 79

Beaten Back

Event • Skirmish

Game Text: Make a  minion strength +2 for each site you control. If you have initiative, that minion is **fierce** until the regroup phase.

Lore: "The Rammas was broken, and all the Peleonnor abandoned to the Enemy."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 80

Cirith Ungol Guard

Minion • Uruk-hai

Game Text: Damage +1.

Lore: "...this stronghold had been built not to keep enemies out of Mordor, but to keep them in."

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number/Signet: 6

Collector's Info: 10 C 81

Cirith Ungol Patroller

Minion • Uruk-hai

Game Text: Damage +1. While you can spot 3 possessions, this minion is **fierce**.

Lore: "A message came: "Nazgûl uneasy. Spies feared on stairs. Double vigilance. Patrol to head of Stairs.""

Twilight Cost: 3

Strength: 8


Vitality: 2

Site Number/Signet: 6

Collector's Info: 10 U 82

Cirith Ungol Sentinel

Minion • Uruk-hai

Game Text: Damage +1. If you can spot another  Uruk-hai, this minion is twilight cost -1 for each possession you can spot.

Lore: "Any trespasser found by the guard is to be held at the tower."

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number/Signet: 6

Collector's Info: 10 U 83

Cirith Ungol Sentry

Minion • Uruk-hai

Game Text: Damage +1.

Lore: "...treachery had yielded up the Tower to the Lord of the Ringwraiths, and now for long years it had been held by evil things."

Twilight Cost: 2

Strength: 8

Vitality: 2


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
Collector's Info: 10 C 84

•Flames Within

Condition • Support Area

Game Text: While you have

initiative, each of your  minions is strength +2.

Skirmish: Discard this condition to make a  minion strength +2 (or +4 if it is roaming).

Lore: "Soon there was great peril of fire behind the wall..."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 85

Gorgoroth Keeper

Minion • Orc

Game Text: Besieger. While you control a site, this minion's twilight cost is -2. Regroup: Stack this minion on a site you control.

Lore: "...new foes came swirling behind..."

Twilight Cost: 4

Strength: 10

Vitality: 2

Site Number/Signet: 5

Collector's Info: 10 C 86

Gorgoroth Swarm

Minion • Orc

Game Text: Besieger. When you play this minion, you may spot 6 companions and another besieger to play a besieger from your discard pile and control a site.

Lore: "File after file passed..."

Twilight Cost: 5

Strength: 12

Vitality: 3

Site Number/Signet: 5

Collector's Info: 10 C 87

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•**Gothmog**, Lieutenant of Morgul
Minion • Orc

Game Text: Besieger. When you play Gothmog, the Free Peoples player must wound a companion for each site you control. While you control a site, Gothmog is **fierce**.

Lore: “Move into the City. Kill all in your path.”

Twilight Cost: 6

Strength: 13


Vitality: 3

Site Number/Signet: 5

Collector’s Info: 10 R 88

•**Gothmog’s Warg**

Possession • Mount

Game Text: Bearer must be a  Orc. For each site you control, bearer is strength +1 (or +2 if bearer is Gothmog).

Lore: “Form ranks, you maggots! Form ranks!”

Twilight Cost: 1

Strength: +1


Vitality: +1

Site Number/Signet:

Collector’s Info: 10 R 89

Mordor Brute

Minion • Orc

Game Text: Each  Orc bearing a possession cannot take wounds (except during skirmish phases).

Lore: “There came a long rolling of great drums like thunder in the mountains...”

Twilight Cost: 3

Strength: 9

Vitality: 3

Site Number/Signet: 6

Collector’s Info: 10 C 90

Mordor Fiend

Minion • Orc

Game Text: Shadow: If you cannot spot another minion and there are 3 or fewer twilight tokens, add ● (or ● if this minion is roaming).

Lore: “The onslaught of Mordor broke like a wave on the beleaguered hills...”

Twilight Cost: 3

Strength: 9

Vitality: 3


Site Number/Signet: 6

Collector’s Info: 10 C 91

Mordor Pillager

Minion • Orc

Game Text: Besieger. Fierce.

Shadow: Exert this minion and spot another  minion to control a site. If you cannot spot 3 Free Peoples cultures, the Free Peoples player may exert a companion to prevent this.

Lore:

Twilight Cost: 3

Strength: 9


Vitality: 2

Site Number/Signet: 5

Collector’s Info: 10 U 92

Mordor Wretch

Minion • Orc

Game Text: Shadow: Spot 4 Free Peoples cultures and exert another  minion twice to add ● and draw a card.

Lore: “...a braying of horns... shook the very stones and stunned men’s ears.”

Twilight Cost: 3

Strength: 9


Vitality: 3

Site Number/Signet: 6

Collector’s Info: 10 U 93

Orc Ravager

Minion • Orc

Game Text: To play, spot a  minion.

Shadow: Remove 2 threats to discard a condition.

Lore: “The Captains of the West were foundering in a gathering sea.”

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number/Signet: 6

Collector’s Info: 10 R 94

Orc Slaughterer

Minion • Orc

Game Text: Enduring. For each wound on this minion, it is strength +2.

Lore: “All about the hills the hosts of Mordor raged.”

Twilight Cost: 4

Strength: 10



Vitality: 3



Site Number/Signet: 6

Collector’s Info: 10 R 95



•**Rank and File**

Condition • Support Area

Game Text: Each time a roaming  minion takes a wound, you may add a  token here.

Regroup: Exert an Uruk-hai or discard a  minion to add a  token here.

Skirmish:

Remove 2  tokens from here to make a  minion strength +2.

Lore: “...even fear by night had scarcely over-counted them.”

Twilight Cost: 1

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 10 U 96

The Ring is Mine!

Event • Response

Game Text: If a burden is added, spot a  minion to add an additional burden.

Lore: “...I do not choose now to do what I came to do. I will not do this deed.”

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 10 U 97

Ruinous Hall

Event • Response

Game Text: If the Free Peoples player plays a possession, discard a  minion from hand to prevent him or her from playing any more cards until the end of this phase.

Lore: “...they began to throw missiles marvelously high, so that they passed right above the battlement and fell thudding within the first circle of the City....”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 10 U 98

•**Shagrat**, Captain of Cirith Ungol
Minion • Uruk-hai

Game Text: Damage +1. Each time Shagrat loses a skirmish, you may exert a character.

Lore: “If you think I’m so damaged that it’s safe to flout me, you’re mistaken.”

Twilight Cost: 5

Strength: 13

Vitality: 3



Site Number/Signet: 6

Collector’s Info: 10 R 99

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Speak No More to Me

Event • Shadow

Game Text: Exert a  minion to return a Free Peoples condition to its owner's hand (or 2 if both are  conditions).

Lore: "Go slow! Bring no fire to this place while Faramir lives! Do nothing until Gandalf comes!"

Twilight Cost: 1

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 10 R 100

Troll of Cirith Gorgor

Minion • Troll

Game Text: Damage +1. Fierce.

To play, spot a  minion. This minion is strength +1 for each possession you can spot.

Lore: "...these fell creatures would bite the throats of those that they threw down."

Twilight Cost: 7

Strength: 14


Vitality: 4

Site Number/Signet: 6

Collector's Info: 10 R 101

Uruk Axe

Possession • Hand Weapon

Game Text: Bearer must be a  minion. If bearer is an Uruk-hai, it is strength +2.

Lore: A sharp edge for the sharp natured.

Twilight Cost: 1

Strength: +1


Vitality:

Site Number/Signet:

Collector's Info: 10 C 102

Window of The Eye

Condition • Support Area

Game Text: To play, spot a  minion. Each time the fellowship moves during the regroup phase, you may remove a threat to wound an unbound companion.

Lore: "...as from some great window immeasurably high there stabbed northward a flame of red, the flicker of a piercing Eye...."

Twilight Cost: 1

Strength:

Vitality:


Site Number/Signet:

Collector's Info: 10 C 103



Birthday Present

Condition • Support Area

Game Text: Fellowship: Add a burden to choose 2  events with different card titles from your discard pile. Choose an opponent and make him or her choose 1 of those cards for you to take into hand.

Lore: "...he caught Déagol by the throat and strangled him, because the gold looked so bright and beautiful."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 R 104

Brave and Loyal

Event • Skirmish

Game Text: If a Hobbit companion is not assigned to a skirmish, exert that Hobbit to have him or her replace a companion (except the Ring-bearer) in a skirmish.

Lore: "Now come, you filth! he cried. You've hurt my master, you brute, and you'll pay for it."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 10 U 105

Chance Observation

Event • Skirmish

Game Text: If there are 4 or more  cards in your discard pile, make a Hobbit strength +1 for each Hobbit you can spot.

Lore: "...he thought he saw something shining in the river-bed; and holding his breath he grabbed at it."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 106

Great Heart

Condition

Game Text: Play this condition only during a skirmish. Bearer must be a Hobbit. When this condition is played, wound a minion skirmishing bearer.

Lore: "And there stood Meriadoc the hobbit in the midst of the slain, blinking like an owl in the daylight, for tears blinded him...."

Twilight Cost: 1

Strength:


Vitality: -1

Site Number/Signet:

Collector's Info: 10 C 107

•A Light in His Mind

Condition • Support Area

Game Text: Each time you lose initiative, you may spot 2  companions to remove a burden.

Lore: "Far off, as in a little picture drawn by elven-fingers, he saw the Lady Galadriel standing on the grass in Lórien, and gifts were in her hands."

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector's Info: 10 U 108

Make Haste

Event • Skirmish

Game Text: Stealth. Spot a  companion and return him or her to your hand to make a Shadow player choose to remove ● or discard a minion.

Lore: "There's something still alive in that place, something with eyes, or a seeing mind, if you take me; and the longer we stay in one spot, the sooner it will get on to us."

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 109

A Marvel

Event • Skirmish

Game Text: Exert a Hobbit to make another Hobbit strength +3.

Lore: "Howling with pain and fear but desperate the orc charged head-down at him."

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector's Info: 10 C 110

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Narrow Escape

Event • Regroup

Game Text: Spot 2 Hobbit companions to make a Shadow player discard a minion (or spot 4 Hobbit companions to make that player discard 2 minions).

Lore: “If those two had seen us, they would have dropped all their quarrel until we were dead.”

Twilight Cost: 0

Strength:


Vitality:

Site Number/Signet:

Collector’s Info: 10 U 111

Nine-fingered Frodo and the Ring of Doom

Event • Skirmish

Game Text: Tale. Exert a  character to remove a burden or 2 threats.

Lore: “What a tale we have been in, Mr. Frodo, haven’t we?”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 10 C 112

Orc Armor

Possession • Armor

Game Text: Bearer must be a Hobbit. Each Orc and each Uruk-hai skirmishing bearer is strength -1.

Lore: “Well, there you are, Mr. Frodo. A perfect little orc, if I may make so bold...”

Twilight Cost: 1

Strength:


Vitality:

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Collector’s Info: 10 C 113

Shadowplay

Condition • Support Area

Game Text: To play, spot 2  companions. Each time a minion is played, you may exert a Hobbit companion to exert that minion (limit once per turn).

Lore: “...it saw a great silent shape, cloaked in a grey shadow, looming against the wavering light behind...”

Twilight Cost: 1

Strength:


Vitality:

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Collector’s Info: 10 U 114

Slunk Out of Sight

Event • Skirmish

Game Text: Stealth. If there are 6 or more  cards in your discard pile, cancel a skirmish involving your Hobbit and a minion who is not fierce. Each minion in that skirmish is fierce until the regroup phase.

Lore: “...harsh and loud they heard orc-voices.”

Twilight Cost: 1

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 10 U 115

•The Tale of the Great Ring

Condition • Support Area

Game Text: Tale. Skirmish:

Prevent a Hobbit from being overwhelmed unless a Shadow event is (or was) played during this skirmish. Discard this condition.

Lore: “I have quite finished, Sam,” said Frodo. “The last pages are for you.”

Twilight Cost: 0

Strength:

Vitality:

Site Number/Signet:

Collector’s Info: 10 U 116

 Sites

Base of Mindolluin

Site

Game Text: Sanctuary.

Fellowship: If you cannot spot 2 threats, add a threat to play a fortification from your draw deck.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 3 

Collector’s Info: 10 U 117

Pelessor Prairie

Site

Game Text: Plains.

Shadow: Exert a minion and remove a burden to make the Free Peoples player discard one of his or her conditions.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 4 

Collector’s Info: 10 U 118

Steward’s Tomb

Site

Game Text: Wounds cannot be prevented or healed. Burdens cannot be removed.

Lore:

Twilight Cost:

Strength:



Vitality:

Site Number/Signet: 5 

Collector’s Info: 10 U 119

Watchers of Cirith Ungol

Site

Game Text: Skirmish: Spot your  Orc and remove 2 threats to make that  Orc strength +3.

Lore:

Twilight Cost:

Strength:

Vitality:

Site Number/Signet: 8 

Collector’s Info: 10 U 120

•Frodo, Resolute Hobbit Companion • Hobbit

Game Text:

Ring-bearer (resistance 12).

Lore: “...if it’s the only way, we must take it.”

Twilight Cost: 0

Strength: 3


Vitality: 4

Site Number/Signet: Frodo

Collector’s Info: 10 P 121

•Sam, Great Elf Warrior Companion • Hobbit

Game Text: Ring-bound.

Sam is strength +1 for each  companion you can spot.

Response: If Frodo dies, make Sam the

Ring-bearer (resistance 5).

Lore: “...I’d say there’s a large warrior on the loose, Elf most likely, with an elf-sword anyway...”

Twilight Cost: 2

Strength: 3

Vitality: 4

Site Number/Signet: Gandalf

Collector’s Info: 10 P 122