

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

•**The One Ring**, The Ring of Rings
The One Ring
Game Text: Response: If the Ring-bearer is about to take a wound, he or she wears The One Ring until the regroup phase. While the Ring-bearer is wearing The One Ring, each time he or she is about to take a wound, add a burden instead.
Lore: "...ash nazg thrakatulúk agh burzum-ishi krimpatul."
Twilight Cost:
Strength:
Vitality:
Resistance: +2
Collector's Info: 11 R 1

•**The One Ring**, The Ruling Ring
The One Ring
Game Text: Response: If the Ring-bearer is about to take a wound in a skirmish, he or she wears The One Ring until the regroup phase. While the Ring-bearer is wearing The One Ring, each time he or she is about to take a wound in a skirmish, add a burden instead.
Lore: "One Ring to rule them all..."
Twilight Cost:
Strength: +1
Vitality:
Resistance:
Collector's Info: 11 S 2



Axe of Khazad-dûm
Possession • Hand Weapon
Game Text: Bearer must be a Dwarf. While bearer is at a mountain site, he is **damage +1**.
Lore: The Dwarves led by Balin to the great Dwarf-hall of old, though ill-prepared, were well-armed.
Twilight Cost: 1
Strength: +2
Vitality:
Resistance:
Collector's Info: 11 U 3

Battle to the Last
Event • Skirmish
Game Text: Spot a Dwarf. For each wound on that Dwarf, make him strength +2 and **damage +1**.
Lore: As had the children of Durin and the followers of Balin before him, Gimli would fight the interlopers in Khazad-dûm with all his strength.
Twilight Cost: 0
Strength:
Vitality:
Resistance:
Collector's Info: 11 C 4



Dwarven Embassy
Condition • Support Area
Game Text: To play, spot a Dwarf. Each companion is **damage +1**. Discard this condition at the end of your turn.
Lore: Glóin and his countrymen stood as reassurance that the Dwarves would also stand against the will of the Dark Lord.
Twilight Cost: 0
Strength:
Vitality:
Resistance:
Collector's Info: 11 C 5

Fallen Lord
Event • Skirmish
Game Text: Exert the Ring-bearer and a Dwarf to make that Dwarf strength +X, where X equals that Dwarf's resistance.
Lore: "He is dead then, ' said Frodo. 'I feared it was so.' Gimli cast his hood over his face."
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector's Info: 11 U 6

•**Farin**, Emissary of Erebor
Companion • Dwarf
Game Text: While Farin is at a battleground or underground site, he gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.)
Lore: "If we make no answer, the Enemy may move Men of his rule to assail King Brand, and Dáin also."
Twilight Cost: 2
Strength: 5
Vitality: 3
Resistance: 6
Collector's Info: 11 C 7

•**Gimli**, Lively Combatant
Companion • Dwarf
Game Text: Damage +1. Each time Gimli wins a skirmish, you may draw a card.
Lore: "...I am content. Till now I have hewn naught but wood since I left Moria."
Twilight Cost: 2
Strength: 6
Vitality: 3
Resistance: 7
Collector's Info: 11 U 8

•**Gimli's Battle Axe**,
Vicious Weapon
Possession • Hand Weapon
Game Text: Bearer must be a Dwarf. Bearer gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.) **Skirmish:** If bearer is Gimli and he is at a battleground site, exert him to wound a minion he is skirmishing.
Lore:
Twilight Cost: 2
Strength: +2
Vitality:
Resistance:
Collector's Info: 11 R 9

•**Grimir**, Dwarven Emissary
Companion • Dwarf
Game Text: Response: If a  companion is about to take a wound in a skirmish, discard 2  cards from play (except characters) to prevent that.
Lore: "...we crave the advice of Elrond. For the Shadow grows and draws nearer."
Twilight Cost: 3
Strength: 7
Vitality: 3
Resistance: 7
Collector's Info: 11 R 10

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

•Hall of Our Fathers

Condition • support Area

Game Text: When you play this condition, stack the top 8 cards of your draw deck here. At the start of your maneuver phase, you may spot a Dwarf to exchange the cards stacked here with your hand.

Lore: "...at last we had the power and numbers to return."

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 11

Mountain Homestead

Condition • Support Area

Game Text: To play, spot 2 Dwarf companions. While the fellowship is at a mountain site, each Dwarf is strength +2.

Lore: The Dwarves are as hard and stalwart as the lands in which they've made their homes.

Twilight Cost: 3

Strength:

Vitality:

Resistance:

Collector's Info: 11 U 12

On Guard

Event • Response

Game Text: If a Dwarf who has resistance 3 or more is about to take a wound, prevent that.

Lore: "Well, here's one Dwarf she won't ensnare so easily."

Twilight Cost: 1

Strength:




Vitality:

Resistance:

Collector's Info: 11 C 13

Well-equipped

Event • Fellowship

Game Text: Discard a  card from hand to play a  possession from your draw deck on a  companion who has resistance 5 or more.

Lore: Stout and unmindful of the most ample load, Dwarven warriors laden themselves with heavy armor and myriad weaponry.

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 14



•Arwen, Staunch Defender

Companion • Elf

Game Text: Each minion skirmishing Arwen is strength -1 for each forest site on the adventure path.

Lore: "What grace is given me, let it pass to him. Let him be spared. Save him."

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 7

Collector's Info: 11 U 15

Blade of Lindon

Possession • Hand Weapon

Game Text: Bearer must be an Elf. While bearer is at a forest or river site, each minion he or she is skirmishing is strength -1.

Lore: To this day, many Elven weapons are forged in the fashion of those wielded by Gil-galad's forces.

Twilight Cost: 1

Strength: 1


Vitality:

Resistance:

Collector's Info: 11 U 16

Elven Marksmanship

Condition • Support Area

Game Text: To play, spot an Elf. **Toil 2.** (For each  character you exert when playing this, its twilight cost is -2.)

Archery: Discard this condition to make the fellowship archery total +2.

Lore: Sighted by keen vision and loosed with blinding swiftness, Elven arrows rarely miss their targets

Twilight Cost: 6

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 17

Elven Scout

Companion • Elf

Game Text: While you can spot another Elf, this companion has muster. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

Lore: None who draw within a league of the Celebrant escape unnoticed the patrols from Caras Galadhon.

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 7

Collector's Info: 11 S 18

Farewell to Lórien

Event • Fellowship

Game Text: Spot an Elf to heal each companion who has resistance 5 or more.

Lore: "...the memory of Lothlórien shall remain ever clear and unstained in your heart, and shall neither fade nor grow stale."

Twilight Cost: 3

Strength:

Vitality:

Resistance:

Collector's Info: 11 C 19

The Lady's Blessing

Event • Skirmish

Game Text: Make an Elf strength +2 (or +3 at a river site).

Lore: "We have come to bid our last farewell," she said, 'and to speed you with blessings from our land.'"

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 20

•Legolas, Companion of the Ring

Companion • Elf

Game Text: While Legolas is at a battleground or forest site, he is strength +2 and resistance +2.

Lore: "I am one of the Nine Companions who set out with Mithrandir from Imladris... and with this Dwarf, my friend, I came with the Lord Aragorn."

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 7

Collector's Info: 11 S 21

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

•**Legolas**, Woodland Emissary Companion • Elf
Game Text: At the start of the archery phase, you may spot another Elf to exert a minion.
Lore: Traveling to the council at Imladris was only the beginning of a much greater journey for the Elven Prince. “Few can foresee whither their road will lead them, till they come to its end.”
Twilight Cost: 2
Strength: 6
Vitality: 3
Resistance: 7
Collector’s Info: 11 R 22

•**Legolas' Bow**
Possession • Ranged Weapon
Game Text: Bearer must be an Elf. Bearer is an **archer**. If bearer is Legolas, each time you exert him to play an Ⓞ condition or Ⓞ event, you may heal him (limit once per phase).
Lore: Though not as sturdy as the bows of the Galadhrim, a Mirkwood bow is no less dangerous in skilled hands.
Twilight Cost: 2
Strength:
Vitality:
Resistance:
Collector’s Info: 11 R 23

Might of the Elf-lords
Event • Skirmish
Game Text: Exert an Elf to reveal the top card of your draw deck. If that card’s twilight cost is 3 or less, make a minion strength -3.
Lore: “Dimly Frodo saw the river below him rise, and down along its course there came a plumed cavalry of waves.”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 R 24

Nocked
Event • Archery
Game Text: Exert an Elf who has resistance 4 or more to wound a minion.
Lore: Legolas can fit an arrow to his bowstring faster than most can clear a blade from its scabbard.
Twilight Cost: 2
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 25

•**Uncertain Future**
Condition • Support Area
Game Text: When you play this condition, spot an Elf to add 3 Ⓞ tokens here.
Maneuver: Discard this condition or remove an Ⓞ token from here to reveal the top card of your draw deck. You may place that card beneath your draw deck.
Lore: “What did you see?”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 26

Woodland Sentinel
Companion • Elf
Game Text: While this companion is at a forest site, he is strength +2.
Lore: “We drove them off after some time; they were many and fierce, but they cam over the mountains, and were unused to the woods.”
Twilight Cost: 2
Strength: 5
Vitality: 3
Resistance: 6
Collector’s Info: 11 C 27



The Art of Gandalf
Possession • Support Area
Game Text: To play, spot a ⏏ Wizard. **Regroup:** Stack a spell from hand here.
Fellowship: Discard a ⏏ card from hand to take a card stacked here into hand.
Lore: “The fireworks were by Gandalf: they were not only brought by him, but designed and made by him....”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 28

Ease the Burden
Event • Fellowship
Game Text: Exert a ⏏ Wizard to remove a burden (or 2 burdens if the fellowship is at a dwelling site).
Lore: “Bilbo was meant to find the Ring. In which case, you also were meant to have it. And that is an encouraging thought.”
Twilight Cost: 2
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 29

•**Erland**, Dale Counselor Companion • Man
Game Text: To play, spot a ⏏ companion. **Skirmish:** Exert Erland to take a ⏏ skirmish event from your discard pile into hand.
Lore: “They are valiant men and keep open the High Pass and the Ford of Carrock.”
Twilight Cost: 2
Strength: 5
Vitality: 3
Resistance: 6
Collector’s Info: 11 R 30

Final Account
Event • Fellowship
Game Text: To play, exert a ⏏ Wizard. Discard 2 cards from hand to take a Free Peoples card and a Shadow card from your discard pile into hand.
Lore: “Gandalf lifted it carefully, but the leaves crackled and broke as he laid it on the slab.”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 C 31

G for Grand
Condition • Support Area
Game Text: While you can spot a ⏏ Wizard, each companion who has resistance 6 or more is strength +1.
Lore: “To them he was just one of the ‘attractions’ at the party. Hence the excitement of the hobbit-children.”
Twilight Cost: 3
Strength:
Vitality:
Resistance:
Collector’s Info: 11 S 32

The Lord of the Rings™ Trading Card Game


Shadows™ Spoiler List



•**Gandalf**, Leader of the Company
Companion • Wizard
Game Text: While Gandalf is in region 1, each other companion is strength +2. While Gandalf is in region 2, each companion is strength +1. While Gandalf is in region 3, he is strength +2.
Lore: “I will help you bear this burden, Frodo Baggins....”
Twilight Cost: 4
Strength: 7
Vitality: 4
Resistance: 7
Collector’s Info: 11 S 33


•**Gandalf’s Staff**, Ash Staff
Artifact • Staff
Game Text: Bearer must be a Wizard. If bearer is Gandalf, he gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.) Each time bearer wins a skirmish, choose a Shadow player who must wound a minion.
Lore:
Twilight Cost: 2
Strength:
Vitality: +1
Resistance:
Collector’s Info: 11 R 34

•**Glamdring**, Foe-hammer
Possession • Hand Weapon
Game Text: Bearer must be Gandalf. Each time Gandalf wins a skirmish, you may remove a burden.
Lore: “There was a ringing clash and a stab of white fire.”
Twilight Cost: 2
Strength: +2
Vitality:
Resistance:
Collector’s Info: 11 R 35

Inspiration
Event • Skirmish
Game Text: Spot a  Wizard to reveal your hand and make a minion strength -3 for each companion in your hand (or -4 for each if the fellowship is at a battleground site).
Lore: Through his own strength, Gandalf spurred all the Free Peoples of Middle-earth to stand against the coming darkness.
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 C 36

•**New Authority**
Condition • Support Area
Game Text: To play, spot a  Wizard. Each time a Shadow card adds a burden, you may remove
● **Response:** If a minion uses its special ability, discard this condition to cancel the effect of that special ability.
Lore: “Prepare for battle!”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 37

New-awakened
Event • Fellowship
Game Text: **Spell. Toil 2.** (For each  character you exert when playing this, its twilight cost is -2.) Spot a  Wizard to discard 2 conditions from play.
Lore: “Too long have you sat in shadows and trusted to twisted tales and crooked promptings.”
Twilight Cost: 6
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 38

Prolonged Struggle
Event • Skirmish
Game Text: Exert a  Wizard and spot 2 companions who each have resistance 7 or more to wound a minion that Wizard is skirmishing twice.
Lore: “We fought far under the living earth, where time is not counted.”
Twilight Cost: 3
Strength:
Vitality:
Resistance:
Collector’s Info: 11 C 39


•**Shadowfax**, Unequaled Steed
Possession • Mount
Game Text: Bearer must be Gandalf. Each time Gandalf is about to take a wound, you may add a burden to prevent that.
Lore: “He has come for me: the horse of the White Rider. We are going to battle together.”
Twilight Cost: 2
Strength:
Vitality:
Resistance: +2
Collector’s Info: 11 U 40



Frenzied Attack
Event • Skirmish
Game Text: If a minion is skirmishing a Free Peoples character who has resistance 2 or less, spot Gollum to wound that character twice.
Lore: Having been separated from the Precious for the better part of a century, Gollum tasted only the sweetness of its return.
Twilight Cost: 2
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 41

•**Gollum**, Skulker
Minion
Game Text: **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.)
Skirmish: Exert Gollum twice to make another minion strength +2.
Lore: “O yes, Shelob will get him, not Sméagol; he promised; he won’t hurt Master at all.”
Twilight Cost: 2
Strength: 5
Vitality: 4
Site Number: 3
Collector’s Info: 11 R 42

Horribly Strong
Event • Shadow
Game Text: Discard Gollum from play to wound an unbound companion who has resistance 6 or less.
Lore: “Gollum hissed and spat, but he did not let go.”
Twilight Cost: 2
Strength:
Vitality:
Site Number:
Collector’s Info: 11 R 43

•**Incited**
Condition • Support Area
Game Text: Each time a companion loses a skirmish, you may exert Gollum to take a  card into hand from your discard pile.
Lore: “He’s much more dangerous than he looks.”
Twilight Cost: 1
Strength:
Vitality:
Site Number:
Collector’s Info: 11 R 44

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Led Astray

Event • Shadow

Game Text: Spot Gollum to add ● and exchange one of your sites on the adventure path with another site from your adventure deck.

Lore: “So far Gollum’s plot had succeeded.”

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 45

Master Commands It

Event • Skirmish

Game Text: Make Sméagol strength +1 for each companion who has resistance 5 or more.

Lore: “It’s not sense to try and get into Mordor at all. But if master says I must go or I will go, then he must try some way.”

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector’s Info: 11 C 46

No End of Wickedness

Event • Skirmish

Game Text: Exert Gollum to make another minion strength +2 (or +3 if Gollum is at a mountain site).

Lore: “...a fear was growing on him, a menace which he could not see....”

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 47

•Not Yet Vanquished

Condition • Support Area

Game Text: Each time a companion loses a fierce skirmish, you may exert Gollum to add a burden.

Lore: “A sudden weight smote him and he crashed forward, tearing the backs of his hands that still clasped his master’s.”

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector’s Info: 11 R 48

One Good Turn Deserves Another

Event • Fellowship or Regroup

Game Text: Spot Sméagol to play the fellowship’s next site. Then you may add a burden to take this card back into hand.

Lore: “Nice hobbits! We will come with them. Find them safe paths in the dark, yes we will.”

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 49

•Safe Passage

Condition • Support Area

Game Text: When you play this condition, name forest, mountain, plains, or river. Each time the fellowship moves to a site that has the named keyword, you may exert Gollum or Sméagol to remove ●.

Lore: “Here! We can get down here. Sméagol went this way once: I went this way, hiding from Orcs.”

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector’s Info: 11 R 50

•Sméagol, Scout and Guide Companion

Game Text: Ring-bound. To play, add a burden. Each time Sméagol wins a skirmish, you may play the fellowship’s next site.

Skirmish: If Sméagol is at a marsh, exert him to cancel a skirmish involving him.

Lore: “They would have founded in the Dead Marshes but for Gollum.”

Twilight Cost: 0

Strength: 3

Vitality: 4

Resistance: 5

Collector’s Info: 11 R 51

Strange and Terrible

Event • Shadow

Game Text: Spot a ♀ minion at a mountain site to play a minion from your discard pile.

Lore: “Gollum on the edge of the abyss was fighting like a mad thing with an unseen foe.”

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 52



•Aragorn, Guide and Protector Companion • Man

Game Text: Ranger. Each time a Free Peoples skirmish event is played, you may exert Aragorn to wound a minion he is skirmishing.

Lore: “...I know all the lands between the Shire and the Misty Mountains, for I have wandered over them for many years.”

Twilight Cost: 4

Strength: 8

Vitality: 4

Resistance: 8

Collector’s Info: 11 S 53

•Aragorn, Strider Companion • Man

Game Text: Ranger. Each time the fellowship moves, add ●.

Lore: “...in spite of the heat of the room he wore a hood that overshadowed his face; but the gleam of his eyes could be seen as he watched the hobbits.”

Twilight Cost: 1

Strength: 8

Vitality: 4

Resistance: 8

Collector’s Info: 11 R 54

Armor of the Citadel

Possession • Armor

Game Text: Bearer must be a ✦ Man. Each minion skirmishing bearer loses all damage bonuses. While bearer is at a battleground site and unwounded, he or she is **defender +1**.

Lore: “Upon the black surcoats were embroidered in white a tree blossoming like snow....”

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector’s Info: 11 U 55

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Battle Cry

Event • Skirmish

Game Text: Make a ranger strength +2 (or +3 if he or she is skirmishing a minion who has a damage bonus).

Lore: "...men were yelling and screaming, and one clear loud voice was calling 'Gondor! Gondor!'"

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 56

•**Boromir**, Hero of Osgiliath

Companion • Man

Game Text: Knight. Each time Boromir wins a skirmish, you may heal a * companion.

Lore: "Let the armies of Mordor know this: never again will the land of my people fall into enemy hands!"

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance: 5

Collector's Info: 11 R 57

Bow of Minas Tirith

Possession • Ranged Weapon

Game Text: Bearer must be a

* Man. At the start of the archery phase, if bearer is at a battleground site, you may exert him or her to make the fellowship archery total +1.

Lore: From the ramparts of the Gondorian fortress, death rained down upon the servants of Sauron.

Twilight Cost: 1

Strength: +1

Vitality:

Resistance:

Collector's Info: 11 U 58

Gondorian Blade

Possession • Hand Weapon

Game Text: Bearer must be a

* Man. While bearer is a ranger or at a river site, he or she is **damage +1**.

Lore: While many knights of Gondor favor hand-and-a-half swords, lighter weapons are often preferred by the rangers who patrol Ithilien.

Twilight Cost: 1

Strength: +2

Vitality:

Resistance:

Collector's Info: 11 U 59

The Highest Quality

Event • Skirmish

Game Text: Exert any number of

* companions who have total

resistance 12 or more to make a minion skirmishing a

* companion strength -3 for each companion exerted this way.

Lore: "Captain Faramir, you have shown your quality, sir. The very highest."

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 60

•**Houses of Healing**

Condition • Support Area

Game Text: When you play this

condition, spot a * Man to add 3 * tokens here.

Fellowship: Add ● and either discard this condition or remove a * token from here to heal a

* Man.

Lore: "...the king was indeed come among them, and after war he brought healing..."

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 U 61

•**Madril**, Ranger of Ithilien

Companion • Man

Game Text: Fellowship: If

Madril is at a forest site, exert him to play the fellowship's next site.

Lore: "...we must look to our own borders. Faramir, Orcs are on the move."

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 7

Collector's Info: 11 C 62

Much-needed Rest

Event • Fellowship

Game Text: Heal each

* companion who has resistance 5 or more.

Lore: "A guest-house shall be made ready: there you shall sleep, when you have eaten."

Twilight Cost: 3

Strength:

Vitality:

Resistance:

Collector's Info: 11 C 63

Pledge of Loyalty

Event • Skirmish

Game Text: Make a

* companion strength +2 (or +3 if he or she has resistance 4 or more).

Lore: "I ask leave once again to be your companion, Frodo."

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 64

Ranger of Westernesse

Companion • Man

Game Text: Ranger. When you

play this companion, you may play the fellowship's next site.

Lore: "The road may pass, but they shall not!"

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 6

Collector's Info: 11 S 65

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Well-traveled

Event • Fellowship or Regroup

Game Text: To play, exert a ranger. If the fellowship is in region 1, play the fellowship's next 2 sites. Otherwise, play the fellowship's next site.

Lore: With a great many years' experience in the wilds of Middle-earth, Aragorn's skills as guide and tracker were unmatched.

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 66



Archer of Harad

Minion • Man

Game Text: Archer. While you can spot a companion who has resistance 4 or less, the minion archery total is +1.

Lore: Haradrim bowmen pick off stragglers who rout after losing a battle.

Twilight Cost: 3

Strength: 7

Vitality: 1

Site Number: 4

Collector's Info: 11 U 67

Armored Easterlings

Minion • Man

Game Text: Skirmish: Remove ● to make a lurker strength +1.

Skirmish: Remove ● to make a lurker **fierce** until the regroup phase. **Skirmish:** Remove ● to make a lurker **damage +1**.

Lore: The Men of the East were well-equipped.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 4

Collector's Info: 11 R 68

Axeman of Harad

Minion • Man

Game Text: While you can spot a companion who has resistance 3 or less, this minion's twilight cost is -2.

Lore: Tribes of Harad gather when their enemies appear weak.

Twilight Cost: 4

Strength: 11

Vitality: 3

Site Number: 4

Collector's Info: 11 U 69

Bloodthirsty

Event • Regroup

Game Text: Spot 2 ☉ minions to wound an unbound companion.

Lore: The ferocity of the Dunlendings is not easily slaked.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 70

Bold and Cunning

Event • Skirmish

Game Text: Toil 2. (For each ☉ character you exert when playing this, its twilight cost is -2.) Spot a ☉ minion to discard a possession from play.

Lore: "Even now he plays a game with peril and wins a throw."

Twilight Cost: 5

Strength:

Vitality:

Site Number:

Collector's Info: 11 C 71

Column of Easterlings

Minion • Man

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.)

Skirmish: Discard this minion to make a ☉ minion strength +4.

Lore: The military training of the Easterlings is evident in their marching formations.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 4

Collector's Info: 11 C 72

Corps of Harad

Minion • Man

Game Text: While this minion is at a battleground site, it is **fierce**.

Lore: When an enemy offers resistance, the Haradrim bloodlust rises to the occasion.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 4

Collector's Info: 11 C 73

Detachment of Haradrim

Minion • Man

Game Text: Maneuver: Exert this minion to add ● for each companion who has resistance 5 or less.

Lore: No mere soldiers, all the Men of Harad are skilled assassins and raiders.

Twilight Cost: 5

Strength: 12

Vitality: 3

Site Number: 4

Collector's Info: 11 U 74

•Easterling Host

Minion • Man

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.)

Skirmish: Exert Easterling host and make it strength -2 until the regroup phase to make each other ☉ minion strength +1 until the regroup phase.

Lore: Men of the East mass soldiers into huge groups.

Twilight Cost: 5

Strength: 13

Vitality: 3

Site Number: 4

Collector's Info: 11 R 75

Easterling Shield Wall

Minion • Man

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.)

Response: If a ☉ minion is about to take a wound in a skirmish, exert this minion and remove ● to prevent that.

Lore: Tight columns allow Easterlings to protect each other.

Twilight Cost: 4

Strength: 9

Vitality: 3

Site Number: 4

Collector's Info: 11 C 76

Elder of Dunland

Minion • Man

Game Text: While this minion is at a plains site, it is **damage +1**.

Lore: Experienced warriors gather the disparate tribes for massive raids.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 4

Collector's Info: 11 S 77

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Elevated Fire

Event • Archery

Game Text: **Toil 2.** (For each ☉ character you exert when playing this, its twilight cost is -2.) Spot a ☉ minion to make the minion archery total +3.

Lore: The war towers of the mûmakil provide a great advantage for archers.

Twilight Cost: 7

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 78

Fearsome Dunlending

Minion • Man

Game Text: **Ambush ●.** When you play this minion at a plains site, you may spot an unbound companion to make that companion resistance -1 until the end of the turn.

Lore: Accustomed as they are to traveling afoot, Dunlending mobs can strike quickly, without warning.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 79

Ferocious Haradrim

Minion • Man

Game Text: **Archer.** Each time a Free Peoples character is killed, each of your ☉ minions is strength +3 until the regroup phase.

Lore: The killing frenzy of the Southrons is in stark contrast to the cool efficiency of Easterling columns.

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number: 4

Collector's Info: 11 U 80

Fletcher of Harad

Minion • Man

Game Text: While this minion is at a plains site, it is an **archer**.

While you can spot 6 companions, each ☉ minion is an **archer**.

Lore: Makers of bows and arrows have a strong trade for the raiders of Harad.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 R 81

Footman of Dunland

Minion • Man

Game Text: The fellowship's current site gains **plains**.

Lore: Their savage war bands move swiftly across flat terrain.

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number: 4

Collector's Info: 11 S 82

Force of Harad

Minion • Man

Game Text: When you cannot spot another ☉ minion, discard this minion.

Lore: Alliances between Haradrim tribes are fragile things which sometimes break down in battle.

Twilight Cost: 3

Strength: 11

Vitality: 2

Site Number: 4

Collector's Info: 11 C 83

Harad Standard-bearer

Minion • Man

Game Text:

Skirmish: Remove ● to make this minion **damage +1**.

Lore: The strange craftsmen of Haradwaith fashion their war banners from woven wood.

Twilight Cost: 4

Strength: 10

Vitality: 2

Site Number: 4

Collector's Info: 11 S 84

Horde of Harad

Minion • Man

Game Text: While this minion is at a battleground site, it is **fierce**.

Lore: Raiders and brigands they may be, but in force the Southron fighters are terrifying.

Twilight Cost: 5

Strength: 13

Vitality: 3

Site Number: 4

Collector's Info: 11 C 85

Invading Haradrim

Minion • Man

Game Text: Each time the Free Peoples player assigns this minion to a skirmish, add ● for each Free Peoples character who has resistance 5 or less.

Lore: The cruel Men of Harad slaughter the weak and infirm during their raids on Gondor.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 4

Collector's Info: 11 C 86

Láthspell

Condition

Game Text: To play, spot a ☉ minion. Bearer must be a companion. While bearer is skirmishing a ☉ minion, bearer loses from possessions all strength and damage bonuses.

Lore: "...ill news is an ill guest they say."

Twilight Cost: 3

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 87

Legion of Harad

Minion • Man

Game Text: **Toil 2.** (For each ☉ character you exert when playing this, its twilight cost is -2.)

Lore: The bellicose families of Harad cannot often agree, but when they do, they form a formidable army.

Twilight Cost: 6

Strength: 14

Vitality: 3

Site Number: 4

Collector's Info: 11 C 88

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Long Battle Bow

Possession • Ranged Weapon

Game Text: Bearer must be a ☉ minion. Bearer is an **archer**.

When you play this possession, you may make the Free Peoples player exert his or her man.

Lore: Southron accuracy with bows is legendary.

Twilight Cost: 2

Strength: +1

Vitality:

Site Number:

Collector's Info: 11 C 89

Man of Bree

Minion • Man

Game Text: This minion is strength +1 for each card in the Free Peoples player's hand.

Lore: "One or two gave Frodo a blank look and departed muttering among themselves."

Twilight Cost: 2

Strength: 4

Vitality: 1

Site Number: 4

Collector's Info: 11 S 90

Oath Sworn

Condition • Support Area

Game Text: At the start of the maneuver phase, if you have 2 or more cards in hand, you may spot 2 ☉ minions and discard your hand to add ●.

Lore: "We will fight for you!"

Twilight Cost: 4

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 91

Overrun

Event • Skirmish

Game Text: Make a ☉ minion strength +2 (or +4 if that minion is at a battleground or plains site).

Lore: An Easterling column strikes with terrific force.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 S 92

Patroller of Haradrim

Minion • Man

Game Text: Each time this minion is assigned to a character who has resistance 5 or less, you may discard a possession borne by that character.

Lore: Disarming strikes are common among the tactics of the Men of Harad.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 93

Pavise

Possession • Shield

Game Text: Bearer must be a ☉ minion. The twilight cost of this possession is -1 for each Free Peoples possession you spot. Bearer cannot take wounds except during a skirmish.

Lore: An Easterling shield covers almost the entire body.

Twilight Cost: 3

Strength:

Vitality: +2

Site Number:

Collector's Info: 11 C 94

Poleaxe

Possession • Hand Weapon

Game Text: Bearer must be a ☉ minion. **Skirmish:** Remove ● to make a ☉ minion **fierce** until the regroup phase.

Lore: Many of the Men of the East march into battle carrying heavy bladed polearms.

Twilight Cost: 1

Strength: +2

Vitality:

Site Number:

Collector's Info: 11 S 95

Precision Targeting

Event • Archery

Game Text: Spot a ☉ minion to make the minion archery total +1 and make the Free Peoples player choose 3 companions.

Other companions cannot take archery wounds.

Lore: Arrows fired in volleys will never be as effective as one loosed by a skilled archer.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 96

Raging Dunlending

Minion • Man

Game Text: When you play this minion, you may exert it to make it **fierce** until the regroup phase.

While you can spot 6 companions, each ☉ minion is **fierce**.

Lore: Furious hatred over the land they've lost drives the mobs of Dunland.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 4

Collector's Info: 11 S 97

Rampaging Easterling

Minion • Man

Game Text: **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.) Each time another ☉ minion wins a skirmish, make this minion strength +3 until the regroup phase.

Lore: The fury of the Eastern warriors grows in battle.

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number: 4

Collector's Info: 11 C 98

Squad of Haradrim

Minion • Man

Game Text: **Regroup:** Spot another ☉ minion and 2 Free Peoples characters who each have resistance 5 or less to make the move limit -1 for this turn.

Lore: Small, harassing bands of Haradrim skirmishers make moving troops difficult.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 U 99

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Strange-looking Men

Minion • Man

Game Text: Maneuver: Exert this minion to transfer a possession or condition borne by a character to another eligible bearer.

Lore: “The strangers, especially those that had come up the Greenway, stared at them curiously.”

Twilight Cost: 4

Strength: 10

Vitality: 2

Site Number: 4

Collector's Info: 11 R 100

Swarthy Bree-lander

Minion • Man

Game Text: At the start of the maneuver phase, you may remove ● to transfer a condition borne by a character to another eligible bearer.

Lore: “But there was one... who stood looking at them with a knowing and half-mocking expression that made them feel very uncomfortable.”

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 4

Collector's Info: 11 C 101

Throng of Harad

Minion • Man

Game Text: Each time this minion is assigned to skirmish a character who has resistance 5 or less, it is **fierce** until the regroup phase.

Lore: Only the strongest fighters can withstand a Southron attack.

Twilight Cost: 4

Strength: 11

Vitality: 3

Site Number: 4

Collector's Info: 11 C 102

Warrior of Dunland

Minion • Man

Game Text: Ambush ●. While this minion is at a plains site, it gains an additional **ambush ●**.

Lore: The open plain affords no shelter, no defense against the Dunlendings.

Twilight Cost: 2

Strength: 8

Vitality: 1

Site Number: 4

Collector's Info: 11 C 103

Whistling Death

Event • Skirmish

Game Text: Wound a character skirmishing a ☹ minion. If the fellowship is at a battleground site, you may remove ● to wound that character again.

Lore: As deadly as the Southron arrows, their polearms cut a whirling swath through their enemies.

Twilight Cost: 3

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 104

Wielding the Ring

Condition

Game Text: To play, spot a ☹ minion. Bearer must be a companion (except the Ring-bearer).

Lore: “Why should we not think that the Great Ring has come into our hands to serve us in the very hour of need?”

Twilight Cost: 1

Strength:

Vitality:

Resistance: -2

Collector's Info: 11 U 105



Armed for Battle

Event • Shadow

Game Text: Spot your ☹ minion to play an ☹ possession from your discard pile (or, if that minion is at a battleground site, from your draw deck or discard pile).

Lore: Fashioned by the hands of Orcs, or plundered from the hands of defeated enemies, the weaponry of Mordor is bounteous.

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 106

Barbarous Orc

Minion • Orc

Game Text: Skirmish: Exert another ☹ minion to make this minion strength +2 (or +4 if this minion is skirmishing a companion who has resistance 4 or less).

Lore: Fiercely tribal, rival Orc bands unite only against a more hated enemy.

Twilight Cost: 3

Strength: 7

Vitality: 2

Site Number: 4

Collector's Info: 11 C 107

Beastly Olog-hai

Minion • Troll

Game Text: Damage +1. Fierce.

To play, spot an ☹ minion.

Assignment: Exert this minion to assign it to a companion bearing an artifact. The Free Peoples player may discard an artifact from play to prevent this.

Lore: “Some held that they were not Trolls, but giant Orcs...”

Twilight Cost: 6

Strength: 13

Vitality: 3

Site Number: 5

Collector's Info: 11 R 108

Bladed Gauntlets

Possession • Armor

Game Text: Bearer must be an ☹ minion. Bearer is a **lurker**. (Skirmishes involving lurker minions must be resolved after any others.) **Skirmish:** Exert bearer to make an ☹ minion strength +2.

Lore: One cannot easily discern Orc armor from weapon.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 109

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Bound to its Fate

Event • Shadow

Game Text: Spot an ♣ minion to reveal the Free Peoples player's hand. The Free Peoples player chooses to either discard a revealed Free Peoples event or add a burden.

Lore: "Now it comes to it, I don't like parting with it at all, I may say."

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 110

Champion Orc

Minion • Orc

Game Text: Toil 2. (For each ♣ character you exert when playing this, its twilight cost is -2.)

Lore: A few Orcs are veterans of single combats to settle disputes in the mountain tribes.

Twilight Cost: 5

Strength: 13

Vitality: 2

Site Number: 4

Collector's Info: 11 C 111

Conquered Halls

Event • Skirmish

Game Text: Make an ♣ minion strength +1 for each underground site you can spot.

Lore: "They brandished spears and scimitars which shone red as blood in the firelight."

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 S 112

Cutthroat Orc

Minion • Orc

Game Text: This minion is strength +1 for each companion who has resistance 5 or less.

Lore: The smell of human flesh is often enough to frenzy an Orc warrior.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 113

Demoralized

Condition • Support Area

Game Text: To play, spot an ♣ minion. Each time a companion exerts, you may add ● (or ● if you can spot 6 companions).

Lore: "But soon there were few left in Minas Tirith who had the heart to stand up and defy the hosts of Mordor."

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 114

Denizen of Khazad-dûm

Minion • Orc

Game Text: While this minion is at an underground site, it is strength +2.

Lore: The spiny helms forged by the Orcs of Moria can inflict as much damage as their scimitars.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 S 115

Denizen of Moria

Minion • Orc

Game Text: While this minion is at an underground site, it is strength +3.

Lore: The vast tunnels of Khazad-dûm are the veins through which a foul Orc ichor can flow unchecked.

Twilight Cost: 2

Strength: 7

Vitality: 1

Site Number: 4

Collector's Info: 11 S 116

Denizen of the Black Pit

Minion • Orc

Game Text: While this minion is at an underground site, it is strength +2.

Lore: The great Dwarf mansion of Khazad-dûm is now more commonly known by other, darker names.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 4

Collector's Info: 11 S 117

Dread and Despair

Event • Shadow

Game Text: Spot 2 ♣ minions to discard a condition from play.

The Free Peoples player may discard the top 6 cards of his or her draw deck to prevent this.

Lore: "...yet another weapon, swifter than hunger, the Lord of the Dark Tower had..."

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 118

Emboldened Orc

Minion • Orc

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.) This minion is strength +1 for each companion who is not assigned to a skirmish.

Lore: Orcs are seldom intimidated, and often goaded, by superior forces.

Twilight Cost: 4

Strength: 11

Vitality: 2

Site Number: 4

Collector's Info: 11 R 119

Entrapping Orc

Minion • Orc

Game Text: Assignment: Assign this minion to an unbound companion who has resistance 4 or less.

Lore: Orcs relish the kill more than the fight itself, and will often rush to engage a weakened foe.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 120

Foraging Orc

Minion • Orc

Game Text: When you play this minion, you may spot another ♣ minion and a companion who has resistance 3 or less to add ●.

Lore: Though most Orcs are small in stature, seldom can one be found without another nearby.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 121

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Frenzied Orc

Minion • Orc

Game Text: While this minion is at an underground site, each character skirmishing it is strength -2. While you can spot 6 companions, each character skirmishing an ♣ minion is strength -2.

Lore: More enemies seem only to further fuel their rage.

Twilight Cost: 4

Strength: 8

Vitality: 3

Site Number: 4

Collector's Info: 11 C 122

Goblin Hordes

Condition • Support Area

Game Text: To play, spot an ♣ minion. Each time the fellowship moves from an underground site, you may take an ♣ minion from your discard pile into hand.

Lore: "...he saw swarming black figures: there seemed to be hundreds of orcs."

Twilight Cost: 2

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 123

Hill Orc

Minion • Orc

Game Text: Each time this minion wins a skirmish, you may exert each companion who has resistance 4 or less.

Lore: The foul Orcs who slaughtered the last of Balin's followers still thrive in the halls of Khazad-dûm and the surrounding countryside.

Twilight Cost: 4

Strength: 12

Vitality: 2

Site Number: 4

Collector's Info: 11 U 124

Isengard Underling

Minion • Orc

Game Text: When you play this minion, you may take an ♣ event from your discard pile into hand.

Lore: Saruman's workers would exploit any resource to prepare for the coming battle.

Twilight Cost: 3

Strength: 7

Vitality: 2

Site Number: 4

Collector's Info: 11 C 125

Marauding Orcs

Minion • Orc

Game Text: When you cannot spot another ♣ minion, discard this minion from play.

Lore: Orcs that would only seek out violence at random on their own were brought together to serve Sauron's purpose.

Twilight Cost: 3

Strength: 10

Vitality: 2

Site Number: 4

Collector's Info: 11 S 126

Mocking Goblin

Minion • Orc

Game Text: Each time this minion wins a skirmish, add a burden unless the Free Peoples player discards a Free Peoples event from hand.

Lore: "There was a rush of hoarse laughter, like the fall of sliding stones into a pit..."

Twilight Cost: 5

Strength: 12

Vitality: 3

Site Number: 4

Collector's Info: 11 C 127

Mordor Scimitar

Possession • Hand Weapon

Game Text: Bearer must be an ♣ minion. Each time bearer is assigned to skirmish a companion, you may exert that companion.

Lore: Though Orcs will employ a wide variety of weaponry, they tend to favor long, curved blades.

Twilight Cost: 2

Strength: +2

Vitality:

Site Number:

Collector's Info: 11 C 128

Mountain Orc

Minion • Orc

Game Text: Each time this minion is assigned to skirmish a companion who has resistance 5 or less, exert that companion.

Lore: Larger Orcs are strong enough to run for many miles, and can tire out their prey before attacking.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 C 129

Orc Hammer

Possession • Hand Weapon

Game Text: Bearer must be an ♣ Orc. When you play this possession, you may exert a companion.

Lore: The strongest members of an Orc tribe often wield hammers rather than blades.

Twilight Cost: 2

Strength: +1

Vitality:

Site Number:

Collector's Info: 11 S 130

Orc Miscreant

Minion • Orc

Game Text: To play, spot an ♣ minion. **Regroup:** Exert this minion to add a burden.

Lore: "Some of the trees they just cut down and leave to rot - or mischief that..."

Twilight Cost: 3

Strength: 7

Vitality: 3

Site Number: 4

Collector's Info: 11 C 131

Orkish Smith

Minion • Orc

Game Text: When you play this minion, you may take an ♣ condition from your discard pile into hand.

Lore: "There is always a smoke rising from Isengard these days."

Twilight Cost: 2

Strength: 6

Vitality: 1

Site Number: 4

Collector's Info: 11 C 132

Orkish Worker

Minion • Orc

Game Text: When you play this minion, you may spot another ♣ minion to reveal the top card of the Free Peoples player's deck. If it is a Shadow card, add ●, where X is its twilight cost.

Lore: Saruman's Orcs labor day and night to provide him with the resources he needs to wage war.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 4

Collector's Info: 11 R 133

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Persistent Orc

Minion • Orc

Game Text: Each time this minion is about to be killed or discarded from play, you may spot another ♣ card to place this minion on top of your draw deck instead.

Lore: An enemy can do little worse to an Orc than what it would willingly have done to itself.

Twilight Cost: 2

Strength: 7

Vitality: 1

Site Number: 4

Collector's Info: 11 R 134

Porter Troll

Minion • Troll

Game Text: Damage +1. Fierce. To play, spot an ♣ minion. When you play this minion, add a burden unless the Free Peoples player reveals a Free Peoples event from his or her hand.

Lore: The mammoth battering ram Grond required equally mammoth strength to wield it.

Twilight Cost: 7

Strength: 15

Vitality: 3

Site Number: 5

Collector's Info: 11 R 135

Prowling Orc

Minion • Orc

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.)

Skirmish: Remove ● to make an ♣ minion strength +1.

Lore: Orcs use numbers to fell a powerful foe, though it would be generous to think of it as working together.

Twilight Cost: 3

Strength: 6

Vitality: 2

Site Number: 4

Collector's Info: 11 C 136

Scurrying Goblin

Minion • Orc

Game Text: When you play this minion at an underground site, you may spot another ♣ minion to add ●.

Lore: "But it was not an echo, for when they halted it pattered on for a little all by itself, and then grew still."

Twilight Cost: 1

Strength: 5

Vitality: 1

Site Number: 4

Collector's Info: 11 U 137

Skulking Goblin

Minion • Orc

Game Text: The fellowship's current site gains **underground**.

Lore: "It is a mark of evil things that came in the Great Darkness that they cannot abide the Sun...."

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number: 4

Collector's Info: 11 S 138

Spurred to Battle

Condition • Support Area

Game Text: To play, exert an ♣ minion. At the start of the Shadow phase, add ●.

Lore: Even victory does not long slake the Orkish thirst for blood. It merely drives them onward to a new confrontation.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 139

Strength in Shadows

Event • Skirmish

Game Text: Make an ♣ minion strength +2 (or +4 if it is a lurker).

Lore: Weakened by the Sun, Orcs thrive in darkness and shadow.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 C 140

Undisciplined

Event • Assignment

Game Text: Toil 3. (For each ♣ character you exert when playing this, its twilight cost is -3.) Assign an ♣ minion to a companion (except the Ring-bearer).

Lore: Easily caught by the heat of battle, Orc soldiers often break formation and attack where their bloodlust takes them.

Twilight Cost: 8

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 141

Unyielding Goblin

Minion • Orc

Game Text: Skirmish: If this minion is at an underground site, exert it to exert a companion it is skirmishing.

Lore: In the rush of battle, some Orcs can carry on heedless of their own wounds until their enemy is vanquished.

Twilight Cost: 2

Strength: 5

Vitality: 2

Site Number: 4

Collector's Info: 11 S 142

Watchful Orc

Minion • Orc

Game Text: When you play this minion, you may spot another ♣ minion to replace the fellowship's current site with an underground site from your adventure deck.

Lore: Some Orcs have learned basic tracking skills.

Twilight Cost: 4

Strength: 8

Vitality: 3

Site Number: 4

Collector's Info: 11 R 143

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List



•Border Patrol

Condition • Support Area

Game Text: When you play this condition, spot a mounted Man to add 3 tokens here. **Response:** If a minion is played at a plains site, discard this condition or remove a token from here to exert that minion.

Lore: “Who are you, and what are you doing in this land?”

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 U 144

•Éomer, Guardian of the Eastmark
Companion • Man

Game Text: While you can spot a Man, Éomer's twilight cost is -1. Each time the fellowship moves, you may exert Éomer to return a minion to its owner's hand.

Lore: “...wanderers in the Riddermark would be wise to be less haughty in these days of doubt.”

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance: 7

Collector's Info: 11 U 145

•Éowyn, Shieldmaiden of Rohan
Companion • Man

Game Text: Each time Éowyn wins a skirmish, each other Man is strength +1 until the regroup phase.

Lore: “The women of this country learned long ago: those without swords can still die upon them.”

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 7

Collector's Info: 11 S 146

•Gamling, Defender of the Hornburg
Companion • Man

Game Text: At the start of the fellowship phase, you may add to play a possession on Gamling from your draw deck.

Lore: “If they come to bargain for our goods at Helm's Gate, they will pay a high price....”

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance: 6

Collector's Info: 11 R 147

•Hrothlac, Man of Rohan
Companion • Man

Game Text: Response: If a companion who has resistance 4 or more is about to take a wound, exert Hrothlac to prevent that.

Lore: “...we desire only to be free, and to live as we have lived, keeping our own, and serving no foreign lord, good or evil.”

Twilight Cost: 2

Strength: 5

Vitality: 3

Resistance: 6

Collector's Info: 11 C 148

Protecting the Hall

Condition

Game Text: Toil 2. (For each character you exert when playing this, its twilight cost is -2.) Bearer must be a Man. **Assignment:** Discard this condition from play to make bearer **defender +1**.

Lore: “None are welcome here in days of war but our own folk....”

Twilight Cost: 4

Strength:

Vitality:

Resistance:

Collector's Info: 11U 149

Rally Cry

Event • Skirmish

Game Text: Make a Man who has resistance 4 or more strength +2 for each wound on each minion he or she is skirmishing.

Lore: “...a sword-day, a red day, ere the sun rises!”

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 150

Riddermark Javelin

Possession • Ranged Weapon

Game Text: Bearer must be a Man. **Archery:** Discard this possession to make the fellowship archery total +1 (or +2 if the fellowship is at a plains site).

Lore: Short-hafted throwing spears are wielded by the Riders of Rohan in addition to their long lances.

Twilight Cost: 1

Strength: +1

Vitality:

Resistance:

Collector's Info: 11 U 151

Riddermark Soldier

Companion • Man

Game Text: When you play this companion, each companion is strength +2 until the regroup phase.

Lore: “...their faces were stern and keen.”

Twilight Cost: 2

Strength: 5

Vitality: 3

Resistance: 6

Collector's Info: 11 S 152

Rider's Spear

Possession • Hand Weapon

Game Text: Bearer must be a Man. If bearer is mounted, bearer is **damage +1**.

Lore: “Shafts of the sun flared above the eastern hills and glimmered on their spears.”

Twilight Cost: 1

Strength: +2

Vitality:

Resistance:

Collector's Info: 11 S 153

•Riders of the Mark

Companion • Man

Game Text: To play, spot 2 companions. You may play Riders of the Mark any time you could play a skirmish event.

When you play Riders of the Mark, you may exhaust a minion.

Lore: “With astonishing speed and skill they checked their steeds, wheeled, and came charging round.”

Twilight Cost: 5

Strength: 8

Vitality: 3

Resistance: 6

Collector's Info: 11 R 154

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Riding Like the Wind

Condition • Support Area

Game Text: To play, exert a

Man. While you can spot 2 mounts, the move limit is +1. Each of your companions that is not mounted is strength -1.

Lore: “The horsemen, following the trail, had turned from the river and were drawing near the downs.”

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 C 155

Rohirrim Mount

Possession • Mount

Game Text: Bearer must be a

Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert. While bearer is at a plains site, he or she is **defender +1**.

Lore: The Eorlingas raise horses both peerless and cherished.

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector's Info: 11 U 156

•Rush of Steeds

Condition • Support Area

Game Text: To play, spot a

Man. Each time a Shadow condition is played, you may exert a minion. **Response:** If a minion exerts as a cost of its special ability, discard this condition to prevent that and return that minion to its owner's hand.

Lore: “Ride now, ride now! Ride to Gondor!”

Twilight Cost: 3

Strength:

Vitality:

Resistance:

Collector's Info: 11 C 157

Sword Rack

Condition • Support Area

Game Text: Response: If a

possession is discarded from play and no more than one possession is stacked here, stack it here. **Fellowship:** Add ● to play a possession stacked here as if from hand.

Lore: In Rohan, equal craft is brought to the exhibition of a blade as to the forging.

Twilight Cost: 1

Strength:

Vitality:

Resistance:

Collector's Info: 11 R 158

•**Théoden**, King of the Eorlingas
Companion • Man

Game Text: While you can spot a companion, Théoden gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

While Théoden is at a battleground or plains site each

Man is strength +1.

Lore: “Let all my folk get ready!”

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance: 6

Collector's Info: 11 U 159

War Now Calls Us

Event • Skirmish

Game Text: Exert a

companion to make him or her strength +3 (and **damage +1** if he or she has resistance 5 or more).

Lore: “Mourn not overmuch! Mighty was the fallen, / meet was his ending. When his mound is raised, / women then shall weep.”

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 160



Concerning Hobbits

Event • Skirmish

Game Text: For each dwelling and forest site on the adventure path, make a Hobbit strength +1.

Lore: “...they love peace and quiet and good tilled earth; a well-ordered and well-farmed countryside was their favorite haunt.”

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector's Info: 11 S 161

Crouched Down

Event • Skirmish

Game Text: Stealth. Cancel a skirmish involving a Hobbit and a minion whose strength is lower than that Hobbit's resistance.

Lore: “Frodo felt a sudden chill running through him and clutching at his heart...”

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector's Info: 11 C 162

•Farmer Maggot,

Hobbit of the Marish

Companion • Hobbit

Game Text: While Farmer Maggot is at a dwelling or forest site, he is strength +4.

Lore: “I didn't like the looks of him; and when Grip came out, he took one sniff and let out a yelp as if he had been stung...”

Twilight Cost: 1

Strength: 3


Vitality: 3

Resistance: 8

Collector's Info: 11 U 163

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List



•**Frodo**, Protected by Many Companion • Hobbit
Game Text: Ring-bearer.
Ring-bound. At the start of the regroup phase, you may exert Frodo to make him gain **muster** until the end of the regroup phase. (At the start of the regroup phase, you may discard a card from hand to draw a card.)
Lore: “I will take the Ring... though I do not know the way.”
Twilight Cost: 0
Strength: 3
Vitality: 4
Ringed Resistance: 10
Collector’s Info: 11 S 164

Habits of Home
Condition
Game Text: Toil 2. (For each  character you exert when playing this, its twilight cost is -2.) Bearer must be a Hobbit. Limit 1 per bearer. Each time the fellowship moves from a dwelling or forest site, remove ●.
Lore: “What about second breakfast?”
Twilight Cost: 4
Strength:
Vitality:
Resistance:
Collector’s Info: 11 R 165

Hobbit Sword
Possession • Hand Weapon
Game Text: Bearer must be a Hobbit.
Lore: “Strap these on....”
Twilight Cost: 1
Strength: +2
Vitality:
Resistance:
Collector’s Info: 11 S 166

Incognito
Event • Skirmish
Game Text: Stealth. If the fellowship is at a dwelling site, exert 2 Hobbits to cancel a skirmish involving a Hobbit. At any other site, exert 2 Hobbits to make a Hobbit strength +3.
Lore: “I am Mr. Underhill, if any name must be given.”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 C 167

•**Merry**, Loyal Companion Companion • Hobbit
Game Text: For each other unbound companion assigned to a skirmish, Merry is strength +2.
Lore: “We can’t leave Frodo! Pippin and I always intended to go wherever he went, and we still do.”
Twilight Cost: 1
Strength: 3
Vitality: 4
Resistance: 9
Collector’s Info: 11 C 168

The More, The Merrier
Event • Fellowship
Game Text: Toil 2. (For each  character you exert when playing this, its twilight cost is -2.) Spot 2  companions to remove 2 burdens.
Lore: “This, my friend, is a pint!”
Twilight Cost: 6
Strength:
Vitality:
Resistance:
Collector’s Info: 11 C 169

•**Pippin**, Brave Decoy Companion • Hobbit
Game Text: Skirmish: If Pippin is not assigned to a skirmish, spot an unbound companion who has less resistance than Pippin to have Pippin replace him or her in a skirmish.
Lore: “Merry and he had drawn their swords, but the Orcs did not wish to fight....”
Twilight Cost: 1
Strength: 3
Vitality: 4
Resistance: 9
Collector’s Info: 11 R 170

Salt from the Shire
Possession • Box
Game Text: Bearer must be a Hobbit. **Fellowship:** Discard this possession to remove a burden. **Skirmish:** If bearer is an unbound Hobbit, discard this possession to prevent him or her from being overwhelmed unless his or her strength is tripled.
Lore:
Twilight Cost: 1
Strength:
Vitality:
Resistance: +2
Collector’s Info: 11 R 171

•**Sam**, Steadfast Friend Companion • Hobbit
Game Text: Ring-bound. Each other companion is resistance +1.
Lore: “I’m coming too, or neither of us is going. I’ll knock holes in all the boats first.”
Twilight Cost: 2
Strength: 3
Vitality: 4
Resistance: 10
Collector’s Info: 11 U 172

•**Sting**, Weapon of Heritage Possession • Hand Weapon
Game Text: Bearer must be Bilbo, Frodo, or Sam. **Maneuver:** If bearer is Bilbo or Frodo, exert him to make another companion resistance +2 until the regroup phase. If bearer is Sam, each time he wins a skirmish, you may remove a burden.
Lore: This blade has dealt many wounds, by many hands.
Twilight Cost: 1
Strength: +2
Vitality:
Resistance:
Collector’s Info: 11 R 173

Sworn Companion
Event • Skirmish
Game Text: Make a Hobbit strength +1 for each companion who has resistance 7 or more.
Lore: “It’s just something Gandalf said. ... “Don’t you lose him, Samwise Gamgee.” And I don’t mean to.”
Twilight Cost: 1
Strength:
Vitality:
Resistance:
Collector’s Info: 11 S 174

A Task Now to Be Done
Event • Skirmish
Game Text: Spot X Hobbits to make an unbound Hobbit resistance +X.
Lore: “Another opportunity for one of the shire-folk to prove their great worth. You must not fail me.”
Twilight Cost: 0
Strength:
Vitality:
Resistance:
Collector’s Info: 11 U 175

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Unharméd

Event • Regroup

Game Text: Heal a Hobbit for each minion you spot.

Lore: “So far so good; but how are we to avoid being spitted?”

Twilight Cost: 0

Strength:

Vitality:

Resistance:

Collector’s Info: 11 S 176



Army of Uruk-hai

Minion • Uruk-hai

Game Text: Damage +1. Each Free Peoples archer who has resistance 5 or less does not add to the Free Peoples archery total.

Lore: Volleys of arrows are no defense against the onslaught of Saruman’s servants.

Twilight Cost: 5

Strength: 13

Vitality: 3

Site Number: 5

Collector’s Info: 11 R 177

Bloodthirsty Uruk

Minion • Uruk-hai

Game Text: Damage +1. While you can spot an exhausted companion, this minion is strength +3.

Lore: Bred for endurance, the Uruk-hai pursue their foes tirelessly.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 5

Collector’s Info: 11 S 178

Brawling Uruk

Minion • Uruk-hai

Game Text: Damage +1.

Response: If a special ability of a companion who has resistance 5 or less is used, exert this minion to cancel its effect.

Lore: They are trained to parry the swords of their enemies.

Twilight Cost: 3

Strength: 8

Vitality: 3

Resistance: 5

Collector’s Info: 11 R 179

Brutality

Event • Skirmish

Game Text: Make an ☯ minion strength +1 for each battleground site you can spot.

Lore: Uruks are drawn to the sounds of battle.

Twilight Cost: 2

Strength:

Vitality:

Resistance:

Collector’s Info: 11 S 180

Determined Uruk

Minion • Uruk-hai

Game Text: To play, spot an ☯ minion. Each time a companion exerts, you may draw a card.

Lore: As their prey grows tired, the Uruks gain the advantage.

Twilight Cost: 2

Strength: 7

Vitality: 2

Site Number: 5

Collector’s Info: 11 R 181

Devastation

Event • Response

Game Text: If your ☯ minion wins a skirmish, discard a condition from play.

Lore: The villages hold nothing of value to the Uruk-hai; they are simply things to be destroyed.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 182

Feral Uruk

Minion • Uruk-hai

Game Text: While this minion is at a battleground site, it is strength +1 and **damage +1**.

Lore: Only in combat is an Uruk-hai truly fulfilling its purpose.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 5

Collector’s Info: 11 S 183

Force of Uruk-hai

Minion • Uruk-hai

Game Text: Damage +1. Each time this minion is about to take a wound at a battleground site, you may spot another ☯ card to make the Free Peoples player draw a card instead.

Lore: Despite their bloodthirsty nature, Saruman’s creations form armies and fight united for him.

Twilight Cost: 5

Strength: 13

Vitality: 3

Site Number: 5

Collector’s Info: 11 R 184

•Fortitude

Condition • Support Area

Game Text: When you play this condition, spot an ☯ minion to add 3 ☯ tokens here.

Response: If an ☯ minion is about to take a wound, discard this condition or remove an ☯ token from here to prevent that.

Lore: Resiliency is bred into the fighting Uruk-hai.

Twilight Cost: 4

Strength:

Vitality:

Site Number:

Collector’s Info: 11 U 185

Furious Uruk

Minion • Uruk-hai

Game Text: Damage +1. While this minion is assigned to a skirmish, each companion and Free Peoples possession loses its special abilities.

Lore: The Uruk-hai attack with such ferocity that their victims find no way to strike back.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 5

Collector’s Info: 11 R 186

Furor

Event • Skirmish

Game Text: Make an ☯ minion strength +2 (or +3 if you can spot an exhausted companion).

Lore: Uruk soldiers have learned to save their rage for the field of battle.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector’s Info: 11 S 187

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Hounding Uruk

Minion • Uruk-hai

Game Text: **Damage +1.** While you can spot an exhausted companion, this minion is strength +3.

Lore: An enemy on the move is an enemy unprepared.

Twilight Cost: 2

Strength: 5

Vitality: 2

Site Number: 5

Collector's Info: 11 S 188

Intimidating Uruk

Minion • Uruk-hai

Game Text: **Damage +1.** When you play this minion at a battleground site, spot an unbound companion to make that companion resistance -2 until the end of the turn.

Lore: In battle, the Uruk-hai inspire terror in even the bravest of their enemies.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 5

Collector's Info: 11 U 189

Invincible Uruk

Minion • Uruk-hai

Game Text: **Damage +1.** While this minion is at a battleground site, it cannot take wounds. While you can spot 6 companions, each ♣ minion cannot take wounds.

Lore: Like a force of nature, the Uruks are unstoppable.

Twilight Cost: 4

Strength: 11

Vitality: 2

Site Number: 5

Collector's Info: 11 S 190

Isengard Siege Bow

Possession • Ranged Weapon

Game Text: Bearer must be an ♣ minion. While bearer is at a battleground site, it is an **archer**.

Lore: Saruman's machine works also makes formidable heavy bows for the Uruk-hai.

Twilight Cost: 1

Strength:

Vitality: +1

Site Number:

Collector's Info: 11 U 191

Isengard Sword

Possession • Hand Weapon

Game Text: Bearer must be an ♣ minion. Each character skirmishing bearer is strength -2.

Lore: The heavy-backed Uruk blades hack through armor and flesh alike.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 C 192

Lookout Uruk

Minion • Uruk-hai

Game Text: **Damage +1.** The fellowship's current site gains **battleground**.

Lore: Choice of terrain is important when engaging the enemy.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 5

Collector's Info: 11 S 193

•**Lurtz**, Minion of the White Wizard

Minion • Uruk-hai

Game Text: **Archer. Damage +1.**

Muster. (At the start of the regroup phase, you may discard a card from hand to draw a card.) Lurtz is strength +3 for each exhausted companion you can spot.

Lore: Saruman bred this ruthless commander, whose brutality matched his own ambition, to track the Nine Walkers.

Twilight Cost: 7

Strength: 13

Vitality: 3

Site Number: 5

Collector's Info: 11 R 194

Murderous Uruk

Minion • Uruk-hai

Game Text: **Damage +1.**

Muster. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

Lore: Like a machine of Saruman, his minions are created for one purpose - killing.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 5

Collector's Info: 11 C 195

Our Foes Are Weak

Condition

Game Text: To play, spot an ♣ minion. Bearer must be an unbound companion. Limit 1 per bearer.

Lore: Saruman's Uruk-hai are instilled with his ideas of destiny and supremacy.

Twilight Cost: 2

Strength: -1

Vitality:

Resistance: -3

Collector's Info: 11 C 196

Overpowering Uruk

Minion • Uruk-hai

Game Text: **Damage +1.**

Muster. (At the start of the regroup phase, you may discard a card from hand to draw a card.) While this minion is skirmishing a character who has resistance 3 or less, this minion is strength +3.

Lore: They make short work of the weak.

Twilight Cost: 3

Strength: 7

Vitality: 2

Site Number: 5

Collector's Info: 11 U 197

Patrol of Uruk-hai

Minion • Uruk-hai

Game Text: **Damage +1.** While this minion is skirmishing a Free Peoples character who has resistance 5 or less, this minion cannot take wounds.

Lore: Their toughness comes from both armor and hide.

Twilight Cost: 4

Strength: 11

Vitality: 2

Site Number: 5

Collector's Info: 11 C 198

Relentless Uruk

Minion • Uruk-hai

Game Text: **Damage +1.** Each time a Free Peoples event is played during a skirmish involving this minion, this minion is strength -2 until the regroup phase.

Lore: Single-minded in purpose, the Uruk-hai are not easily swayed from their intended path.

Twilight Cost: 5

Strength: 14

Vitality: 3

Site Number: 5

Collector's Info: 11 C 199

The Lord of the Rings™ Trading Card Game Shadows™ Spoiler List

Ruthless Uruk

Minion • Uruk-hai

Game Text: Each time this minion is assigned to skirmish a character who has resistance 3 or less, you may exert this minion to discard a possession borne by that character.

Lore: Weapons mean little against the strength of Uruks.

Twilight Cost: 3

Strength: 10

Vitality: 2

Site Number: 5

Collector's Info: 11 C 200

Sentinel Uruk

Minion • Uruk-hai

Game Text: Damage +1. Lurker.

(Skirmishes involving lurker minions must be resolved after any others.) **Response:** If an ☯ minion is about to take a wound in a skirmish, exert or discard this minion to prevent that.

Lore: Uruks are trained to safeguard their commanders.

Twilight Cost: 4

Strength: 8

Vitality: 3

Site Number: 5

Collector's Info: 11 C 201

Squad of Uruk-hai

Minion • Uruk-hai

Game Text: Damage +1. While this minion is skirmishing a character who has resistance 4 or less, this minion is **damage +1**.

Lore: Fighting in packs, the Uruk-hai feast on the weak.

Twilight Cost: 4

Strength: 10

Vitality: 3

Site Number: 5

Collector's Info: 11 C 202

Swarming Uruk

Minion • Uruk-hai

Game Text: Damage +1. While you can spot another ☯ minion assigned to a skirmish, this minion cannot take wounds.

Lore: Like pack animals, the Uruk-hai find strength in numbers.

Twilight Cost: 3

Strength: 9

Vitality: 2

Site Number: 5

Collector's Info: 11 C 203

Tyrannical Uruk

Minion • Uruk-hai

Game Text: Damage +1. Toil 1.

(For each ☯ character you exert when playing this, its twilight cost is -1.)

Lore: Huge, terrifying Uruks become tribal leaders.

Twilight Cost: 6

Strength: 14

Vitality: 3

Site Number: 5

Collector's Info: 11 C 204

Vigilant Uruk

Minion • Uruk-hai

Game Text: Damage +1. Lurker.

(Skirmishes involving lurker minions must be resolved after any others.) This minion is strength +2 for each ☯ minion not assigned to a skirmish.

Lore: Some of the Uruks watch for stragglers and make certain they don't escape alive.

Twilight Cost: 2

Strength: 6

Vitality: 2

Site Number: 5

Collector's Info: 11 R 205

Watchman Uruk

Minion • Uruk-hai

Game Text: Damage +1. When you play this minion at a battleground site, you may draw a card.

Lore: Advanced Uruk scouts search for enemy weaknesses.

Twilight Cost: 3

Strength: 8

Vitality: 2

Site Number: 5

Collector's Info: 11 C 206



Dark Powers Strengthen

Event • Shadow

Game Text: Toil 2. (For each ☯ character you exert when playing this, its twilight cost is -2.)

Spot a Nazgûl to draw 3 cards.

Lore: The Witch-king nearly seized the Ring in Frodo's moment of weakness.

Twilight Cost: 6

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 207

Dark Wings

Condition • Support Area

Game Text: Each time your ☯ minion wins a skirmish, you may discard this condition to discard a Free Peoples condition from play.

Lore: The wicked, flying beasts of the Ringwraiths snatched warriors from the battlefield and flung them like leaves in the wind.

Twilight Cost: 2

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 208

Drawn to its Power

Condition • Support Area

Game Text: Each time a companion is killed in a skirmish involving a Nazgûl, add a burden.

Lore: "And also the Ring drew them."

Twilight Cost: 2

Strength:

Vitality:

Site Number:

Collector's Info: 11 S 209

•Hatred Stirred

Condition • Support Area

Game Text: Each time a companion loses a fierce skirmish involving a ☯ minion, you may shuffle a ☯ card from your discard pile into your draw deck.

Lore: "Suddenly the foremost Rider spurred his horse forward."

Twilight Cost: 3

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 210

Keening Wail

Event • Maneuver

Game Text: Toil 2. (For each ☯ character you exert when playing this, its twilight cost is -2.) Spot a Nazgûl to add a burden.

Lore: The piercing cries of the Nazgûl paralyze their enemies with fear.

Twilight Cost: 7

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 211

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Lost in the Woods

Condition • Support Area

Game Text: Skirmish: Transfer this condition from your support area to a companion your Nazgûl is skirmishing. Limit 1 per companion. Each (U) minion skirmishing bearer is strength +1 for each forest site you can spot.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 212

Moving This Way

Condition • Support Area

Game Text: Shadow: Spot a Nazgûl and reveal a Nazgûl from hand to place the revealed card beneath your draw deck and draw a card.

Lore: “I thought there were two or three black shapes.”

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 S 213

•**The Pale Blade**, Sword of Flame Possession • Hand Weapon

Game Text: Bearer must be a Nazgûl. If bearer is The Witch-king, each time he wins a skirmish, you may exert him to add a burden.

Lore: “Die now and curse in vain! And with that he lifted high his sword and flames ran down the blade.”

Twilight Cost: 2

Strength: +3

Vitality:

Site Number:

Collector's Info: 11 R 214

Riders in Black

Event • Skirmish

Game Text: Reveal your hand to make a (U) minion strength +1 for each (U) minion in your hand.

Lore: “The Nine are abroad again.”

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector's Info: 11 S 2

A Shadow Rises

Condition • Support Area

Game Text: Maneuver: Remove

● to make this condition a **fierce** (U) minion until the start of the regroup phase that has 10 strength and 3 vitality, and cannot bear other cards. This card is still a condition. At the start of the regroup phase, remove all tokens from here.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 216

Shapes Slowly Advancing

Condition • Support Area

Game Text: Regroup: Discard your Nazgûl from play to add a (U) token here. The Free Peoples player may return a companion to hand to prevent the placement of that token. When you can spot 4 (U) tokens on this condition, the Ring-bearer is corrupted.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Site Number:

Collector's Info: 11 R 217

•Surrounded by Wraiths

Condition • Support Area

Game Text: To play, spot a Nazgûl. Each time the Free Peoples player plays a companion, that companion is exhausted unless the Free Peoples player pays its twilight cost again.

Lore: Encircled, with nowhere to retreat, Aragorn could only hope to drive back the Nazgûl.

Twilight Cost: 1

Strength:

Vitality:

Site Number:

Collector's Info: 11 U 218

•Úlairë Attëa,

Second of the Nine Riders

Minion • Nazgûl

Game Text: Fierce. Each time Úlairë Attëa is assigned to a fierce skirmish involving a character who has resistance 4 or less, you may exert Úlairë Attëa to add a burden.

Lore: “Hissed at me, he did. It gave me quite a shudder.”

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number: 3

Collector's Info: 11 R 219

•Úlairë Cantëa,

Fourth of the Nine Riders

Minion • Nazgûl

Game Text: While Úlairë Cantëa is at a forest or dwelling site, he is strength +2 and **fierce**.

Lore: “It’s from Hobbiton that this here black rider comes, unless there’s more than one.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number: 3

Collector's Info: 11 S 220

•Úlairë Lemenya,

Fifth of the Nine Riders

Minion • Nazgûl

Game Text: Each character skirmishing Úlairë Lemenya who has resistance 5 or less is strength -3.

Lore: “Terror overcame Pippin and Merry, and they threw themselves flat on the ground.”

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number: 3

Collector's Info: 11 S 221

•Úlairë Nelya,

Third of the Nine Riders

Minion • Nazgûl

Game Text: Fierce. Shadow:

Exert Úlairë Nelya to replace the fellowship’s current site with a site from your adventure deck.

Lore: “There’s been a strange customer asking for Mr. Baggins of Bag End, and he’s only just gone.”

Twilight Cost: 5

Strength: 10

Vitality: 3

Site Number: 2

Collector's Info: 11 S 222

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

•Úlairë Nertëa,

Ninth of the Nine Riders
Minion • Nazgûl

Game Text: Lurker. (Skirmishes involving lurker minions must be resolved after any others.) While Úlairë Nertëa is at a forest site, he is strength +2. While you can spot 6 companions, each Nazgûl is strength +2.

Lore: Sauron's servants interrogate with terror and torture.

Twilight Cost: 4

Strength: 9

Vitality: 2

Site Number: 3

Collector's Info: 11 S 223

•Úlairë Otsëa,

Seventh of the Nine Riders
Minion • Nazgûl

Game Text: When you play Úlairë Otsëa, you may spot a companion who has X wounds to reveal the top X cards of your draw deck. Take each (U) card revealed this way into hand.

Lore: "The riding figure sat quite still with its head bowed, as if listening."

Twilight Cost: 4

Strength: 9

Vitality: 3

Site Number: 3

Collector's Info: 11 R 224

•Úlairë Toldëa,

Eighth of the Nine Riders
Minion • Nazgûl

Game Text: Fierce. Each time Úlairë Toldëa wins a skirmish, you may play the fellowship's next site.

Lore: The terrifying pursuit of the Nazgûl on their Black Steeds drives their victims headlong into the wild.

Twilight Cost: 6

Strength: 12

Vitality: 3

Site Number: 3

Collector's Info: 11 S 225

•The Witch-king,

Captain of the Nine Riders
Minion • Nazgûl

Game Text: Fierce. Toil 2. (For each (U) character you exert when playing this, its twilight cost is -2.) **Muste**r. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

Lore: "...a shape, black-mantled, huge and threatening."

Twilight Cost: 8

Strength: 14

Vitality: 4

Site Number: 3

Collector's Info: 11 R 226

SITES

Anduin Banks

Site

Game Text: River. The minion archery total is +2 for each companion in the fellowship over 4.

Shadow Number: 0

Collector's Info: 11 U 227

Anduin Confluence

Site

Game Text: River. When the fellowship moves to this site, discard each ally from play.

Shadow Number: 1

Collector's Info: 11 S 228

Barazinbar

Site

Game Text: Mountain. At the start of your fellowship phase, you may exert a Dwarf to play a (E) possession from your draw deck.

Shadow Number: 2

Collector's Info: 11 S 229

Buckland Homestead

Site

Game Text: Dwelling. **Shadow:** Play a Nazgûl to discard a condition from play.

Shadow Number: 0

Collector's Info: 11 S 230

Caras Galadhon

Site

Game Text: Forest. No more than 1 minion can be assigned to each skirmish.

Shadow Number: 2

Collector's Info: 11 S 231

Cavern Entrance

Site

Game Text: Underground.

Skirmish special abilities cannot be used.

Shadow Number: 1

Collector's Info: 11 S 232

Chamber of Mazarbul

Site

Game Text: Underground. The

Free Peoples player may transfer Free Peoples artifacts and possessions at no twilight cost.

Shadow Number: 2

Collector's Info: 11 S 233

Crag of Emyr Muil

Site

Game Text: Mountain. If this site is in region 2 when the fellowship moves from it during the regroup phase, wound each companion.

Shadow Number: 0

Collector's Info: 11 S 234

Dammed Gate-stream

Site

Game Text: Marsh. At the start of your fellowship phase, you may play a (F) Free Peoples card from your draw deck.

Shadow Number: 3

Collector's Info: 11 U 235

East Road

Site

Game Text: Forest. Each companion is twilight cost +2.

Shadow Number: 0

Collector's Info: 11 S 236

Ettenmoors

Site

Game Text: Plains. Skirmish: Exert your character, (except an enduring character) to make it strength +2.

Shadow Number: 1

Collector's Info: 11 S 237

Expanding Marshland

Site

Game Text: Marsh. Shadow: If the total number of minions and twilight tokens is 3 or fewer, play a minion at twilight cost -3.

Shadow Number: 1

Collector's Info: 11 S 238

The Lord of the Rings™ Trading Card Game

Shadows™ Spoiler List

Fangorn Glade

Site

Game Text: Forest. When the fellowship moves to this site, add ● for each Free Peoples weapon.

Shadow Number: 0

Collector's Info: 11 S 239

Flats of Rohan

Site

Game Text: Plains. Each unbound companion skirmishing more than 1 minion is strength +3.

Shadow Number: 2

Collector's Info: 11 S 240

Fortress of Orthanc

Site

Game Text: Battleground. When the fellowship moves to the site, add ● for each companion over 5.

Shadow Number: 0

Collector's Info: 11 S 241

Green Dragon Inn

Site

Game Text: Dwelling. At the start of your fellowship phase, you may exert 2 Hobbits to play a Hobbit from your draw deck.

Shadow Number: 3

Collector's Info: 11 S 242

Harrowdale

Site

Game Text: Plains. Until the regroup phase, each minion skirmishing a ♀ companion loses fierce and cannot gain fierce.

Shadow Number: 3

Collector's Info: 11 S 243

Heights of Isengard

Site

Game Text: Battleground. Each time a ♀ companion wins a skirmish, the Free Peoples player may discard a condition from play.

Shadow Number: 3

Collector's Info: 11 U 244

Helm's Gate

Site

Game Text: Battleground. Each character bearing a hand weapon is strength +2.

Shadow Number: 2

Collector's Info: 11 S 245

Mere of Dead Faces

Site

Game Text: Marsh. Regroup: Exert your Gollum or your Sméagol to play the fellowship's next site.

Shadow Number: 2

Collector's Info: 11 U 246

Moria Guardroom

Site

Game Text: Underground. When your fellowship moves from this site, you may spot a Dwarf to draw 2 cards.

Shadow Number: 3

Collector's Info: 11 S 247

Moria Stairway

Site

Game Text: Underground. Each character bearing a hand weapon is damage +1.

Shadow Number: 2

Collector's Info: 11 S 248

Neekerbreakers' Bog

Site

Game Text: Marsh. When the fellowship moves to here, heal each character who has resistance 5 or more and exert each other character.

Shadow Number: 1

Collector's Info: 11 S 249

North Undeep

Site

Game Text: River. The minion archery total is -3.

Shadow Number: 3

Collector's Info: 11 S 250

Old Forest Road

Site

Game Text: Forest. At the start of your fellowship phase, you may heal 2 Elves.

Shadow Number: 3

Collector's Info: 11 S 251

Osgiliath Reclaimed

Site

Game Text: Battleground. When the fellowship moves from this site, the Free Peoples player may spot 3 burdens to remove a burden.

Shadow Number: 2

Collector's Info: 11 S 252

Pelennor Fields

Site

Game Text: Plains. Each ♀ minion gains ambush ●.

Shadow Number: 1

Collector's Info: 11 S 253

Pelennor Flat

Site

Game Text: Plains. At the start of the maneuver phase, the Free Peoples player must add a burden or discard 3 cards from hand.

Shadow Number: 1

Collector's Info: 11 S 254

Pinnacle of Zirakzigil

Site

Game Text: Mountain. At the start of your fellowship phase, you may exert 3 companions to play a Wizard from your dead pile.

Shadow Number: 3

Collector's Info: 11 S 255

The Prancing Pony

Site

Game Text: Dwelling. At the start of your fellowship phase, you may add a burden to play a ranger from your draw deck.

Shadow Number: 3

Collector's Info: 11 S 256

Rohan Uplands

Site

Game Text: Plains. During the archery phase, ♀ minions cannot take wounds.

Shadow Number: 1

Collector's Info: 11 S 257

Slag Mounds

Site

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

Shadow Number: 1

Collector's Info: 11 S 258

Stables

Site

Game Text: At the start of your fellowship phase, you may exert a ♀ Man to play a ♀ mount from your draw deck.

Shadow Number: 2

Collector's Info: 11 S 259

The Lord of the Rings[™] Trading Card Game Shadows[™] Spoiler List

Trollshaw Forest

Site

Game Text: Forest. Each time you play an artifact or possession on your companion, you may draw a card.

Shadow Number: 3

Collector's Info: 11 S 260

Valley of the Silverlode

Site

Game Text: Dwelling. River. When your fellowship moves to this site, you may heal each Hobbit companion.

Shadow Number: 3

Collector's Info: 11 S 261

Watch-tower of Cirith Ungol

Site

Game Text: Mountain.

Maneuver: Exert your ♣ minion to discard a card at random from the Free Peoples player's hand.

Shadow Number: 1

Collector's Info: 11 S 262

West Gate of Moria

Site

Game Text: Underground.

When the fellowship moves from this site, remove ●.

Shadow Number: 2

Collector's Info: 11 S 263

Westemnet Village

Site

Game Text: Dwelling. When the fellowship moves to this site, the Free Peoples player wounds a companion for each ally.

Shadow Number: 2

Collector's Info: 11 S 264

Window on the West

Site

Game Text: Underground. Each unwounded * Man is defender +1.

Shadow Number: 2

Collector's Info: 11 S 265

Woody-End

Site

Game Text: Forest. Shadow:

Remove a burden to play a Nazgûl from your discard pile.

Shadow Number: 0

Collector's Info: 11 S 266