

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.



Argument Ready to Hand

Event • Maneuver

Game Text: Spot a Dwarf to choose a Shadow player who must spot a Shadow race. Discard from play all minions of all other races.

Lore: “And you, Master Dwarf, pray take your hand from your axe-haft, till I am up! You will not need such arguments.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 1

Belt of Erebor

Possession • Armor

Game Text: Bearer must be a Dwarf.

Each minion skirmishing bearer loses all damage bonuses.

Skirmish: Discard this possession to transfer one of bearer's possessions to another eligible bearer.

Lore: “We make good armour and keen swords...”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 2

A Clamour of Many Voices

Condition • Support Area

Game Text: Each time a Dwarf wins a skirmish in which you played a event, you may draw a card.

Lore: “...crying strange news in the dawn.”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 3

Durability

Event • Skirmish

Game Text: Make a Dwarf strength +2. Then, if that Dwarf is at a battleground or mountain site, draw a card.

Lore: Gimli unexpectedly faced another test of Dwarven endurance.

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 4

Dwarven Bracers

Possession • Bracers

Game Text: Bearer must be a Dwarf.

Response: If bearer is about to take a wound, discard this possession to prevent that wound.

Lore: Dwarven-smiths forge bracers for fit and agility.

Twilight Cost: 1

Strength: 1

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 5

Dwarven Skill

Condition • Support Area

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

Skirmish: Discard this condition to make a Dwarf strength +3 (or +4 if he has resistance 4 or more).

Lore: Gimli's axe-work on the Amon Hen hewed a mighty path through the Uruk-hai.

Twilight Cost: 3

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 6

Dwarven Warrior

Companion • Dwarf

Game Text: When you play this companion during the fellowship phase, choose a Shadow player who must discard the top 2 cards of his or her draw deck.

Lore: Though Dáin rules Erebor as King Under the Mountain, many of his kindred continue to dwell in the Iron Hills.

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance/Site Number: 6

Collector's Info: 12 C 7

His Father's Charge

Condition • Support Area

Game Text: Skirmish: Discard this condition to make a Dwarf strength +1 for each of the following that is true: he is at a mountain or underground site; he has resistance 3 or more; he is bearing a possession; he is skirmishing a fierce minion.

Lore: A sharpened axe does well to protect Dwarven honor.

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 8

Loud and Strong

Condition • Support Area

Game Text: Skirmish: Discard a card from hand and spot a minion skirmishing a Dwarf to make that minion **fierce** until the regroup phase.

Lore: “Alas! My axe is notched: the forty-second had an iron collar on his neck.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 9

No Pauses, No Spills

Event • Fellowship

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

Spot 2 Dwarves to draw up to 4 cards.

Lore: “And no regurgitation!”

Twilight Cost: 4

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 10

Nobody Tosses a Dwarf

Event • Response

Game Text: If a Dwarf wins a skirmish, make an opponent discard 3 cards from the top of his or her draw deck.

Lore: “My folk have never had dealings with any of the servants of the Enemy.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:


Collector's Info: 12 U 11

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•**Proud and Able**

Condition • Support Area

Game Text: Each Dwarf is **damage +1** for each possession he bears.

Fellowship: Discard this condition to play a  possession from your discard pile.

Lore: “Dwarves’ tongues run on when speaking of their handiwork, they say.”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 12

•**Sharp Defense**

Event • Skirmish

Game Text: Make a Dwarf strength +2 (or +2 for each possession he bears if he has resistance 4 or more).

Lore: “Gimli hewed the legs from under another that had sprung up on Balin’s Tomb.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 13

•**Stalwart Support**

Condition • Support Area

Game Text: Each Dwarf gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.) Each time the fellowship moves from a plains site, discard a card from your hand.

Lore: “...I am glad to have you standing nigh...”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 14

•**Thrarin**

Smith of Erebor

Companion • Dwarf

Game Text: For each artifact and possession Thrarin bears, he is **damage +1**.

Lore: Like many other representatives who have come to Rivendell, Thrarin the smith brings troubling news from the East.

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance/Site Number: 6

Collector’s Info: 12 U 15



•**Attunement**

Event • Skirmish

Game Text: Spot an Elf to reveal cards from the top of your draw deck until you reveal a Shadow card. Make an Elf strength +2 for each card revealed. Place the revealed cards in any order on the bottom of your draw deck.

Lore: With deep focus and heightened senses, Elven archers are able to make seemingly impossible shots.

Twilight Cost: 2

Strength:

Vitality:


Resistance/Site Number:

Collector’s Info: 12 C 16

•**Elrond**

Witness to History

Companion • Elf

Game Text: To play, spot an Elf. **Skirmish:** If Elrond is skirmishing a minion, exert him to place an  card from your discard pile on top of your draw deck.

Lore: “I was there the day the strength of Men failed.”

Twilight Cost: 4

Strength: 8

Vitality: 4

Resistance/Site Number: 7

Collector’s Info: 12 R 17

•**Hadafang**

Possession • Hand Weapon

Game Text: Bearer must be Arwen or Elrond.

Each time bearer wins a skirmish, you may exert him or her to discard a condition from play.

Lore: “This blade is called Hadafang, a noble defense against the enemy throng for a noble lady.”

Twilight Cost: 1

Strength: 2

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 18

•**Long-knives of Legolas**

Possession • Hand Weapon

Game Text: Bearer must be Legolas.

Each Orc or Uruk-hai skirmishing Legolas is strength -2.

Lore: Sharp, bone-handled knives defend the Elves of Mirkwood at close quarters.

Twilight Cost: 1

Strength: 1

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 19

•**Orophin**

Brother of Haldir

Companion • Elf

Game Text: While Orophin is at a forest site and you can spot another Elf, Orophin is an **archer**.

Lore: “...wolves were howling on the wood’s borders: but on the land of Lórien no shadow lay.”

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance/Site Number: 6

Collector’s Info: 12 C 20

•**Refuge**

Condition • Support Area

Game Text: To play, spot an Elf. **Fellowship:** Discard a companion from hand to heal a companion.

Lore: “Now you shall rest, and we will not speak of your further road for a while.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 21

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•**Rúmil**

Brother of Haldir

Companion • Elf

Game Text: Maneuver: Reveal the top card of your draw deck. If it is an ☉ card, Rúmil is an archer until the regroup phase.

Lore: "...the Elves feared and distrusted the world outside..."

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance/Site Number: 6

Collector's Info: 12 C 22

Seclusion

Event • Maneuver

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

Spot an Elf companion to discard a condition from play.

Lore: "We allow no strangers to spy out the secrets of the Naith. Few indeed are permitted even to set foot there."

Twilight Cost: 3

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 23

Taking the High Ground

Condition • Support Area

Game Text: Toil 1. (For each ☉ character you exert when playing this, its twilight cost is -1.)

Archery: Discard an ☉ character from hand to make the fellowship archery total +1.

Each time the fellowship moves from an underground site, return your Elf to your hand.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 24



Betrayal of Isengard

Condition • Support Area

Game Text: Each time an opponent draws a card (or takes a card into hand) during the Shadow phase, you may remove



Maneuver: Exert Gandalf to wound Saruman twice.

Lore: "There is only one Lord of the Ring."

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 25

Discoveries

Event • Fellowship

Game Text: Spell. Toil 3. (For each ☞ character you exert when playing this, its twilight cost is -3.)

Spot a ☞ Wizard and X other companions to examine the top X cards of your draw deck. Replace those cards in any order.

Lore: "I have come back from dark journeys and long search..."

Twilight Cost: 7

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 26

•**Gandalf**

The White Rider

Companion • Wizard

Game Text: Skirmish: If Gandalf is not assigned to a skirmish, exert him and another unbound companion skirmishing a minion to make Gandalf strength +3 and have him replace that companion in that skirmish.

Lore: "Look to my coming at first light on the fifth day."

Twilight Cost: 4

Strength: 7

Vitality: 4

Resistance/Site Number: 7

Collector's Info: 12 R 27

•**Gandalf's Hat**

Possession

Game Text: Bearer must be Gandalf.

Each time the fellowship moves from a battleground site, add a burden.

Regroup: Add 2 burdens to remove all twilight tokens from the twilight pool.

Lore: "He wore a tall pointed blue hat..."

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 28

Introspection

Event • Fellowship

Game Text: Spell. Choose one: Spot a ☞ Wizard to choose an opponent who must discard one of his or her conditions from play; or spot a ☞ Wizard at a battleground site to discard a condition from play.

Lore: "...I do not know the word - yet. But we shall soon see."

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 29

•**Járnsmid**

Barding Emissary

Companion • Man

Game Text: At the start of each skirmish involving Járnsmid, you may remove a burden (or 2 burdens if you can spot another ☞ companion).

Lore: Sauron's Easterling allies were another trial for the Bardings, still keenly aware of the great efforts to rebuild Dale.

Twilight Cost: 2

Strength: 4

Vitality: 3

Resistance/Site Number: 5

Collector's Info: 12 R 30

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Mysterious Wizard

Event • Skirmish

Game Text: **Spell.** Make Gandalf strength +2 (or +4 if you cannot spot 5 burdens).

Lore: "...there are older and fouler things than Orcs in the deep places of the world."

Twilight Cost: 2

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 C 31

Salve

Condition

Game Text: **Spell.** To play, spot a  Wizard.

Bearer must be a companion. Limit 1 per bearer.

Response: If bearer is about to take a wound that would kill him or her, discard this condition to prevent that wound.

Lore: "...the whole hall became suddenly dark as night."

Twilight Cost: 0

Strength:



Vitality:

Resistance/Site Number:

Collector's Info: 12 C 32

The Terror of His Coming

Event • Skirmish

Game Text: Make a  companion strength +2. Then, if that companion is at a battleground or dwelling site, you may take a  condition from your discard pile into hand.

Lore: "The Orcs reeled and screamed and cast aside both sword and spear."

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 33

Traveled Leader

Event • Maneuver or Regroup

Game Text: Spot a  Wizard to replace a site in the fellowship's current region with a site from your adventure deck.

Lore: "...the question is: who will follow me, if I lead you there?"

Twilight Cost: 1

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 C 34

Watch and Wait

Condition

Game Text: To play, spot a  companion.

Bearer must be a companion (except the Ring-bearer). Limit 1 per bearer.

Each time bearer wins a skirmish, you may remove a burden.

Lore: "I could not take it from him without doing greater harm; and I had no right to do so anyway."

Twilight Cost: 2

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 R 35

With Doom We Come

Condition • Support Area

Game Text: While Gandalf is at an underground site, he gains **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.) While the fellowship is at a battleground site, each  character gains **muster**.

Lore: "We come, we come with roll of drum..."

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 36



Come Away

Condition • Support Area

Game Text: While you can spot Sméagol, the Shadow number of each site is -1.

Each time the fellowship moves, wound a companion or discard this condition.

Lore: "All ways are watched, yes," said Gollum. "Of course they are. But hobbits must try some way. This may be least watched."

Twilight Cost: 0

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 R 37

From Deep in Shadow

Event • Shadow

Game Text: Spot X  cards to reveal the top X cards of your draw deck. You may play a revealed minion. Its twilight cost is -2.

Lore: "...she moved with a horrible speed, now running on her creaking legs, now making a sudden bound."

Twilight Cost: 0

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 R 38

Not Alone

Condition • Support Area

Game Text: Each time the fellowship moves to a mountain or underground site, you may discard a  event from hand to take a minion from your discard pile into hand.

Lore: Gollum stalked the Ring-bearer over many leagues, awaiting the right opportunity to strike.

Twilight Cost: 3

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 39

There's Another Way

Condition • Support Area

Game Text: To play, spot Sméagol.

Sméagol is strength +1.

Regroup: Discard this condition to replace the fellowship's current site with a site from your adventure deck.

Lore: "Frodo felt a strange certainty that in this matter Gollum was for once not so far from the truth...."

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 40



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Treacherous Little Toad

Condition

Game Text: To play, spot a  card.

Bearer must be a wounded companion.

While you can spot a  character or a  card in your support area, bearer cannot heal.

Lore: “The Precious will be ours once the Hobbitses are dead!”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 41




•Blade of Gondor

Sword of Boromir

Possession • Hand Weapon

Game Text: Bearer must be Boromir.

He is **damage +1**.

Skirmish: If Boromir is not assigned to a skirmish, discard a  card borne by him to have him replace an unbound Hobbit skirmishing a minion.

Lore: Its strength pales next to that of the man wielding it.

Twilight Cost: 1

Strength: 2

Vitality:

Resistance/Site Number:


Collector’s Info: 12 R 42

•Boromir

Defender of Minas Tirith

Companion • Man

Game Text: Ranger.

Fellowship: Add  to heal Boromir.

Lore: “...seated a little apart was a tall man with a fair and noble face... proud and stern of glance.”

Twilight Cost: 3

Strength: 7


Vitality: 3

Resistance/Site Number: 6

Collector’s Info: 12 U 43

Concealment

Event • Skirmish

Game Text: Make a  Man strength +1. If he or she is skirmishing a roaming minion, your opponents cannot use special abilities.

Lore: “...your refuge is so hidden that perhaps he does not know that Men are concealed here.”

Twilight Cost: 0

Strength:



Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 44

Confronting the Eye

Condition • Support Area

Game Text: **Fellowship:** Spot a  Man and add  to make each unbound companion strength +1 until the regroup phase (limit +1).

Lore: “To know that I lived and walked the earth was a blow to his heart, I deem; for he knew it not till now.”

Twilight Cost: 1

Strength:


Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 45

Elendil’s Valor

Event • Maneuver

Game Text: Make a  companion defender +1 until the regroup phase.

Lore: “In panoply of ancient kings, / in chainéd rings he armoured him; / his shining shield was scored with runes / to ward all wounds and harm from him....”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 46

•Faramir

Dúnadan of Gondor

Companion • Man

Game Text: Ranger.

Skirmish: Exert Faramir to make him strength +1 for each wound on the Ring-bearer.

Lore: “We do not want the escapes of Mirkwood in Ithilien.”

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance/Site Number: 7

Collector’s Info: 12 R 47

•Faramir's Sword

Possession • Hand Weapon

Game Text: Bearer must be Faramir.

He is **damage +1**.

Each minion skirmishing Faramir at a battleground or forest site is roaming.

Lore: “There will be hard handstrokes nigh at hand ere the day is full.”

Twilight Cost: 2

Strength: 2

Vitality:

Resistance/Site Number:


Collector’s Info: 12 R 48

Gondorian Steed

Possession • Mount

Game Text: Bearer must be a knight.

Bearer is **damage +1**.

Each time the fellowship moves from a mountain site, add .

Lore: A skilled cavalry augments Minas Tirith’s mighty defenses.

Twilight Cost: 1

Strength: 1


Vitality: 1


Resistance/Site Number:

Collector’s Info: 12 U 49

Guardian

Condition • Support Area

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

Skirmish: If a  companion is not assigned to a skirmish, discard this condition to have him or her replace an unbound companion skirmishing a minion.

Lore: Boromir wouldn’t fail the other Hobbits as he had Frodo.

Twilight Cost: 4

Strength:



Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 50

Invigorated

Condition • Support Area

Game Text: **Skirmish:** Discard this condition to heal a  Man (or to heal 2  Men if you can spot a roaming minion).

Lore: “He sprang down the steps and away, leaping down the path.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 51

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Tireless

Condition • Support Area
Game Text: Skirmish: Discard this condition to make a * Man strength +1 for each of the following that is true: he or she is at a battleground site; he or she has resistance 4 or more; he or she is bearing a hand weapon; he or she is skirmishing a roaming minion.
Lore: So long as foes were standing, so too would Aragorn.
Twilight Cost: 1
Strength:
Vitality:
Resistance/Site Number:
Collector's Info: 12 C 52

Valorous Leader

Condition
Game Text: Bearer must be a * companion. Limit 1 per bearer.
Skirmish: Discard this condition to discard a possession borne by a minion skirmishing bearer.
Lore: Before he ever sat the throne, Aragorn had proven himself a great leader to the people of Gondor.
Twilight Cost: 2
Strength:
Vitality:
Resistance/Site Number:
Collector's Info: 12 C 53



•Saruman

Of Many Colours
Minion • Wizard
Game Text: Damage +1. Fierce. Lurker. (Skirmishes involving lurker minions must be resolved after any others.)
When you play Saruman, name a culture.
Each companion of the named culture is strength -1.
Lore: ““White!” he sneered. “It serves as a beginning.””
Twilight Cost: 4
Strength: 8
Vitality: 4
Resistance/Site Number: 4
Collector's Info: 12 R 54



Brutal Easterling

Minion • Man
Game Text: Each time this minion is assigned to skirmish an exhausted companion, it is **fierce** until the regroup phase.
Lore: ““Out of some savage land in the wide East they come, we deem.””
Twilight Cost: 4
Strength: 11
Vitality: 3
Resistance/Site Number: 4
Collector's Info: 12 S 55

•Castamir of Umbar

Corsair Vandal
Minion • Man
Game Text: Fierce. Toil 1. (For each ☹ character you exert when playing this, its twilight cost is -1.)
Each wounded ☹ minion is strength +2.
Lore: ““...they have allied them with the Enemy, and now make a heavy stroke in his cause.””
Twilight Cost: 7
Strength: 14
Vitality: 4
Resistance/Site Number: 4
Collector's Info: 12 R 56

Corrupted Spy

Minion • Man
Game Text: This minion is strength +1 for each other character you can spot.
While you can spot a companion who has resistance 3 or less, this minion is **damage +1**.
While you can spot a companion who has resistance 0, this minion is **fierce**.
Lore:
Twilight Cost: 4
Strength: 6
Vitality: 2
Resistance/Site Number: 4
Collector's Info: 12 R 57

Countless Companies

Condition • Support Area
Game Text: Response: If a ☹ possession is discarded from play, stack it here.
Shadow: Remove 1 to play a possession stacked here as if from hand.
Lore: ““Not tall, but broad and grim... wielding great axes.””
Twilight Cost: 0
Strength:
Vitality:
Resistance/Site Number:
Collector's Info: 12 U 58

Covetous Easterling

Minion • Man
Game Text: While this minion is skirmishing a Man, it is **damage +2**.
Lore: Long have the Men of Rhûn thirsted for the wealth of Gondor, and many times have they sought to claim it.
Twilight Cost: 4
Strength: 10
Vitality: 3
Resistance/Site Number: 4
Collector's Info: 12 C 59

Crazed Hillman

Minion • Man
Game Text: Fierce.
While this minion is in a fierce skirmish, it is strength +7 (or +10 if it is skirmishing a companion who has resistance 4 or less).
Lore: Already given to fierce passions, a warrior of Dunland quickly frenzies in the heat of battle.
Twilight Cost: 2
Strength: 7
Vitality: 1
Resistance/Site Number: 4
Collector's Info: 12 C 60

Crooked Townsman

Minion • Man
Game Text: This minion is strength +1 for each other character you can spot.
Lore: ““...the Riders can use men and other creatures as spies, as we found at Bree.””
Twilight Cost: 3
Strength: 4
Vitality: 2
Resistance/Site Number: 4
Collector's Info: 12 C 61

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Dunlending Zealot

Minion • Man

Game Text: While this minion is exhausted, each unbound companion is resistance -1 (or -2 if the fellowship is at a battleground site).

Lore: "...unfriendly to the Dúnedain, hating the Rohirrim."

Twilight Cost: 3

Strength: 8

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 U 62

Easterling Banner-bearer

Minion • Man

Game Text: This minion is strength +1 for each wound on each companion he is skirmishing (or +2 for each if that companion has resistance 2 or less).

Lore: "They hold the northward road; and many have passed on into Anórien. The Rohirrim cannot come."

Twilight Cost: 3

Strength: 9

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 U 63

Enraged Southron

Minion • Man

Game Text: **Ambush** ⑤.

The move limit for this turn is +1.

Lore: As with wild animals, fleeing prey seems only to incite the warriors of Harad.

Twilight Cost: 4

Strength: 12

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 C 64

Frenzied Dunlending

Minion • Man

Game Text: While this minion is bearing a possession, it is **fierce**.

Lore: While Dunlendings lack the skills of the trained soldiers they attack, they carry in them a well-honed hatred.

Twilight Cost: 4

Strength: 12

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 S 65

Gathering Strength

Event • Skirmish

Game Text: **Toil 2.** (For each ④ character you exert when playing this, its twilight cost is -2.)

Make a ④ minion strength +6.

Lore: "Always more people coming to Mordor. One day all the peoples will be inside."

Twilight Cost: 6

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 66

Goaded to War

Condition • Support Area

Game Text: To play, spot a ④ minion.

Each time the fellowship moves to a battleground or plains site, add ①.

Lore: "...the mûmakil were bellowing..."

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 67

•**Gríma**

Betrayer of Rohan

Minion • Man

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

Each time a companion loses a skirmish involving a ④ minion, you may exert Gríma to exert a companion.

Lore: "In his eyes was the hunted look of a beast seeking some gap in the ring of his enemies."

Twilight Cost: 2

Strength: 4

Vitality: 3

Resistance/Site Number: 3

Collector's Info: 12 R 68

Harrying Hillman

Minion • Man

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

Each time a companion loses a skirmish involving a ④ minion, add ②.

Lore: Though Dunlendings are by no means cowardly, their prowess in battle seems to manifest more as victory grows more assured.

Twilight Cost: 3

Strength: 9

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 R 69

Hemmed In

Condition • Support Area

Game Text: While you can spot 6 companions, each companion skirmishing a ④ minion loses all strength bonuses from possessions.

Maneuver: Spot your ④ minion and discard this condition to transfer a Free Peoples possession borne by a companion to another eligible bearer.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 70

•**Last Days**

Condition • Support Area

Game Text: Each time a ④ minion is killed or discarded from play (except during the regroup phase), you may play a ④ minion. Its twilight cost is -2, and it is **fierce** and strength +2 until the regroup phase.

Lore: "Not long now shall stand the high hall which Brego son of Eorl built. Fire shall devour the high seat."

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 71

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•**Messenger's Mount**

Possession • Mount

Game Text: Bearer must be The Mouth of Sauron.

He is **fierce**.

Response: If a ☉ minion is about to take a wound, remove ☉ to prevent that.

Lore: "...it was huge and hideous, and its face was a frightful mask..."

Twilight Cost: 2

Strength: 3

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 72

•**The Mouth of Sauron**

Messenger of Mordor

Minion • Man

Game Text: Maneuver: Exert The Mouth of Sauron to play a ☉ condition or ☉ possession from your draw deck.

Lore: "...he learned great sorcery, and knew much of the mind of Sauron; and he was more cruel than any orc."

Twilight Cost: 3

Strength: 9

Vitality: 3

Resistance/Site Number: 5

Collector's Info: 12 S 73

Múmak Rider

Minion • Man

Game Text: Archer.

When you play this minion to a battleground or plains site, you may spot another ☉ minion to discard a possession from play.

Lore: Only the best marksmen can keep their aim true as they are carried along by the great beasts of the Haradrim.

Twilight Cost: 4

Strength: 8

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 R 74

Poisonous Words

Event • Maneuver or Regroup

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

Add ☉ for each ☉ card you can spot.

Lore: "So fair. So cold. Like a morning of pale spring still clinging to winter's chill."

Twilight Cost: 4

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 75

Trail of Terror

Condition • Support Area

Game Text: At the start of the maneuver phase, you may spot 3 ☉ minions and remove ☉ to make each unbound companion resistance -1 until the regroup phase.

Lore: "Now the Wild Men are moving through the Westfold, burning as they go."

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 76

War Trident

Possession • Hand Weapon

Game Text: Bearer must be a ☉ minion.

While bearer is skirmishing a companion who has resistance 5 or less, bearer is strength +2.

While bearer is skirmishing a companion who has resistance 3 or less, bearer is strength +2.

Lore:

Twilight Cost: 1

Strength: 2

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 77

Wrathful Hillman

Minion • Man

Game Text: Each time this minion is assigned to a skirmish, if it is not at a plains site, remove ☉ or discard this minion.

Lore: "For behold! the storm comes, and now all friends should gather together, lest each singly be destroyed."

Twilight Cost: 3

Strength: 12

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 C 78



•**The Balrog**

The Terror of Khazad-dûm

Minion • Balrog

Game Text: Damage +1.

While The Balrog is at an underground site, it is **fierce** and cannot take wounds or be exerted.

Lore: "The fire in it seemed to die, but the darkness grew."

Twilight Cost: 12

Strength: 17

Vitality: 5

Resistance/Site Number: 4

Collector's Info: 12 R 79

•**Whip of Many Thongs**

Weapon of Flame and Shadow

Artifact • Hand Weapon

Game Text: Bearer must be The Balrog.

It is **fierce**.

When you play this artifact, the Free Peoples player reveals his or her hand and discards all Free Peoples cards from hand that have a twilight cost of 1 or less.

Lore: "...it swung its whip, and the thongs lashed..."

Twilight Cost: 1

Strength: 1

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 80

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Abiding Evil

Event • Skirmish

Game Text: Spot X burdens to make a character skirmishing an Elf Orc strength -X.

Lore: “The Dark Tower was broken, but its foundations were not removed; for they were made with the power of the Ring, and while it remains they will endure.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 81

Barrage

Event • Skirmish

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

Make each of your Elf minions strength +2 until the regroup phase.

Lore: “Fires now raged unchecked in the first circle of the City...”

Twilight Cost: 5

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 82

The Beckoning Shadow

Condition • Support Area

Game Text: To play, exert an Elf minion.

If you can spot 5 burdens, and the Free Peoples player has no cards in his or her draw deck, the Ring-bearer is corrupted.

Lore: “Once more the desire to slip on the Ring came over Frodo; but this time it was stronger than before.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 83

Bloodstained Field

Event • Archery

Game Text: Spot an Elf lurker to wound an Elf.

Lore: Orcs will eagerly spill any blood, but Elven is the sweetest of all.

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 84

•Cave Troll of Moria

Savage Menace

Minion • Troll

Game Text: Damage +1. Fierce. Toil 2. (For each Elf character you exert when playing this, its twilight cost is -2.)

Each time an Elf lurker wins a skirmish, you may make the Free Peoples player discard the top 2 cards of his or her draw deck.

Lore: “There is no hope of escape that way.”

Twilight Cost: 12

Strength: 15

Vitality: 4

Resistance/Site Number: 4

Collector’s Info: 12 R 85

•Cave Troll’s Hammer

Unwieldy Cudgel

Possession • Hand Weapon

Game Text: Bearer must be an Elf Troll.

When you play this possession, the Free Peoples player must exert a companion for each lurker you spot.

Lore: Its weight is greater than any foe it has felled.

Twilight Cost: 2

Strength: 3

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 86

Goblin Aggressor

Minion • Orc

Game Text: While this minion is bearing a possession, each Elf minion is strength +1.

Lore: “The road may lead to Moria, but how can we hope that it will lead through Moria...”

Twilight Cost: 3

Strength: 8

Vitality: 2

Resistance/Site Number: 4

Collector’s Info: 12 C 87

Great Cost

Condition • Support Area

Game Text: At the start of each skirmish involving an Elf minion, you may spot 6 companions to exert a companion in that skirmish.

Shadow: Discard this condition and spot an Elf minion to make the Free Peoples player place a card from his or her hand on top of his or her draw deck.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 88

Mordor Aggressor

Minion • Orc

Game Text: While this minion is bearing a possession, each Elf minion is strength +2.

Lore: “The enemy,’ men murmured. ‘The dike is down. Here they come pouring through the breaches!’”

Twilight Cost: 5

Strength: 12

Vitality: 3

Resistance/Site Number: 4

Collector’s Info: 12 U 89

Morgul Tormentor

Minion • Orc

Game Text: Each time the Free Peoples player assigns this minion to skirmish an unwounded companion, he or she must add a burden or discard a card from hand.

Lore: Some Orcs go beyond savagery, taking pleasure in the suffering of their enemies.

Twilight Cost: 3

Strength: 9

Vitality: 2



Resistance/Site Number: 4

Collector’s Info: 12 U 90

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Orc Artisan

Minion • Orc

Game Text: Each time you play an  possession on an  Orc, you may add 1 (or 2 if that Orc is at a battleground or underground site).

Lore: Much Orc weaponry is scavenged from fallen foes, but they still have ample need for smiths to outfit their troops.

Twilight Cost: 5

Strength: 12

Vitality: 3

Resistance/Site Number: 4

Collector's Info: 12 R 91

Orc Dreg

Minion • Orc

Game Text: Each time this minion is assigned to a skirmish, if it is not at an underground site, remove 2 or discard this minion.

Lore: "...their Captain cared not greatly what they did or how many might be slain...."

Twilight Cost: 3

Strength: 10

Vitality: 3

Resistance/Site Number: 4

Collector's Info: 12 C 92

Orc Footman

Minion • Orc

Game Text: When this minion is discarded from play, you may spot a companion who has resistance 4 or less to shuffle this minion into your draw deck.

Lore: "On they came, reckless of their loss as they approached...."

Twilight Cost: 3

Strength: 8

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 C 93

Orc Sapper

Minion • Orc

Game Text: When you play this minion, you may spot a companion who has resistance 4 or less to prevent that companion from being assigned to this minion until the regroup phase.

Lore: "...their purpose was only to test the strength of the defence and to keep the men of Gondor busy in many places."

Twilight Cost: 3

Strength: 9

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 U 94

Orc Skulker

Minion • Orc

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

Each skirmish event you play is twilight cost -1.

Lore: "I have never heard before of Orcs upon Amon Hen. Yet who knows what may happen in these evil days...."

Twilight Cost: 2

Strength: 5


Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 C 95

Orc Spear

Possession • Hand Weapon

Game Text: Bearer must be an  minion.

When you play this possession on a minion that has a twilight cost of 4 or more, add 2.

Lore: The flared backs of Orkish spearheads are crafted to inflict more damage as they are pulled out of a victim.

Twilight Cost: 1

Strength: 2

Vitality:


Resistance/Site Number:

Collector's Info: 12 C 96

Orc Strategist

Minion • Orc

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

Maneuver: Make an  lurker minion lose lurker until the regroup phase.

Lore: It takes a strong will indeed to command an unruly band of Orcs.

Twilight Cost: 4

Strength: 11

Vitality: 3

Resistance/Site Number: 4

Collector's Info: 12 U 97

Orc Tormentor

Minion • Orc

Game Text: Each time the Free Peoples player assigns this minion to skirmish an unwounded companion, he or she must add a burden or discard a card from hand.

Lore: "...orc-speech sounded at all times full of hate and anger...."

Twilight Cost: 2

Strength: 6

Vitality: 1

Resistance/Site Number: 4

Collector's Info: 12 C 98

Pitiless Orc

Minion • Orc

Game Text: When you play this minion, you may make the Free Peoples player exert a companion for each companion over 4.

Lore: "Curses they heeded not, nor understood the tongues of western men..."

Twilight Cost: 3

Strength: 7

Vitality: 2


Resistance/Site Number: 4

Collector's Info: 12 U 99

•Rallying Orc

Minion • Orc

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

Each time you play another  lurker at a battleground or underground site, you may make the Free Peoples player exert a companion.

Lore: Orcs can spring from the shadows in surprising numbers.

Twilight Cost: 3

Strength: 9

Vitality: 2


Resistance/Site Number: 4


Collector's Info: 12 R 100

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•Retribution

Condition • Support Area

Game Text: Each time an  minion bearing a weapon wins a skirmish, add a burden.

Shadow: Discard this condition to play an  weapon from your discard pile.

Lore: With his mighty army, the Dark Lord exacted a high price for resisting his will.

Twilight Cost: 0

Strength:



Vitality:

Resistance/Site Number:

Collector's Info: 12 R 101

Scavenging Goblins

Minion • Orc

Game Text: When you play this minion, you may play an  weapon from your discard pile on your  Orc.

Lore: “The Orcs have often plundered Moria; there is nothing left in the upper halls.”

Twilight Cost: 3

Strength: 8


Vitality: 1


Resistance/Site Number: 4

Collector's Info: 12 C 102

Storming the Ramparts

Event • Maneuver

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

Spot an  minion to make the Free Peoples player discard one of his or her conditions from play.

Lore: The defenses of Minas Tirith were daunting, but the siegecraft of the Orcs was equal to the challenge.

Twilight Cost: 3

Strength:



Vitality:

Resistance/Site Number:

Collector's Info: 12 U 103

Taunt

Event • Skirmish

Game Text: Reveal the top 5 cards of your draw deck (or, if the fellowship is at a battleground site, the top 7 cards) to make an  minion strength +1 for each  card revealed.

Lore: “Go on. Call for help. Squeal! No one’s gonna save you now.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:



Collector's Info: 12 U 104

•Troll's Keyword

Keeper of the Beast

Minion • Orc

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

Shadow: Exert Troll's Keyword and reveal your hand to add  for each  Troll revealed.

Lore: Tending the Cave Troll is a task neither envied or respected within the tribes of Moria.

Twilight Cost: 3

Strength: 8

Vitality: 3

Resistance/Site Number: 4

Collector's Info: 12 R 105

Vile Goblin

Minion • Orc

Game Text: Each time this minion is assigned to skirmish a Dwarf, this minion is **fierce** until the regroup phase.

Lore: The Orcs infesting Khazad-dûm despoiled and defiled the ancient Dwarven mansion.

Twilight Cost: 3

Strength: 10

Vitality: 2

Resistance/Site Number: 4

Collector's Info: 12 C 106



•Aldred

Éored Soldier

Companion • Man

Game Text: At the start of each skirmish involving Aldred, you may discard a possession borne by a minion he is skirmishing.

Lore: “We counted all the slain and despoiled them....”

Twilight Cost: 1

Strength: 5


Vitality: 3


Resistance/Site Number: 5


Collector's Info: 12 C 107

Cast Out

Condition • Support Area

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

Maneuver: Spot a  Man and discard this condition to exert a minion.

Maneuver: Spot a mounted  Man and discard this condition to return an exhausted minion to its owner's hand.

Lore:

Twilight Cost: 4

Strength:


Vitality:

Resistance/Site Number:

Collector's Info: 12 R 108

Challenging the Orc-host

Event • Skirmish

Game Text: Make a  companion strength +2 (or +1 for each minion you can spot if that companion has resistance 5 or more).

Lore: “...we overtook the Orcs at nightfall two days ago, near to the borders of the Entwood. There we surrounded them, and gave battle....”

Twilight Cost: 1

Strength:

Vitality:


Resistance/Site Number:

Collector's Info: 12 C 109

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Cleaving a Path

Condition • Support Area

Game Text: Skirmish: Discard this condition to make a  companion strength +1 for each of the following that is true: he or she is at a plains site; he or she has resistance 4 or more; he or she is bearing armor; he or she is skirmishing a wounded minion.

Lore: “Captains and champions fell or fled before them.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 110

Coif

Possession • Armor

Game Text: Bearer must be a  Man.

Each time a Shadow card adds any number of twilight tokens, you may exert bearer to prevent that.

Each time the fellowship moves from a forest site, exert a companion.

Lore: “...the Hornburg still held fast, like an island in a sea.”

Twilight Cost: 0

Strength: 1

Vitality:


Resistance/Site Number:


Collector’s Info: 12 R 111

•Éomer

Éored Leader

Companion • Man

Game Text: While you can spot a  Man, Éomer’s twilight cost is -1.

Maneuver: If you can spot more minions than companions, exert Éomer to play a  companion from your draw deck.

Lore: “...the front of the first éored roared like a breaker foaming to the shore...”

Twilight Cost: 3

Strength: 7

Vitality: 3

Resistance/Site Number: 7

Collector’s Info: 12 U 112

Éored Warrior

Companion • Man

Game Text: While this companion is at a battleground or plains site, he is strength +3.

Lore: “...suspecting what I most fear, a league between Orthanc and the Dark Tower, I led forth my éored, men of my own household...”

Twilight Cost: 2

Strength: 5



Vitality: 3

Resistance/Site Number: 6

Collector’s Info: 12 S 113

For the Mark

Event • Regroup

Game Text: Spot a  Man to discard a possession from play. You may exert a  Man who has resistance 3 or more to play this event during the maneuver phase.

Lore: “South strode Éomer and men fled before his face, and they were caught between the hammer and the anvil.”

Twilight Cost: 0

Strength:


Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 114

Golden Glimmer

Condition • Support Area

Game Text: Response: If a companion is about to take a wound, spot a  companion and add 2 burdens to prevent that.

Lore: ““Dark is the hour, yet maybe we shall return to the Golden Hall.””

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 115

•Haethen

Veteran Fighter

Companion • Man

Game Text: Haethen cannot take wounds during fierce skirmishes.

Skirmish: Exert Haethen to make him strength +1.

Lore: His years as a Rider of Rohan were long behind him, but the threat to Helm’s Deep demanded this old warrior again take up arms.

Twilight Cost: 3

Strength: 7

Vitality: 3


Resistance/Site Number: 5

Collector’s Info: 12 R 116

•Léofric

Defender of the Mark

Companion • Man

Game Text: Skirmish: If Léofric is in a skirmish, exert him to play a  skirmish event from your draw deck.

Lore: ““There is trouble now on all our borders, and we are threatened...””

Twilight Cost: 2

Strength: 6

Vitality: 3

Resistance/Site Number: 6

Collector’s Info: 12 U 117



•The Mouth of Sauron

Lieutenant of Barad-dûr

Minion • Man

Game Text: Assignment: Assign The Mouth of Sauron to the companion who has the highest strength. (If two or more are tied for highest, choose one.)

Lore: ““Is there anyone in this rout with authority to treat with me?’ he asked. ‘Or indeed with wit to understand me?’”

Twilight Cost: 3

Strength: 9

Vitality: 3

Resistance/Site Number: 5

Collector’s Info: 12 R 118

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•Bilbo

Melancholy Hobbit

Companion • Hobbit

Game Text: Ring-bound.

At the start of each skirmish involving Bilbo, you may exert him to take a  skirmish event into hand from your discard pile.

Lore: “I want to see the wild country again before I die, and the Mountains...”

Twilight Cost: 2

Strength: 3

Vitality: 4

Resistance/Site Number: 8

Collector’s Info: 12 R 119

Diversion

Event • Regroup

Game Text: Discard a Hobbit not assigned to a skirmish from play to discard a minion from play.

If the fellowship is at a battleground site, you may add 2 burdens to play this event during a skirmish involving a Hobbit.

Lore: Each member of the fellowship was willing to make any sacrifice to safeguard the Quest.

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 120

Flotsam and Jetsam

Event • Response

Game Text: If a companion (except a Hobbit) wins a skirmish, heal a Hobbit.

Lore: “Welcome, my lords, to Isengard!” he said. “We are the doorwardens.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 121

Home and Hearth

Condition • Support Area

Game Text: Each time you play a Hobbit, you may remove a burden. Then, if the fellowship is at dwelling site, heal the Ring-bearer.

Lore: “He drew a deep breath. ‘Well, I’m back,’ he said.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 122

Hope is Kindled

Event • Skirmish

Game Text: Make a Hobbit strength +2. If that Hobbit wins this skirmish, you may remove a burden.

Lore: “Soft as butter they can be, and yet sometimes as tough as old tree-roots.”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 123

Long Live the Halflings

Condition • Support Area

Game Text: To play, spot a Hobbit.

Skirmish: If your Ring-bearer is assigned to a skirmish, discard this condition to make each companion who has resistance 7 or more strength +2 until the regroup phase.

Lore: “My friends, you bow to no one.”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 124

Measure of Comfort

Condition • Support Area

Game Text: While you can spot a Hobbit, each unbound companion is resistance +1.

Lore: Though fate had it that the fellowship would not accompany Frodo to his final goal, some reassurance came in knowing he did not have to make the journey alone.

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 S 125

No Worse for Wear

Event • Skirmish

Game Text: Prevent a Hobbit from being overwhelmed unless his or her strength is tripled.

Then, if the fellowship is at a dwelling site, you may discard 2 cards from hand to return this event to your hand.

Lore: “That was good.” “Let’s get another one!”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 S 126

•Pippin

Hobbit of Some Intelligence

Companion • Hobbit

Game Text: When you play Pippin, remove a burden or heal a companion.

Lore: “Anyway, you need people of intelligence on this sort of mission... quest... thing.”

Twilight Cost: 1

Strength: 3

Vitality: 4

Resistance/Site Number: 6

Collector’s Info: 12 R 127

A Promise

Condition • Support Area

Game Text: While you can spot Frodo and Sam and neither is exhausted, each is strength +1.

Lore: “But I’m glad, Sam. I cannot tell you how glad. Come along! It is plain that we were meant to go together.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 128

•Rosie Cotton

Barmaid

Companion • Hobbit

Game Text: Sam cannot be overwhelmed unless his strength is tripled.

Each time the Free Peoples player assigns Rosie Cotton to a skirmish, add 2 burdens.

Lore: “It seems she didn’t like my going abroad at all...”

Twilight Cost: 1

Strength: 2

Vitality: 3


Resistance/Site Number: 8

Collector’s Info: 12 R 129

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

•**Simple Living**

Condition • Support Area

Game Text: Response: If you play a  event, discard this condition to heal each Hobbit.

Lore: “They do not and did not understand or like machines more complicated than a forge-bellows, a water-mill, or a hand-loom....”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 130

•**Stand Together**

Condition • Support Area

Game Text: Each time a Hobbit wins a skirmish, he or she gains **muster** until the end of the turn. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

Lore: “For a breathless time they sat there, silent and alert...”

Twilight Cost: 0

Strength:



Vitality:



Resistance/Site Number:

Collector’s Info: 12 U 131

•**Sudden Fury**

Condition • Support Area

Game Text: Each time a  companion loses a skirmish, add a  token here.

Skirmish: Remove a  token from here to make a  companion strength +1.

Lore: “It raised a whip a second time, but the blow never fell.”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 132

•**Tolman Cotton**

Farmer of Bywater

Companion • Hobbit

Game Text: Response: If a burden is about to be added by a Shadow card, spot another Hobbit and exert Tolman Cotton to prevent that.

Lore: “The land was rich and kindly, and though it had been long deserted when they entered it, it had before been well tilled....”

Twilight Cost: 2

Strength: 4

Vitality: 4

Resistance/Site Number: 8

Collector’s Info: 12 S 133




•**Advancing 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.)

When you cannot spot another  minion, discard this minion.

Lore: “Already they are scaling the bank at many points, thick as marching ants.”

Twilight Cost: 3

Strength: 9

Vitality: 2

Resistance/Site Number: 5

Collector’s Info: 12 C 134

•**Barbaric Uruk**

Minion • Uruk-hai

Game Text: Damage +1.

Assignment: Make the Free Peoples player assign this minion to an unwounded companion.

Lore: Their lust for Man-flesh allowed Saruman to bend the Uruk-hai to his will.

Twilight Cost: 3

Strength: 8


Vitality: 2


Resistance/Site Number: 5

Collector’s Info: 12 U 135

•**Berserker Torch**

Possession • Hand Weapon

Game Text: Toil 1. (For each  character you exert when playing this, its twilight cost is -1.)

Bearer must be an  Uruk-hai.

Bearer is strength +2 for each wound on each character in its skirmish.

Lore: “...the Orcs have brought a devilry from Orthanc....”

Twilight Cost: 3

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 136

•**Breeding Pit Conscript**

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.)

When you play this minion, you may discard a card from hand to draw a card.

Lore: A select few of Saruman’s Uruk-hai were charged with harvesting his war-machine.

Twilight Cost: 4

Strength: 10


Vitality: 2


Resistance/Site Number: 5

Collector’s Info: 12 C 137

•**Broken Heirloom**

Event • Maneuver

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

Spot an  minion to discard a possession borne by a companion who has resistance 4 or less.

Lore: “...he blew the horn. But no help came. Only more orcs.”

Twilight Cost: 3

Strength:

Vitality:


Resistance/Site Number:

Collector’s Info: 12 U 138

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

Broken in Defeat

Event • Skirmish

Game Text: Make an  minion strength +2. Then you may spot 6 companions to return this event to your hand.

Lore: “The world of Men will fall and all will come to darkness, and my city to ruin.”

Twilight Cost: 1

Strength:

Vitality:


Resistance/Site Number:

Collector’s Info: 12 R 139

Crushing Uruk

Minion • Uruk-hai

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

Response: If a companion loses a skirmish involving an  minion, exert this minion to discard a possession borne by that companion.

Lore: Uruks strike with crippling force.

Twilight Cost: 4

Strength: 10


Vitality: 3

Resistance/Site Number: 5

Collector’s Info: 12 U 140

Dark Alliance

Condition • Support Area

Game Text: **Response:** If an ally or companion uses a special ability, discard this condition and exert an  lurker to prevent that.

Lore: “The power of Isengard is at your command, Sauron, Lord of the Earth.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 R 141

Merciless Uruk

Minion • Uruk-hai

Game Text: **Damage +1.**

Each time this minion wins a skirmish, you may spot a companion who has resistance 4 or less to place this minion on the bottom of your draw deck.

Lore: “They reached the summit of the rock; they drove towards the gates.”

Twilight Cost: 4

Strength: 11



Vitality: 3

Resistance/Site Number: 5

Collector’s Info: 12 C 142

Quelling Force

Event • Skirmish

Game Text: Make an  minion strength +1 for each other  minion you can spot.

Lore: “They gained the gates. The trees, swung by strong arms, smote the timbers with a rending boom.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:


Collector’s Info: 12 C 143

•Saruman

Agent of the Dark Lord

Minion • Wizard

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

Skirmish: Exert Saruman to make an  minion strength +2. Each time a companion is killed, you may heal Saruman.

Lore: “There will be no dawn for Men.”

Twilight Cost: 4

Strength: 8


Vitality: 4


Resistance/Site Number: 4

Collector’s Info: 12 S 144

Shingle in a Storm

Condition • Support Area

Game Text: While you can spot 6 companions, each  minion is **damage +1.**

Assignment: Discard this condition to assign an  minion to a companion who has resistance 2 or less.

Lore: “Against the Deeping Wall the hosts of Isengard roared like a sea.”

Twilight Cost: 0

Strength:



Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 145

Strange Device

Event • Shadow

Game Text: Spot an  minion to draw 3 cards. Then discard 2 cards from hand or discard an  minion from hand.

Lore: “...a small white hand in the centre of a black field.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 146

•Suppressing Uruk

Minion • Uruk-hai

Game Text: **Damage +1.**

While there is a companion in the dead pile, each unbound companion is resistance -4.

Lore: Few fighters are skilled enough to outstrip the natural instincts of the Uruk-hai.

Twilight Cost: 4

Strength: 11


Vitality: 2


Resistance/Site Number: 5

Collector’s Info: 12 U 147

Tempest of War

Condition • Support Area

Game Text: While you can spot an  minion, each unbound companion is resistance -1 for each condition he or she bears.

Skirmish: Spot an  minion and a companion who has resistance 2 or less to discard from play all conditions in all players’ support areas.

Lore:

Twilight Cost: 0

Strength:

Vitality:


Resistance/Site Number:

Collector’s Info: 12 U 148

Uruk Common

Minion • Uruk-hai

Game Text: **Damage +1.**

Each time this minion is assigned to a skirmish, if it is not at a battleground site, remove  or discard this minion.

Lore: Casualties of war were neither honored nor remembered by the White Hand.

Twilight Cost: 4

Strength: 11

Vitality: 3

Resistance/Site Number: 5

Collector’s Info: 12 C 149

Uruk Decimator

Minion • Uruk-hai

Game Text: While this minion is at a battleground site, it is strength +2.

While this minion is bearing a possession, it is **damage +1.**

Lore: “The barricade was scattered as if by a thunderbolt.”

Twilight Cost: 4

Strength: 12

Vitality: 3

Resistance/Site Number: 5

Collector’s Info: 12 R 150

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

Uruk Desecrator

Minion • Uruk-hai

Game Text: Damage +1.

Each unbound companion is resistance -2 for each wound he or she has.

Lore: Madness is seldom considered a liability, but a requisite in the ranks of the Uruk-hai.

Twilight Cost: 4

Strength: 11

Vitality: 2

Resistance/Site Number: 5

Collector's Info: 12 S 151

•**Uruk Dominator**

Minion • Uruk-hai

Game Text: Damage +1.

Skirmish: Exert this minion to make its strength +1 for each Uruk-hai you spot (or +2 for each if you can spot a companion who has resistance 3 or less).

Lore: The Great Orc race revels in its ability to overwhelm an enemy.

Twilight Cost: 4

Strength: 8

Vitality: 3

Resistance/Site Number: 5

Collector's Info: 12 S 152

Uruk Pikeman

Minion • Uruk-hai

Game Text: Damage +1.

While this minion is skirmishing an exhausted companion, this minion is strength +3 (or +5 if that companion has resistance 4 or less).

Lore: "The dark tide flowed up to the walls from cliff to cliff."

Twilight Cost: 3

Strength: 8

Vitality: 2

Resistance/Site Number: 5

Collector's Info: 12 C 153

Uruk Slaughterer

Minion • Uruk-hai

Game Text: Damage +1.

Each time a companion is killed in a skirmish involving an Uruk-hai minion, you may discard any number of cards from hand to draw the same number of cards.

Lore: Captives of the Uruk-hai are treated with brutality and malice, but only if they survive their capture.

Twilight Cost: 4

Strength: 10

Vitality: 2

Resistance/Site Number: 5

Collector's Info: 12 R 154

•**Uruk Zealot**

Minion • Uruk-hai

Game Text: Damage +1. To play, spot an Uruk-hai minion.

Each companion who has resistance 0 is strength -3. Each time Uruk Zealot wins a skirmish, you may draw 3 cards.

Lore: The Uruk-hai do not question the authority of the White Hand. They know its cause is righteous.

Twilight Cost: 6

Strength: 14

Vitality: 4

Resistance/Site Number: 5

Collector's Info: 12 R 155

Uruk-hai Guard

Minion • Uruk-hai

Game Text: Damage +1.

Assignment: Exert this minion and spot a companion to prevent the Free Peoples player from assigning that companion to this minion.

Lore: "Wolves and orcs were housed in Isengard, for Saruman was mustering a great force...."

Twilight Cost: 4

Strength: 11

Vitality: 2

Resistance/Site Number: 5

Collector's Info: 12 R 156

Uruk-hai Troop

Minion • Uruk-hai

Game Text: Damage +1.

Each character skirmishing this minion loses all strength bonuses from weapons.

Lore: Attacking in swarming hordes, the Uruk-hai close with the enemy rapidly to make weapons useless.

Twilight Cost: 5

Strength: 9

Vitality: 4

Resistance/Site Number: 5

Collector's Info: 12 R 157

Vicious Uruk

Minion • Uruk-hai

Game Text: Damage +1.

At the start of each skirmish involving this minion, you may draw a card for each wound on a character it is skirmishing.

Lore: "...the sweet grass of Rohan had been bruised and blackened as they passed."

Twilight Cost: 3

Strength: 9

Vitality: 2

Resistance/Site Number: 5

Collector's Info: 12 U 158

Weapon of Opportunity

Possession • Hand Weapon

Game Text: Bearer must be an Uruk-hai minion.

When you play this possession on a minion that has a twilight cost of 4 or more, draw a card.

Lore: The fighting Uruk-hai will use any resource available to carry out the will of Saruman.

Twilight Cost: 1

Strength: 2

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 159

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

Worthy of Mordor

Condition • Support Area

Game Text: At the start of the regroup phase, you may remove ① to make an ④ minion 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: Tasked by Sauron, Saruman moved swiftly to build the army demanded of him.

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 160



Black Rider

Minion • Nazgûl

Game Text: **Fierce.**

This minion is strength +1 for each companion you can spot.

Lore: “The Nine are abroad again. They have crossed the River secretly and are moving westward. They have taken the guise of riders in black.”

Twilight Cost: 5

Strength: 8

Vitality: 3

Resistance/Site Number: 3

Collector's Info: 12 U 161

Dark Approach

Event • Shadow

Game Text: Play a Nazgûl. His twilight cost is -1 for each forest site you can spot (limit -4).

Lore: “Frodo hesitated for a second: curiosity or some other feeling was struggling with his desire to hide.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 162

Dark Temptation

Condition • Support Area

Game Text: Each time you play a Nazgûl, you may heal the Ring-bearer twice to add a burden.

Lore: “He felt that he had only to slip it on, and then he would be safe.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 163

Echo of Hooves

Event • Shadow

Game Text: **Toil 2.** (For each ④ character you exert when playing this, its twilight cost is -2.)

Spot your Nazgûl at a battleground or forest site to play a mount on him from your draw deck.

Lore: “...the black horses leaped down the hill in pursuit, and from the Riders came a terrible cry....”

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 164

In the Ringwraith's Wake

Event • Response

Game Text: If a Nazgûl wins a skirmish, the Free Peoples player chooses to either exert the Ring-bearer or add a burden.

Lore: “He is fading... We must get him to my father.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 165

Lingering Shadow

Condition • Support Area

Game Text: **Skirmish:** Transfer this condition from your support area to a character skirmishing a Nazgûl.

Each time a wound is removed from bearer, add a burden.

Lore: “I am wounded... wounded; it will never really heal.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 166

Minas Morgul Answers

Event • Shadow

Game Text: **Toil 2.** (For each ④ character you exert when playing this, its twilight cost is -2.)

Spot a Nazgûl to discard a Free Peoples condition from play.

Lore: “There was a flare of livid lightnings: forks of blue flame springing up from the tower and from the encircling hills into the sullen clouds.”

Twilight Cost: 4

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 167

Nazgûl Blade

Possession • Hand Weapon

Game Text: Bearer must be a Nazgûl.

While bearer is at a battleground or forest site, he is strength +1.

Lore: Fear and terror may be the greatest weapons the Nazgûl wield, but their steel is just as perilous.

Twilight Cost: 1

Strength: 1

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 168

Sauron's Gaze

Condition • Support Area

Game Text: **Skirmish:** Transfer this condition from your support area to a character skirmishing a Nazgûl.

The Free Peoples player cannot use bearer's special abilities.

Lore: “Then suddenly he seemed to see me, and he laughed at me. It was cruel. It was like being stabbed with knives.”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 169

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

Sense of Obligation

Condition

Game Text: To play, spot a (U) minion.

Bearer must be an unbound companion. Limit 1 per bearer. At the end of each assignment phase, if bearer is not assigned to a skirmish and a companion who does not bear a (U) condition is, add a burden.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 170

Shadowy Mount

Possession • Mount

Game Text: Bearer must be a Nazgûl.

While bearer is at a battleground or forest site, he is **fierce**.

Assignment: Make the Free Peoples player assign bearer to an unbound companion bearing a (U) condition.

Lore: "...why do these black horses endure such riders?"

Twilight Cost: 2

Strength: 1

Vitality:

Resistance/Site Number:

Collector's Info: 12 R 171

Steed of Mordor

Possession • Mount

Game Text: Bearer must be a Nazgûl.

Bearer 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, you may draw 2 cards.

Lore: "...the Black Riders rode like a gale...."

Twilight Cost: 2

Strength: 1

Vitality:

Resistance/Site Number:

Collector's Info: 12 C 172

•**Úlairë Attëa**

Black Predator

Minion • Nazgûl

Game Text: **Fierce**.

Skirmish: Remove (U) and discard a (U) card from hand to make Úlairë Attëa strength +3.

Lore: "Frodo thought that he heard a faint hiss as of venomous breath and felt a thin piercing chill."

Twilight Cost: 6

Strength: 12

Vitality: 3

Resistance/Site Number: 3

Collector's Info: 12 R 173

•**Úlairë Cantëa**

Black Assassin

Minion • Nazgûl

Game Text: **Fierce**.

Assignment: Assign Úlairë Cantëa to a companion who has resistance 0.

Skirmish: Spot 6 companions and another (U) card to kill a companion Úlairë Cantëa is skirmishing.

Lore: "Flee them! Speak no words to them! They are deadly."

Twilight Cost: 5

Strength: 10

Vitality: 3

Resistance/Site Number: 3

Collector's Info: 12 R 174

•**Úlairë Enquëa**

Black Threat

Minion • Nazgûl

Game Text: **Fierce. Toil 1.** (For each (U) character you exert when playing this, its twilight cost is -1.)

Response: If you are playing a (U) event that has toil X, exert Úlairë Enquëa to reduce that event's twilight cost by X.

Lore: "...the Shire is no longer any protection to you."

Twilight Cost: 6

Strength: 11

Vitality: 4

Resistance/Site Number: 3

Collector's Info: 12 R 175

•**Úlairë Lemenya**

Black Enemy

Minion • Nazgûl

Game Text: When you play Úlairë Lemenya, you may play a (U) mount from your discard pile.

Lore: "Out of the gate in the trees that they had just left rode a Black Rider."

Twilight Cost: 4

Strength: 9

Vitality: 2

Resistance/Site Number: 3

Collector's Info: 12 U 176

•**Úlairë Nelya**

Black Hunter

Minion • Nazgûl

Game Text: **Fierce**.

Each time Úlairë Nelya wins a skirmish, you may draw a card.

Lore: "...peril is now both before you and behind you, and upon either side."

Twilight Cost: 5

Strength: 10

Vitality: 3

Resistance/Site Number: 2

Collector's Info: 12 C 177

•**Úlairë Nertëa**

Black Horseman

Minion • Nazgûl

Game Text: The twilight cost of each mount is -1.

While Úlairë Nertëa is mounted, each Nazgûl is strength +1 and has **muster**. (At the start of the regroup phase, you may discard a card from hand to draw a card.)

Lore: "Watch every shadow! ...Black horsemen have passed through Bree."

Twilight Cost: 4

Strength: 9

Vitality: 2

Resistance/Site Number: 3

Collector's Info: 12 C 178

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

•**Úlairë Otsëa**

Black Specter

Minion • Nazgûl

Game Text: **Shadow:** Exert

Úlairë Otsëa and discard a (U) condition from hand to discard a Free Peoples condition from play.

Lore: “We can feel their presence – it troubled our hearts, as soon as we came here, and before we saw them; they feel ours more keenly.”

Twilight Cost: 4

Strength: 9

Vitality: 3

Resistance/Site Number: 3

Collector’s Info: 12 R 179

•**Úlairë Toldëa**

Black Shadow

Minion • Nazgûl

Game Text: **Fierce.**

When you play Úlairë Toldëa, you may exert him to take a (U) event from your discard pile into hand.

Lore: “So black were they that they seemed like black holes in the deep shade behind them.”

Twilight Cost: 6

Strength: 12

Vitality: 3

Resistance/Site Number: 3

Collector’s Info: 12 U 180

Unending Life

Condition • Support Area

Game Text: While you can spot 6 companions, each Nazgûl is strength +3.

Skirmish: Discard this condition to heal a Nazgûl.

Lore: “The power of their master is in them, and they stand or fall by him.”

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 181

Unimpeded

Condition • Support Area

Game Text: **Skirmish:** Discard this condition to make a Nazgûl strength +1 for each of the following that is true: he is at a battleground or forest site; he is skirmishing a companion who has resistance 4 or less; he is bearing a possession; he is in a fierce skirmish

Lore: “Who goes there?”

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 C 182

•**The Witch-king**

Black Lord

Minion • Nazgûl

Game Text: **Fierce.**

The Witch-king is twilight cost -1 for each wound on the Ring-bearer.

Each time a companion is played, you may reveal this card from hand to exert the Ring-bearer.

Lore: “He sprang forward and bore down on Frodo.”

Twilight Cost: 8

Strength: 14

Vitality: 4

Resistance/Site Number: 3

Collector’s Info: 12 R 183

•**The Witch-king’s Beast**

Fell Creature

Possession • Mount

Game Text: Bearer must be a Nazgûl.

If bearer is The Witch-king, after all skirmishes and fierce skirmishes have been resolved, you may exert him twice to make him participate in one additional assignment and skirmish phase.

Lore: “The great shadow descended like a falling cloud.”

Twilight Cost: 2

Strength: 2

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 184

Sites

The Angle

Site

Game Text: **Forest. Shadow:**

Play a Nazgûl (or spot 6 companions and discard 2 cards from hand) to draw a card.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 185

The Bridge of Khazad-dûm

Site

Game Text: **Battleground.**

Underground. The Balrog is twilight cost -3.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 U 186

Emyn Muil

Site

Game Text: **Mountain.**

Maneuver: Remove (M) and exert your minion that is not fierce to make that minion **fierce** until the regroup phase.

Lore:

Twilight Cost: 0

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 S 187

Hill of Sight

Site

Game Text: **Battleground.**

Forest. While you can spot 3 minions (or 6 companions), each unbound companion is resistance -2.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector’s Info: 12 S 188

The Lord of the Rings™ Trading Card Game
Black Rider Spoiler List
Decipher Inc.

Hobbiton Market

Site

Game Text: Dwelling. When the fellowship moves from this site, wound each minion that is not a lurker.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 S 189

Wold Battlefield

Site

Game Text: Plains. Skirmish:

Exert your Man (except an enduring Man) to make him or her **damage +1**.

Lore:

Twilight Cost: 2

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 194

Northern Peleonnor

Site

Game Text: Battleground.

Plains. Shadow: Make your lurker minion lose lurker until the regroup phase.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 S 190

Shores of Nen Hithoel

Site

Game Text: River. Shadow: Spot 5 ♣ Orcs to prevent the fellowship from moving again this turn.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 191

Slopes of Orodruin

Site

Game Text: Mountain. Shadow:

Remove ♣ and discard 2 Free Peoples cards from hand to draw a card.

Lore:

Twilight Cost: 1

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 192

Starkhorn

Site

Game Text: Mountain. Each time your Dwarf wins a skirmish, you may draw a card.

Lore:

Twilight Cost: 3

Strength:

Vitality:

Resistance/Site Number:

Collector's Info: 12 U 193