

365 card set.

a/b/c = Strength / Vitality (optional / Site Number or Signet)

Signet: A=Aragorn; F=Frodo; G=Gandalf.

Rarity: C=Common; U=Uncommon; R=Rare; P=Premium

The One Ring

1. •The One Ring, Isildur's Bane R
Response: If bearer is about to take a wound, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound, add 2 burdens instead. +1/+1
2. •The One Ring, The Ruling Ring C
Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead. +1/-

Dwarven Culture

3. Axe Strike C 0
Event. Skirmish: Make a Dwarf strength +2 (or +3 if bearing an axe).
4. Battle Fury C 0
Event. Skirmish: Exert a Dwarf to make that Dwarf strength +3 and damage +1.
5. Cleaving Blow C 1
Event. Skirmish: Make a Dwarf strength +2 and damage +1.
6. Delving C 1
Event. Fellowship: Exert a Dwarf companion to draw 3 cards.
7. Dwarf Guard C 1
Companion • Dwarf. To play, spot a Dwarf. 4/2
8. Dwarven Armor C 0
Possession • Armor. Bearer must be a Dwarf. Bearer may not be overwhelmed unless his strength is tripled.
9. Dwarven Axe C 0
Possession • Hand Weapon. Bearer must be a Dwarf. Each time a player's minion loses a skirmish to bearer, that player discards the top card from his draw deck. +2/-
10. Dwarven Heart C 0
Condition. Bearer must be a Dwarf. When you play this condition, heal bearer up to 2 times. At the start of each of your turns, exert bearer.
11. •Farin, Dwarven Emissary C 2
Companion • Dwarf. To play, spot a Dwarf. While skirmishing an Orc, Farin is strength +2. 5/3
12. •Gimli, Dwarf of Erebor U 2
Companion • Dwarf. Damage +1. Fellowship: Add ● to place a card from hand beneath your draw deck. 6/3/A
13. •Gimli, Son of Glóin R 2
Companion • Dwarf. Damage +1. Skirmish: Exert Gimli to make him strength +2. 6/3/G
14. •Gimli's Battle Axe R 2
Possession • Hand Weapon. Bearer must be Gimli. He is damage +1. Each time Gimli wins a skirmish, you may wound an Orc. +2/-
15. •Gimli's Helm R 0
Possession • Helm. Bearer must be Gimli. He takes no more than 1 wound during each skirmish phase. Skirmish: Discard Gimli's Helm to prevent all wounds to him.
16. •Greatest Kingdom of My People R 0
Condition. Tale. Exert a Dwarf to play this condition. Plays to your support area. Each time your opponent plays an Orc, that player discards the top card of his or her draw deck.
17. •Grimir, Dwarven Elder U 1
Ally • Home 3 • Dwarf. Fellowship: Exert Grimir to shuffle a ☞ event from your discard pile into your draw deck. 3/3
18. Halls of My Home C 1
Event. Fellowship: Exert a Dwarf to reveal the top 3 cards of any draw deck. You may discard 1 Shadow card revealed. Return the rest in any order.
19. Here Lies Balin, Son of Fundin C 0
Event. Maneuver: Exert a Dwarf to wound 2 Orcs or to wound 1 Orc twice.

20. Let Them Come! C 2
Condition. Plays to your support area. Each time a Dwarf wins a skirmish against an Orc, discard that Orc. Discard this condition if a Dwarf loses a skirmish.
21. Lord of Moria C 2
Condition. Plays to your support area. Each Dwarf is damage +1.
22. Mithril Shaft R 0
Event. Maneuver: Exert a Dwarf to discard cards from the top of your draw deck until you choose to stop (limit 5). Add ● for each card discarded in this way. Take the last card discarded into hand.
23. Nobody Tosses a Dwarf R 0
Event. Response: If a Dwarf wins a skirmish, make an opponent discard 3 cards from the top of his or her draw deck.
24. Stairs of Khazad-dûm C 0
Condition. Tale. Plays to your support area. While a Dwarf skirmishes a ♀ minion, that Dwarf is strength +1.
25. Still Draws Breath C 0
Event. Response: If a Dwarf wins a skirmish, heal that Dwarf.
26. Their Halls of Stone C 0
Event. Skirmish: Make a Dwarf strength +2 (or +4 if at an underground site).
27. •Thrarin, Dwarven Smith U 1
Ally • Home 3 • Dwarf. Maneuver: Exert Thrarin to allow him to participate in archery fire and skirmishes until the regroup phase. 4/2
28. Wealth of Moria R 2
Event. Fellowship: Spot a Dwarf to reveal the top 3 cards of your draw deck. Take all Free Peoples cards revealed into hand and discard the rest.

Elven Culture

29. Ancient Enmity U 0
Event. Skirmish: Make an Elf strength +1. If a minion loses this skirmish to that Elf, that minion's owner discards 2 cards at random from hand.
30. •Arwen, Daughter of Elrond R 2
Companion • Elf. Ranger. While skirmishing a Nazgûl, Arwen is strength +3. 6/3/A
31. •Asfaloth U 2
Possession • Mount. Bearer must be an Elf. When played on Arwen, Asfaloth's twilight cost is -2. While at a plains site, bearer is strength +2. Discard Asfaloth when at an underground site. +2/-
32. Border Defenses C 1
Event. Skirmish: Make an Elf strength +2 (or +4 if skirmishing an archer).
33. •Bow of the Galadhrim R 1
Possession • Ranged Weapon. Bearer must be Legolas. Each time Legolas wins a skirmish, you may wound a minion. +1/-
34. •Celeborn, Lord of Lórien R 2
Ally • Home 6 • Elf. Fellowship: Exert Celeborn to heal an ☞ ally. 6/3
35. The Council of Elrond R 2
Event. Fellowship: Spot an Elf to play a tale from your draw deck.
36. Curse Their Foul Feet! R 0
Event. Fellowship: Exert an Elf to reveal an opponent's hand. That player discards a card from hand for each Orc revealed.
37. Defiance C 1
Event. Skirmish: Make an Elf strength +2 (or +4 if skirmishing a Nazgûl).
38. Double Shot R 0
Event. Archery: Spot an Elf archer companion to make the fellowship archery total +1.
39. Elf-song C 1
Event. Fellowship: Spot an Elf to remove a burden.
40. •Elrond, Lord of Rivendell R 4
Ally • Home 3 • Elf. To play, spot Gandalf or an Elf. At the start of each of your turns, heal every ally whose home is site 3. Fellowship: Exert Elrond to draw a card. 8/4
41. Elven Bow C 1
Possession • Ranged Weapon. Bearer must be an Elf. Bearer is an archer.
42. Elven Cloak C 1
Possession • Cloak. To play, spot an Elf. Bearer must be a companion. The minion archery total is -1.
43. Far-seeing Eyes C 2
Condition. Plays to your support area. Each time you play an Elf, choose an opponent to discard a card from hand.
44. Foul Creation U 1
Event. Fellowship: Exert an Elf to reveal an opponent's hand. You may discard a ♀ minion revealed to draw 2 cards.
45. •Galadriel, Lady of Light R 3
Ally • Home 6 • Elf. At the start of each of your turns, heal every ally whose home is site 6. Fellowship: Exert Galadriel to play an Elf for free. 3/3
46. •Gift of Boats U 1
Condition. To play, exert an Elf ally. Plays to your support area. When the fellowship is at a river during the fellowship phase, the move limit for this turn is +1.
47. •Gwemegil R 2
Possession • Hand Weapon. Bearer must be Arwen. She is damage +1. Skirmish: Exert Arwen or discard 2 cards from hand to make her strength +1. +2/-
48. •Haldir, Elf of the Golden Wood U 2
Companion • Elf. To play, spot an Elf. While Haldir is at site 6, 7, or 8, he is strength +2. 5/3
49. The Last Alliance of Elves and Men R 1
Condition. Tale. Bearer must be a ♀ Man. Limit 1 per bearer. Bearer is strength +1 for each Elf you can spot (limit +3).
50. •Legolas, Greenleaf R 2
Companion • Elf. Archer. Archery: Exert Legolas to wound a minion; Legolas does not add to the fellowship archery total. 6/3/F
51. •Legolas, Prince of Mirkwood U 2
Companion • Elf. Archer. While skirmishing a Nazgûl, Legolas is strength +3. 6/3/G
52. Lightfootedness C 0
Event. Archery: Spot an Elf companion to make the minion archery total -1.
53. Lórien Elf C 1
Companion • Elf. To play, spot an Elf. 4/2
54. Mallorn-trees U 1
Condition. Plays to your support area. Fellowship: Reveal an ☞ card from hand and place it beneath your draw deck.
55. •The Mirror of Galadriel R 2
Possession. Plays to your support area. Each Elf ally whose home is site 6 is strength +1. Fellowship: Exert Galadriel to look at 2 cards at random from an opponent's hand. Discard one and replace the other.
56. •Orophin, Lórien Bowman U 2
Ally • Home 6 • Elf. Archer. Archery: Exert Orophin to wound an Uruk-hai. 3/3
57. •Rúmil, Elven Protector U 2
Ally • Home 6 • Elf. Archer. Archery: Exert Rúmil to wound an Orc. 3/3
58. The Seen and the Unseen C 0
Event. Fellowship: Exert 2 Elves to discard a condition.
59. Shoulder to Shoulder C 1
Condition. Plays to your support area. Maneuver: Add ● and exert a Dwarf to heal an Elf, or add ● and exert an Elf to heal a Dwarf.
60. •Siline, Elf of Mirkwood U 2
Ally • Home 3 • Elf. While you can spot your site 3, Silinde has the game text of that site. 5/2
61. Songs of the Blessed Realm C 1
Condition. Plays to your support area. Each time you play an ☞ tale, you may remove a burden.
62. •The Splendor of Their Banners R 1
Condition. Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make the fellowship archery total +1.
63. Stand Against Darkness U 1
Event. Maneuver: Exert an Elf to discard a ♀ minion, a ♀ condition, or a ♀ possession.
64. Support of the Last Homely House U 1
Event. Maneuver: Exert an Elf ally whose home is site 3. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.

65. Swan-ship of the Galadhrim U 1
Event. Maneuver: Exert an Elf ally whose home is site 6. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.
66. •The Tale of Gil-galad R 1
Condition. Tale. Bearer must be an Elf. Skirmish: Discard this condition to make bearer strength +2. -/+1
67. •Uruviel, Maid of Lórien C 2
Ally • Home 6 • Elf. While you can spot your site 6, Uruviel has the game text of that site. 5/2
68. The White Arrows of Lórien C 1
Condition. Tale. Bearer must be an Elf companion. Archery: If bearer is an archer, exert bearer to make an opponent discard 2 cards at random from hand.

Gandalf Culture

69. •Albert Dreary, Entertainer From Bree R 1
Ally • Home 1 • Man. To play, spot Gandalf. Maneuver: Exert Albert Dreary to discard a ♀ or ♀ condition. 3/3
70. •Barliman Butterbur, Prancing Pony Proprietor U 0
Ally • Home 1 • Man. Fellowship: Exert Barliman Butterbur to take a ♀ event into hand from your discard pile. 1/2
71. Durin's Secret R 2
Event. Fellowship: Spot Gandalf, a Dwarf, and an Elf to make the move limit for this turn +1.
72. •Gandalf, Friend of the Shirefolk R 4
Companion • Wizard. Gandalf is strength +1 for each of these races you can spot in the fellowship: Hobbit, Dwarf, Elf, and Man. 6/4/F
364. •Gandalf, The Grey Wizard P 4
Companion • Wizard. Fellowship: Exert Gandalf to play a companion who has the Gandalf signet. The twilight cost of that companion is -2. 7/4/G
73. •Gandalf's Cart U 1
Possession. Plays to your support area. Fellowship: Stack a Free Peoples artifact (or possession) from hand on this card, or play a card stacked here as if played from hand.
74. •Gandalf's Pipe U 0
Possession • Pipe. Bearer must be Gandalf. Fellowship: Discard a pipeweed possession and spot X pipes to remove X burdens.
75. •Glamdring R 2
Possession • Hand Weapon. Bearer must be Gandalf. He is damage +1. Fellowship or Regroup: Exert Gandalf to reveal an opponent's hand. Remove ● for each Orc revealed. +2/-
76. Intimidate C 2
Event. Spell. Response: If a companion is about to take a wound, spot Gandalf to prevent that wound.
77. Let Folly Be Our Cloak U 0
Event. Fellowship: Exert X companions to remove ●.
78. Mysterious Wizard C 2
Event. Spell. Skirmish: Make Gandalf strength +2 (or +4 if there are 4 or fewer burdens on the Ring-bearer).
79. The Nine Walkers R 1
Condition. To play, spot Gandalf. Plays to your support area. Each time you play a companion whose race you cannot spot, that companion's twilight cost is -2.
80. •Ottar, Man of Laketown R 1
Ally • Home 3 • Man. To play, spot Gandalf. Fellowship: Exert Ottar to discard up to 3 cards from hand and draw an equal number of cards. 2/2
81. Questions That Need Answering R 3
Event. Spell. Fellowship: If the twilight pool has fewer than 3 twilight tokens, spot Gandalf to look at the top 4 cards of your draw deck. Take 2 of those cards into hand and discard the rest.
82. Risk a Little Light C 1
Event. Spell. Fellowship: If the twilight pool has fewer than 2 twilight tokens, spot Gandalf to look at the top 2 cards of your draw deck. Take one into hand and discard the other.
83. Servant of the Secret Fire R 1
Event. Spell. Skirmish: Spot Gandalf to make a minion strength -3.

84. Sleep, Caradhras C 3
Event. Spell. Fellowship: Exert Gandalf to discard every condition.
85. Strength of Spirit C 1
Event. Spell. Response: If a companion is about to exert, spot Gandalf to place no token for that exertion.
86. Treachery Deeper Than You Know C 1
Event. Spell. Fellowship: Spot Gandalf to reveal an opponent's hand.
87. A Wizard Is Never Late R 1
Event. Fellowship: Play a ♠ character from your draw deck.

Gondor Culture ♠

88. An Able Guide R 0
Event. Regroup: Spot a ranger to remove ●.
365. •Aragorn, King in Exile P 4
Companion • Man. Ranger. At the start of each of your turns, you may heal another companion who has the Aragorn signet. 8/4/A
89. •Aragorn, Ranger Of The North R 4
Companion • Man. Ranger. Maneuver: Exert Aragorn to make him defender +1 until the regroup phase. 8/4/G
90. •Aragorn's Bow R 1
Possession • Ranged Weapon. Bearer must be Aragorn. He is an archer. Archery: Exert Aragorn to wound a minion; Aragorn does not add to the fellowship archery total.
91. •Aragorn's Pipe U 1
Possession • Pipe. Bearer must be a ♠ companion. Fellowship: Discard a pipeweed possession and spot X pipes to heal X companions.
92. Armor C 1
Possession • Armor. Bearer must be a Man. Bearer takes no more than 1 wound during each skirmish phase.
93. Arwen's Fate R 0
Event. Skirmish: Exert Aragorn to make Arwen strength +3, or exert Arwen to make Aragorn strength +3.
94. Athelas U 1
Possession. Bearer must be a ♠ Man. Fellowship: Discard this possession to heal a companion or to remove a Shadow condition from a companion.
95. •Blade of Gondor R 1
Possession • Hand Weapon. Bearer must be Boromir. He is damage +1. Skirmish: Exert Boromir to wound an Orc or Uruk-hai he is skirmishing. +2/-
96. •Boromir, Lord of Gondor R 3
Companion • Man. Ranger. Boromir is not overwhelmed unless his strength is tripled. 7/3/A
97. •Boromir, Son of Denethor U 3
Companion • Man. Skirmish: Exert Boromir to make a Hobbit strength +3. 7/3/F
98. •Boromir's Cloak U 0
Possession • Cloak. Bearer must be Boromir. Maneuver: Exert Boromir to discard a weather condition.
99. Change of Plans R 0
Event. Regroup: Exert a ranger to make an opponent shuffle his hand into his draw deck and draw 8 cards.
100. •The Choice of Lúthien R 1
Condition. Tale. Plays to your support area. Maneuver: Exert Aragorn to heal Arwen, or exert Arwen to heal Aragorn.
101. Coat of Mail C 1
Possession • Armor. Bearer must be a Man. Bearer may not be overwhelmed unless his or her strength is tripled.
102. Dagger Strike C 0
Event. Skirmish: Make a ♠ or ♣ companion bearing a hand weapon strength +2 and damage +1.
103. Elendil's Valor C 0
Event. Maneuver: Make a ♠ companion defender +1 until the regroup phase.
104. Eregion's Trails C 1
Event. Maneuver: Exert a ranger to make each roaming minion strength -3 until the regroup phase.

105. Foes of Mordor U 1
Condition. Plays to your support area. Maneuver: Exert a ♠ character to wound a ♣ minion.
106. Gondor's Vengeance C 0
Event. Regroup: Exert a ranger companion to discard a minion.
107. Great Shield C 1
Possession • Shield. Bearer must be a Man. The minion archery total is -1.
108. No Stranger to the Shadows U 0
Condition. Bearer must be a ranger. Limit 1 per ranger. Each site's shadow number is -1.
109. One Whom Men Would Follow U 0
Event. Maneuver: Exert Aragorn and spot an ally. Until the regroup phase, that ally is strength +2 and participates in archery fire and skirmishes.
110. Pathfinder C 0
Event. Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).
111. Pursuit Just Behind R 0
Event. Regroup: Exert a ranger companion to wound every minion.
112. •Ranger's Sword U 1
Possession • Hand Weapon. Bearer must be Aragorn. He is damage +1. +2/-
113. A Ranger's Versatility U 1
Event. Maneuver: Spot a ranger at a river or forest to exhaust up to 2 minions.
114. •The Saga of Elendil R 1
Condition. Tale. Bearer must be a ♠ companion. Skirmish: Discard this condition to make bearer strength +2. +1
115. Strength of Kings R 0
Event. Response: If a Skirmish event is played during a skirmish involving a ♠ Man, cancel that event.
116. Swordarm of the White Tower C 0
Event. Skirmish: Make a ♠ companion strength +2 (or +4 if he is defender +1).
117. Swordsman of the Northern Kingdom C 0
Event. Skirmish: Make a ranger strength +2 (or +4 when skirmishing a roaming minion).
118. Valiant Man of the West R 1
Event. Maneuver: Make Aragorn defender +1 and he takes no more than 1 wound during each skirmish phase until the regroup phase.
119. What Are They? C 1
Event. Maneuver: Spot a ranger to discard a roaming minion.

Isengard Culture ♣

120. Alive and Unspoiled R 2
Condition. To play, exert an Uruk-hai. Plays to your support area. Shadow: Remove ● and spot X burdens to make the Free Peoples player reveal X cards at random from hand. You may discard 1 revealed card.
121. Bred For Battle C 0
Event. Skirmish: Exert an Uruk-hai to make it strength +3.
122. Breeding Pit C 1
Event. Response: If you play an Uruk-hai, take all copies of that card in your discard pile and place them beneath your draw deck.
123. Caradhras Has Not Forgiven Us R 3
Event. Spell. Weather. Maneuver: Exert a ♣ minion and spot 5 companions to discard an exhausted companion (except the Ring-bearer).
124. Cruel Caradhras R 2
Event. Spell. Weather. Maneuver: Exert a ♣ minion to make the opponent choose to either exert the Ring-bearer or add a burden.
125. Greed R 1
Condition. To play, spot an Uruk-hai. Plays to your support area. Maneuver: Spot 6 companions and remove ● to wound a companion (except the Ring-bearer).
126. Hunt Them Down! U 3
Event. Maneuver: Make an Uruk-hai fierce until the regroup phase.
127. •Lurtz, Servant of Isengard R 7
Minion • Uruk-hai. Archer. Damage +1. Maneuver: Spot another Uruk-hai to make Lurtz fierce until the regroup phase. 13/3/5

128. Lurtz's Battle Cry R 1
Event. Skirmish: Make an Uruk-hai strength -1 and damage +1.
129. The Misadventure of Mr. Underhill R 2
Condition. To play, exert an Uruk-hai. Plays to your support area. The twilight cost of each companion played to a site which is not a sanctuary is +2.
130. No Ordinary Storm U 1
Condition. Plays to your support area. Each time you play a weather condition, exert a ♣ companion or ♠ ally.
131. •Orthanc Assassin R 5
Minion • Uruk-hai. Archer. Damage +1. 10/3/5
132. Parry R 2
Event. Maneuver: Spot an Uruk-hai to cancel the strength bonus from a possession until the regroup phase.
133. Saruman's Ambition C 0
Condition. Plays to your support area. The twilight cost of your ♣ events is -1. Skirmish: Discard this condition to make an Uruk-hai strength +2.
134. Saruman's Chill C 1
Condition. Spell. Weather. To play, exert a ♣ minion. Plays on a site. Limit 1 per site. Each Hobbit who moves from this site must exert. Discard this condition at the end of the turn.
135. Saruman's Frost U 2
Condition. Spell. Weather. To play, exert a ♣ minion. Plays on a site. Limit 1 per site. Each Hobbit at this site is strength -2. Discard this condition at the end of the turn.
136. Saruman's Power U 2
Event. Spell. Shadow: Exert a ♣ minion to discard all conditions.
137. Saruman's Reach R 0
Event. Search. Maneuver: Exert an Uruk-hai to make the opponent choose to either exert 2 companions or make the Ring-bearer put on The One Ring until the regroup phase.
138. Saruman's Snows C 2
Condition. Spell. Weather. To play, exert a ♣ minion. Plays on a site. No player may play skirmish events or use skirmish special abilities at this site. Discard this condition at the end of the turn.
139. Savagery to Match Their Numbers R 0
Event. Skirmish: Make an Uruk-hai strength +2, or spot 5 companions to make an Uruk-hai strength +4 and fierce until the regroup phase.
140. Spies of Saruman R 2
Condition. To play, exert a ♣ minion. Plays on a site. While the fellowship is at this site, skip the archery phase. Discard this condition at the end of the turn.
141. Their Arrows Enrage C 1
Condition. To play, spot Saruman or an Uruk-hai. Plays to your support area. Each archer companion and archer ally is strength -1.
142. Traitor's Voice U 2
Condition. Search. To play, spot an Uruk-hai. Plays to your support area. While the Ring-bearer is exhausted or you can spot 5 burdens, the move limit for this turn is -1 (to a minimum of 1).
143. Troop of Uruk-hai R 5
Minion • Uruk-hai. Damage +1. A character skirmishing this minion does not gain strength bonuses from weapons. 9/4/5
144. Uruk Bloodlust C 3
Condition. Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove ● to heal him.
145. Uruk Brood C 4
Minion • Uruk-hai. Damage +1. Skirmish: Remove ● to make this minion strength +1 for each other Uruk-hai you spot. 9/2/5
146. Uruk Fighter C 3
Minion • Uruk-hai. Damage +1. Maneuver: Spot 5 companions to make this minion fierce until the regroup phase. 8/2/5
147. Uruk Guard R 4
Minion • Uruk-hai. Damage +1. Assignment: Exert this minion and spot a companion to prevent the opponent from assigning that companion to this minion. 9/2/5
148. Uruk Lieutenant R 3
Minion • Uruk-hai. Damage +1. This minion is strength +1 for each other Uruk-hai you can spot. 8/2/5

149. Uruk Messenger C 2
Minion • Uruk-hai. Damage +1. While you can spot a weather condition, this minion is strength +3. 6/1/5
150. Uruk Rager C 4
Minion • Uruk-hai. Damage +1. Each time this minion wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck. 9/2/5
151. Uruk Savage C 2
Minion • Uruk-hai. Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) 5/3/5
152. Uruk Shaman C 3
Minion • Uruk-hai. Damage +1. Maneuver: Remove ● to heal an Uruk-hai. 8/2/5
153. Uruk Slayer U 4
Minion • Uruk-hai. Damage +1. Skirmish: Remove ● to make this minion strength +1 (limit +3). 9/2/5
154. Uruk Soldier C 2
Minion • Uruk-hai. Damage +1. When you play this minion, you may make the Free Peoples player discard the top card of his draw deck. 7/1/5
155. Uruk Spy R 2
Minion • Uruk-hai. Response: If the Ring-bearer puts on The One Ring, exert this minion. Discard a card from the top of your draw deck for each ♣ minion you spot. Add a burden for each Shadow card discarded in this way. 7/2/5
156. Uruk Warrior C 3
Minion • Uruk-hai. Damage +1. Maneuver: Spot 6 companions to make this minion fierce until the regroup phase. 9/2/5
157. Uruk-hai Armory C 1
Condition. Plays to your support area. While you can spot an Uruk-hai, the fellowship archery total is -1.
158. Uruk-hai Raiding Party C 4
Minion • Uruk-hai. Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) 9/3/5
159. Uruk-hai Rampage U 0
Condition. To play, spot an Uruk-hai. Plays to your support area. Response: If your Uruk-hai wins a skirmish, remove ● to make him fierce until the regroup phase.
160. Uruk-hai Sword C 1
Possession • Hand Weapon. Bearer must be an Uruk-hai. Each time bearer wins a skirmish, the Free Peoples player must discard the top card of his draw deck. +2/-
161. Wariness U 0
Event. Search. Response: If a stealth event is played, exert or discard your Uruk-hai to cancel that event.
162. •Worry U 2
Condition. To play, exert an Uruk-hai. Plays to your support area. Each time an Uruk-hai wins a skirmish, the opponent must choose to either exert the Ring-bearer or add a burden.

Moria Culture ♣

163. •Ancient Chieftain R 4
Minion • Orc. For each other ♣ Orc you can spot, Ancient Chieftain is strength +1. 9/2/4
164. Bitter Hatred U 1
Event. Archery: Spot a ♣ archer to wound an Elf.
165. •Cave Troll of Moria, Scourge of the Black Pit R 10
Minion • Troll. Damage +1. Fierce. To play, spot a ♣ Orc. At an underground site, Cave Troll of Moria's twilight cost is -3. 15/4/4
166. •Cave Troll's Hammer R 1
Possession • Hand Weapon. Bearer must be Cave Troll of Moria. Cave Troll of Moria is damage +1. +3/-
167. Denizens Enraged R 1
Event. Skirmish: Make a ♣ Orc strength +1 for each other ♣ Orc you spot (limit +4).
168. Drums in the Deep C 0
Event. Skirmish: Make a ♣ Orc strength +2 (or +4 if skirmishing a Dwarf).
169. The End Comes R 0
Event. Assignment: Spot 5 ♣ minions to make the Free Peoples player assign the Ring-bearer to a skirmish.

170. Fool of a Took! R 0
Event. Shadow: Spot a Hobbit (except the Ring-bearer) to reveal cards from the top of your draw deck until you reveal one that is not a minion. Take the revealed cards into hand.

171. Frenzy C 2
Event. Assignment: Assign an exhausted companion (except the Ring-bearer) to skirmish a Orc.

172. Goblin Archer R 5
Minion • Orc. Archer. While you can spot another Orc, the fellowship archery total is -6. 4/3/4

173. Goblin Armory R 0
Condition. Plays to your support area. Each time you play a weapon, add . Response: If a Orc is about to take a wound, discard this condition to prevent that wound.

174. Goblin Backstabber C 1
Minion • Orc. This minion is damage +2 while in the same skirmish as another Orc. 5/1/4

175. Goblin Domain R 1
Condition. Search. To play, spot a minion. Plays to your support area. Each time a companion is played to site 4 or higher, that companion comes into play exhausted.

176. Goblin Marksman C 3
Minion • Orc. Archer. (Add 1 to the minion archery total.) 7/1/4

177. Goblin Patrol Troop C 6
Minion • Orc. 13/3/4

178. Goblin Runner U 1
Minion • Orc. When you play this minion, you may add . 5/1/4

179. Goblin Scavengers C 3
Minion • Orc. When you play this minion, you may play a weapon from your discard pile on your Orc. 8/1/4

180. Goblin Scimitar C 0
Possession • Hand Weapon. Bearer must be a Orc. When you play this possession, you may draw a card. +2/-

181. Goblin Sneak U 1
Minion • Orc. When you play this minion, you may place a Orc from your discard pile beneath your draw deck. 5/1/4

182. Goblin Spear C 1
Possession • Hand Weapon. Bearer must be a minion. If bearer kills a companion in a skirmish, add 1 burden (or 2 burdens if that companion was a Hobbit). +2/-

183. Goblin Swarms R 1
Condition. Plays to your support area. Response: If your Orc wins a skirmish, discard cards and wounds on that Orc and stack that Orc on this condition. Shadow: Play an Orc stacked here as if played from hand.

184. Goblin Wallcrawler C 2
Minion • Orc. While at an underground site, this minion is strength +2. While you can spot another Orc, the fellowship archery total is -1. 6/1/4

185. Goblin Warrior C 2
Minion • Orc. When you play this minion, you may discard a ally or condition. 6/1/4

186. •Guard Commander R 3
Minion • Orc. Skirmish: Remove to make a Orc strength +2. 7/2/4

187. Host of Thousands C 0
Event. Shadow: Play a Orc from your discard pile.

188. •The Long Dark U 2
Condition. Plays to your support area. When the fellowship moves to site 4 or 5, add for each Dwarf companion. Skirmish: Discard this condition to make your Orc strength +2.

189. Lost to the Goblins R 0
Event. Response: If the Ring-bearer exerts or takes a wound, discard a card from the top of your draw deck for each minion you spot. For each Shadow card discarded in this way, add a burden (limit 3 burdens).

190. Moria Axe R 1
Possession • Hand Weapon. Bearer must be a Orc. Bearer is damage +1. Skirmish: Exert bearer to make him strength +2. +2/-

191. Moria Scout C 2
Minion • Orc. When you play this minion, spot an Elf to add . 6/2/4

192. Pinned Down C 1
Condition. Plays to your support area. While you can spot a archer, the fellowship archery total is -1.

193. Plundered Armories C 2
Condition. Plays to your support area. Response: If your weapon is discarded, play it from your discard pile (that weapon's twilight cost is -1).

194. Relentless U 0
Event. Search. Response: If a stealth event is played, spot 3 minions to cancel that event.

195. Relics of Moria R 1
Condition. Plays to your support area. Shadow: Remove to play a possession from your discard pile.

196. They Are Coming C 3
Condition. Plays to your support area. Shadow: Discard 3 cards from hand to play a Orc from your discard pile.

197. Threat of the Unknown C 0
Event. Shadow: Exert your Orc to draw 2 cards.

198. Through the Misty Mountains U 1
Condition. Search. To play, exert a minion. Plays to your support area. Each time the fellowship moves to site 4, 5, or 6 and contains a Dwarf or Elf, the Free Peoples player discards 2 cards at random from hand.

199. •Troll's Keyword R 3
Minion • Orc. Cave Troll of Moria's twilight cost is -2. 8/3/4

200. The Underdeeps of Moria R 2
Condition. Plays to your support area. Shadow: Remove to reveal the bottom card of your draw deck. If it is a Orc, take it into hand. Otherwise, discard it.

201. Unfamiliar Territory C 0
Event. Skirmish: Make a Orc strength +2 (or +4 if skirmishing an archer).

202. What Is This New Devilry? U 2
Condition. Search. To play, exert a Orc. Plays to your support area. While the fellowship is at site 5 or higher, each companion's twilight cost is +2.

Ringwraith Culture

203. All Blades Perish U 0
Event. Response: If a Nazgûl is about to take a wound, prevent that wound.

204. All Veils Removed R 1
Event. Skirmish: Make a Nazgûl strength +2 (or +5 if the Ring-bearer wears The One Ring).

205. Beauty Is Fading R 5
Event. Maneuver: Exert a Nazgûl to discard a Free Peoples possession or Free Peoples condition. If you can spot no such card, discard an ally or companion (except the Ring-bearer) instead.

206. Bent on Discovery R 1
Condition. Search. Plays to your support area. At the beginning of each of your Shadow phases, draw 1 card. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

207. Black Breath U 1
Condition. Plays to your support area. Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl. Burdens and wounds may not be removed from bearer.

208. Black Steed R 1
Possession • Mount. Bearer must be a Nazgûl. While at a plains site, bearer is strength +2. Discard this possession when at an underground site. +2/-

209. Blade Tip U 0
Condition. Plays to your support area. Response: If your Nazgûl wins a skirmish, transfer this condition from your support area to the losing character. Limit 1 per character. Wound bearer at the start of each fellowship phase. (If bearer is the Ring-bearer, add a burden instead.)

210. Dark Whispers R 0
Event. Skirmish: Spot 3 burdens to make a Nazgûl strength +1 and damage +1, or spot 6 burdens to make a Nazgûl strength +3 and damage +2.

211. Drawn to Its Power U 2
Condition. Plays to your support area. Each time a Nazgûl kills a companion in a skirmish, add a burden.

212. Fear R 1
Event. Search. Maneuver: Exert your Nazgûl to discard an ally.

213. Frozen by Fear U 1
Event. Skirmish: Make a Nazgûl strength +2 (or +3 if the Ring-bearer is assigned to a skirmish that has not resolved).

214. In the Ringwraith's Wake R 0
Event. Response: If a Nazgûl wins a skirmish, the Free Peoples player chooses to either exert the Ring-bearer or add a burden.

215. The Master's Will U 1
Event. Search. Shadow: Spot X Nazgûl to reveal the top X cards of your draw deck. Take into your hand all cards revealed and discard the rest.

216. Morgul Blade R 1
Possession • Hand Weapon. Bearer must be a Nazgûl. This weapon may be borne in addition to 1 other hand weapon. Skirmish: Discard this possession to transfer Blade Tip from your support area or discard pile to a companion bearer is skirmishing. +1/-

217. Morgul Gates R 0
Event. Shadow: Play a Nazgûl. His twilight cost is -2.

218. Nazgûl Sword U 1
Possession • Hand Weapon. Bearer must be a Nazgûl. While you can spot 3 burdens, bearer is damage +1. +2/-

219. The Nine Servants of Sauron U 1
Condition. Search. Plays to your support area. Each time you play a Nazgûl, you may exert a Hobbit (except the Ring-bearer).

220. Not Easily Destroyed U 1
Condition. Plays to your support area. Maneuver or Skirmish: Remove to heal a Nazgûl.

221. •The Pale Blade R 2
Possession • Hand Weapon. Bearer must be The Witch-king. He is damage +1. Response: If The Witch-king wins a skirmish, exert him to discard a Free Peoples condition. +3/-

222. Paths Seldom Trodden U 1
Condition. Search. To play, spot a Nazgûl. Plays to your support area. Shadow: Remove to replace the fellowship's site with your version of the same site.

223. Relentless Charge U 0
Event. Maneuver: Exert a Nazgûl to wound every archer companion.

224. Return to Its Master R 0
Event. Response: If the Ring-bearer wears The One Ring at the end of a skirmish phase, cancel all remaining assignments and assign a Nazgûl to skirmish the Ring-bearer; The One Ring's game text does not apply during this skirmish.

225. •Sword of Minas Morgul U 2
Possession • Hand Weapon. Bearer must be Úlairë Lemenya. He is damage +1. Skirmish: Exert Úlairë Lemenya to discard a possession borne by a character he is skirmishing. +2/-

226. Their Power Is in Terror U 0
Event. Maneuver: Exert a Nazgûl to wound every ally.

227. Threshold of Shadow U 1
Event. Skirmish: Make a Nazgûl strength +2 (or +4 if you spot 5 burdens).

228. The Twilight World R 0
Event. Response: If Ring-bearer puts on The One Ring, exert a Nazgûl to add 2 burdens.

229. •Úlairë Attëa, Keeper of Dol Guldur R 6
Minion • Nazgûl. Fierce. Skirmish: Remove to make Úlairë Attëa strength +1 (limit +5). 12/3/3

230. •Úlairë Cantëa, Lieutenant of Dol Guldur R 5
Minion • Nazgûl. Fierce. Skirmish: Exert Úlairë Cantëa to discard a weapon borne by a character he is skirmishing. 10/3/3

231. •Úlairë Enquëa, Lieutenant of Morgul U 6
Minion • Nazgûl. Fierce. Maneuver: Spot 6 companions (or 5 burdens) and exert Úlairë Enquëa to wound a companion (except the Ring-bearer). 11/4/3

232. •Úlairë Lemenya, Lieutenant of Morgul U 4
Minion • Nazgûl. Each companion or ally who bears a condition is strength -2. 9/2/3

233. •Úlairë Nelya, Lieutenant of Morgul U 5
Minion • Nazgûl. Fierce. Shadow: Exert Úlairë Nelya and spot an opponent's site to replace it with your site of the same number. 10/3/2

234. •Úlairë Nertëa, Messenger of Dol Guldur U 4
Minion • Nazgûl. When you play Úlairë Nertëa, for each companion over 4, you may play 1 minion from your discard pile. 9/2/3

235. •Úlairë Ostëa, Lieutenant of Morgul U 4
Minion • Nazgûl. Shadow: Exert Úlairë Ostëa to make a minion fierce. 9/3/3

236. •Úlairë Toldëa, Messenger of Morgul R 6
Minion • Nazgûl. Fierce. Assignment: Spot 4 burdens to assign a companion (except the Ring-bearer) to skirmish Úlairë Toldëa. 12/3/3

237. •The Witch-king, Lord of Angmar R 8
Minion • Nazgûl. Fierce. For each other Nazgûl you can spot, The Witch-king is strength +2. 14/4/3

238. Wreathed in Shadow U 0
Condition. To play, spot a Nazgûl. Plays to your support area. Archery: Remove to make the fellowship archery total -1.

Sauron Culture

239. All Thought Bent on It U 2
Event. Search. Maneuver: Spot a Orc and 5 companions to make the Free Peoples player exert a companion for each companion over 4.

240. Band of the Eye R 4
Minion • Orc. Response: If this minion wins a skirmish, remove to make the Free Peoples player discard a card at random from hand. 12/3/6

241. Curse From Mordor U 0
Event. Shadow: Spot a Orc to discard an condition.

242. The Dark Lord's Summons U 1
Condition. Search. To play, spot a Orc. Plays to your support area. Shadow: Remove to reveal the top card of your draw deck. If it is a card, take it into hand. Otherwise, discard it and one other card from hand.

243. Despair R 2
Event. Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a Orc to corrupt the Ring-bearer.

244. Desperate Defense of the Ring R 1
Condition. To play, exert a Orc. Plays on a companion. Each time bearer is assigned to a skirmish, the Free Peoples player chooses to either discard 3 cards from hand or add a burden.

245. Desperate Measures R 2
Event. Maneuver: Spot a Orc and remove a burden to make the Free Peoples player discard top 5 cards from his draw deck.

246. Enduring Evil R 0
Event. Skirmish: Spot X burdens to make a character skirmishing a Orc strength -X.

247. Enheartened Foe R 0
Event. Response: If a Orc wins a skirmish, make that Orc fierce until the regroup phase.

248. Forces of Mordor C 0
Event. Shadow: Spot X minions to add .

249. Gleaming Spires Will Crumble U 1
Condition. Plays to your support area. Each Orc skirmishing a character is strength +2. Discard this condition if your Orc loses a skirmish.

250. Hate R 0
Event. Maneuver: Exert a Orc to wound a companion (except the Ring-bearer).

251. A Host Avails Little U 3
Event. Search. Maneuver: Spot a Orc and 6 companions to wound a companion (except the Ring-bearer). Do this once for each companion over 5.

252. The Irresistible Shadow R 0
Condition. To play, exert a Orc. Plays to your support area. 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.

253. Journey Into Danger R 0
Condition. Search. To play, exert a Orc. Plays to your support area. While you can spot 5 companions, each companion's twilight cost is +2.

254. Mordor Enraged R 0
Condition. Plays on a minion. Shadow: Exert bearer to add for each archer companion.

255. Mordor's Strength C 1
Event. Skirmish: Exert a Orc to wound a character he is skirmishing.

256. Morgul Hunter R 5
Minion • Orc. For each companion you can spot, this minion is strength +1. 9/4/6

257. Morgul Skirmisher U 3
Minion • Orc. Maneuver: Remove to exert a Hobbit (except the Ring-bearer). 9/3/6

258. Morgul Skulker U 2
Minion • Orc. When you play this minion, you may shuffle up to 2 cards from your discard pile into your draw deck. 7/2/6

259. •Morgul Warden R 3
Minion • Orc. For each other Orc you can spot, Morgul Warden is strength +1. 9/3/6

260. The Number Must Be Few U 2
Condition. Search. Plays to your support area. While you can spot 7 companions, the move limit for this turn is -1 (to a minimum of 1).

261. Orc Ambusher C 1
Minion • Orc. Tracker. The roaming penalty for each minion you play is -1. Response: If a Free Peoples regroup event is played, exert this minion to cancel that event. 5/2/6

262. Orc Assassin U 2
Minion • Orc. Tracker. The roaming penalty for each minion you play is -1. Assignment: Spot 2 Hobbit companions to make the Free Peoples player assign a Hobbit to skirmish this minion. 6/2/6

263. Orc Banner R 1
Condition. Plays to your support area. Each time a Orc wins a skirmish, each Orc is strength +1 until the regroup phase.

264. Orc Bowman R 3
Condition. Plays to your support area. While you can spot a Orc, add 1 to the minion archery total.

265. Orc Butchery R 0
Event. Response: If a companion is killed by a Orc, the Free Peoples player must discard 3 cards from the top of his draw deck for each card in the dead pile.

266. Orc Chieftain C 2
Minion • Orc. When you play a weapon on this minion, add (limit once per turn). 7/2/6

267. Orc Hunters U 3
Minion • Orc. Skirmish: Exert this minion to wound a character he is skirmishing. 9/2/6

268. Orc Inquisitor C 3
Minion • Orc. When you play this minion, you may make the Free Peoples player discard a card at random from hand. 9/3/6

269. Orc Scimitar C 1
Possession • Hand Weapon. Bearer must be a Orc. Skirmish: Remove to make bearer strength +1 (limit +3). +2/-

270. Orc Scouting Band U 3
Minion • Orc. Tracker. The roaming penalty for each minion you play is -1. Skirmish: Exert this minion to wound a character it is skirmishing. 8/2/6

271. Orc Soldier C 2
Minion • Orc. Skirmish: Exert this minion to wound a character he is skirmishing. 7/2/6

272. Orc War Band R 4
Minion • Orc. Skirmish: Exert this minion to wound a character it is skirmishing. 10/2/6

273. The Ring's Oppression C 3
Event. Response: If a Orc kills a companion, add 1 burden (or 3 if the Ring-bearer wears The One Ring).

274. Sauron's Defenses U 1
Condition. To play, exert a Orc. Plays to your support area. While there are 3 or more companions in the dead pile, the move limit for this turn is -1 (to a minimum of 1).

275. Seeking It Always U 1
Condition. Search. Plays to your support area. Response: If a stealth event is played, exert a tracker to cancel that event.

276. Seeking Its Master R 1
Condition. Plays to your support area. Shadow: Exert a Orc and remove to draw a card.

277. Shadow's Reach C 1
Event. Shadow: Exert a Orc to discard a Free Peoples condition.

278. Strength Born of Fear C 1
Condition. Plays to your support area. Skirmish: Remove to make a Orc strength +1.

279. •Thin and Stretched R 0
Condition. To play, exert a Orc. Plays on the Ring-bearer. Add a burden at the end of each turn during which bearer was not assigned to a skirmish (and another companion was).

280. •Tower Lieutenant U 4
Minion • Orc. Each time this minion wins a skirmish, the Free Peoples player discards 2 cards at random from hand. 10/3/6

281. Under the Watching Eye C 0
Condition. Search. To play, exert a tracker. Plays to your support area. Each time the fellowship moves, the Free Peoples player must exert a companion.

282. The Weight of a Legacy R 0
Condition. To play, exert a Orc. Plays on Aragorn. -1/-

283. You Bring Great Evil C 1
Condition. To play, spot a Orc. Plays on a companion (except an Elf). While at a sanctuary, bearer cannot heal.

Shire Culture

284. •Bilbo Baggins, Retired Adventurer R 2
Ally • Home 3 • Hobbit. Fellowship: Exert Bilbo to shuffle a card from your discard pile into your draw deck. 2/3

285. •Bilbo's Pipe U 1
Possession • Pipe. Bearer must be a Hobbit. Fellowship: Discard a pipeweed possession and spot X pipes to shuffle X tales from your discard pile into your draw deck.

286. Bounder C 1
Ally • Home 2 • Hobbit. Skirmish: Exert this ally to prevent a Hobbit from being overwhelmed unless that Hobbit's strength is tripled. 2/2

287. Extraordinary Resilience C 0
Event. Response: If the Ring-bearer is about to heal, remove a burden instead.

288. •Farmer Maggot, Chaser of Rascals R 1
Ally • Home 1 • Hobbit. Fellowship: Exert Farmer Maggot to heal Merry or Pippin. 2/3

289. •Frodo, Old Bilbo's Heir R 0
Companion • Hobbit. Ring-bearer (resistance 10). At the start of each of your turns, you may heal a Hobbit ally. 3/4/G

290. •Frodo, Son of Drogo C 0
Companion • Hobbit. Ring-bearer (resistance 10). Fellowship: Exert another companion who has the Frodo signet to heal Frodo. 3/4/F

291. •The Gaffer, Sam's Father R 1
Ally • Home 1 • Hobbit. Fellowship: Exert The Gaffer to heal Frodo or Sam. 2/2

292. •The Gaffer's Pipe U 1
Possession • Pipe. Bearer must be a Hobbit. Fellowship: Discard a pipeweed possession and spot X pipes to remove .

293. Halfling Dexterity U 0
Event. Skirmish: Exert a Hobbit to make him strength +3.

294. Hobbit Appetite C 0
Event. Fellowship: Add to heal a Hobbit companion X times.

295. Hobbit Farmer C 1
Ally • Home 1 • Hobbit. While you can spot your site 1, this ally has the game text of that site. Fellowship: Exert this ally and spot opponent's site 1 to replace it with your site 1. 2/2

296. Hobbit Intuition C 1
Event. Stealth. Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +3.

297. Hobbit Party Guest C 1
Ally • Home 1 • Hobbit. At the start of each of your turns, heal this ally. Fellowship: Exert this ally to heal another Hobbit ally whose home is site 1. 2/2

298. Hobbit Stealth C 1
Event. Stealth. Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +2.

299. Hobbit Sword C 1
Possession • Hand Weapon. Bearer must be a Hobbit. +2/-

300. Longbottom Leaf C 1
Possession. Pipeweed. Plays to your support area. When you play this possession, you may discard up to 2 cards from hand.

301. •Master Proudfoot, Distant Relative of Bilbo U 1
Ally • Home 1 • Hobbit. Fellowship: If the twilight pool has fewer than 3 twilight tokens, add to reveal the top 3 cards of your draw deck. Take all cards revealed into hand and discard the rest. 2/2

302. •Merry, Friend to Sam R 1
Companion • Hobbit. Skirmish: If Merry is not assigned to a skirmish, exert him twice to add his strength to another companion. 3/4/F

303. •Merry, From O'er the Brandywine C 1
Companion • Hobbit. While Merry bears a weapon, he is strength +2. 3/4/A

304. Noble Intentions C 0
Event. Skirmish: Exert a companion (except a Hobbit) to make a Hobbit strength +3.

305. Old Toby C 1
Possession. Pipeweed. Plays to your support area. When you play this possession, you may draw a card.

306. •Pippin, Friend to Frodo C 1
Companion • Hobbit. Your opponent may not discard your tales from play. 3/4/F

307. •Pippin, Hobbit of Some Intelligence R 1
Companion • Hobbit. When you play Pippin, remove a burden or wound from a companion. 3/4/G

308. Power According to His Stature R 0
Event. Skirmish: Add 1 burden to wound each minion skirmishing the Ring-bearer.

309. •Rosie Cotton, Hobbittan Lass U 1
Ally • Home 1 • Hobbit. Sam is strength +1. Fellowship: Exert Rosie to heal Sam. 1/2

310. •Sam, Faithful Companion R 2
Companion • Hobbit. Fellowship: Play Bill the Pony from your draw deck. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5). 3/4/F

311. •Sam, Son Of Hamfast C 2
Companion • Hobbit. Fellowship: Exert Sam to remove a burden. Response: If Frodo dies, make Sam the Ring-bearer (resistance 5). 3/4/A

312. Sorry About Everything C 0
Event. Fellowship: Exert a Hobbit companion to remove a burden.

313. •Sting R 1
Possession • Hand Weapon. Bearer must be Frodo. Fellowship or Regroup: Exert Frodo to reveal an opponent's hand. Remove for each Orc revealed (limit). +2/-

314. Stone Trolls R 2
Condition. Tale. To play, spot Bilbo. Plays on any character. Limit 1 per character. Each time bearer skirmishes a Troll or Uruk-hai, bearer is strength +3.

315. Stout and Sturdy C 1
Event. Maneuver or Skirmish: Heal a Hobbit.

316. •A Talent for Not Being Seen U 0
Condition. Stealth. To play, exert a Hobbit. Plays to your support area. Each time the fellowship moves, spot 2 Hobbit companions to make the shadow number -1 (or spot 4 to make it -2).

317. •There and Back Again C 1
Condition. Tale. Bearer must be a Hobbit companion. Maneuver: Discard this condition to make each Hobbit companion strength +2 until the regroup phase.

318. •Thror's Map R 0
Possession. Plays to your support area. Fellowship or Regroup: Exert a Hobbit to play the fellowship's next site (replacing opponent's site if necessary).

Sites

319. Bag End U
Fellowship: Exert a Hobbit to play The Gaffer from your draw deck. Site 1

320. East Road U
Each companion's twilight cost is +2. Site 1

321. Farmer Maggot's Fields U
Fellowship: Exert a Hobbit to play Merry or Pippin from your draw deck. Site 1

322. Green Dragon Inn U
Fellowship: Exert a Hobbit to play Sam from your draw deck. Site 1

323. Green Hill Country U
The twilight cost of each Hobbit is -1. Site 1

324. The Prancing Pony U
Fellowship: Add a burden to play Aragorn from your draw deck. Site 1

325. Shire Lookout Point U
Fellowship: Spot Gandalf to play Gandalf's Cart from your draw deck. Site 1

326. Westfarthing C
Fellowship: Exert a Hobbit to play a companion or ally; that character's twilight cost is -1. Site 1

327. Bree Gate U 2
While you can spot a ranger, the move limit is +1 for this turn. Site 2

328. Bree Streets U 1
The roaming penalty for each Nazgûl you play to Bree Streets is -2. Site 2

329. Breeleand Forest U 1
Forest. Stealth events may not be played. Site 2

330. Buckleberry Ferry U 1
River. While only Hobbits are in the fellowship, there are no assignment and skirmish phases at Buckleberry Ferry. Site 2

331. Ettenmoors C 2
Plains. Skirmish: Exert a companion or minion to make that character strength +2. Site 2

332. Midgewater Marshes U 1
Marsh. Each time a Hobbit moves to Midgewater Marshes, that Hobbit must exert. Site 2

333. Midgewater Moors U 1
Plains. Each time a minion is played, the Free Peoples player discards a card from hand. Site 2

334. Trollshaw Forest U 1
Forest. Each time you play a possession or artifact on your companion, draw a card. Site 2

335. Weatherhills U 3
Each Nazgûl's twilight cost is -1. Site 2

336. Weathertop U 3
Each Nazgûl at Weathertop is fierce. Site 2

337. Council Courtyard C 0
Sanctuary. When the fellowship moves from Council Courtyard, remove . Site 3

338. Ford of Bruinen U 0
River. Sanctuary. The twilight cost of the first Nazgûl played at Ford of Bruinen is -5. Site 3

339. Frodo's Bedroom U 0
Sanctuary. Fellowship: Play a Hobbit to draw a card. Site 3

340. Rivendell Terrace U 0
Sanctuary. Fellowship: Play a Man to draw a card. Site 3






341. Rivendell Valley U 0
Sanctuary. Fellowship: Play an Elf to draw a card. Site 3

342. Rivendell Waterfall U 0
Forest. Sanctuary. While you can spot a ranger at Rivendell Waterfall, the move limit is +1 for this turn. Site 3

343. Balin's Tomb U 3
Underground. Maneuver: Discard a tale from play or from hand to heal your companion. Site 4

344. Dwarrowdelf Chamber U 2
Underground. When the fellowship moves to Dwarrowdelf Chamber, Gimli or 2 other companions must exert. Site 4

345. Mithril Mine U 3
Underground. Shadow: Remove to play a Shadow weapon from your discard pile. Site 4

346. Moria Lake C 3
Marsh. When the fellowship moves to Moria Lake, Frodo or 2 other companions must exert. Site 4
347. Moria Stairway U 2
Underground. Each companion and minion bearing a hand weapon is damage +1. Site 4
348. Pass of Caradhras U 2
Mountain. Shadow: Spot a  minion to play a weather card from your draw deck (limit one per turn). Site 4
349. The Bridge of Khazad-dûm C 6
Underground. Shadow: Play The Balrog from your draw deck or hand; The Balrog's twilight cost is -6. Site 5
350. Dimrill Dale U 3
Sanctuary. The twilight cost of the first  Orc played each Shadow phase is -2. Site 6
351. Galadriel's Glade C 3
Sanctuary. Fellowship: Exert an Elf to look at an opponent's hand. Site 6
352. Lothlórien Woods U 3
Forest. Sanctuary. Each ally whose home is site 6 is strength +3. Site 6
353. Anduin Confluence U 6
River. When the fellowship moves to Anduin Confluence, discard every ally. Site 7
354. Anduin Wilderland C 6
Forest. River. While the fellowship is at Anduin Wilderland, skip the archery phase. Site 7
355. Silverlode Banks U 6
River. When the fellowship moves to Silverlode Banks without a ranger, every companion must exert. Site 7
356. Anduin Banks C 6
River. For each companion in the fellowship over 4, add 2 to the minion archery total. Site 8
357. Brown Lands U 6
River. For each minion archer at Brown Lands, the minion archery total is +1 (limit +4). Site 8
358. Pillars of the Kings U 6
River. Fellowship: Discard a  card from hand to heal a  companion. Site 8
359. Shores of Nen Hithoel U 9
River. Shadow: Spot 5 Orc minions to prevent the fellowship from moving again this turn. Site 8
360. Eryn Muil U 9
Maneuver: Exert a minion to make that minion fierce until the regroup phase. Site 9
361. Slopes of Amon Hen U 9
The twilight cost of each  minion is -1. Site 9
362. Summit of Amon Hen C 8
When the fellowship moves to Summit of Amon Hen, each Shadow player may draw a card for each burden. Site 9
363. Tol Brandir U 9
River. Shadow: Play up to 3 trackers from your discard pile; end your Shadow phase. Site 9