3
•Dain Ironfoot
King Under the Mountain
Companion • Dwarf
7
Each of your other Dwarves and ➤ Men is twilight cost –1.
At the start of the regroup phase, you may discard a ⊠ or ➤ condition from play to discard a minion from play.
"'The time of my thought is my own to spend.'"
3
6
14 R 1

3
•Elladan
Son of Elrond
Companion • Elf
7
Elrohir is twilight cost –2.
Each time you play an ⊗ event during a skirmish involving Elladan or Elrohir, that event is twilight cost –2.
The Lady Celebrian bore Elrond two sons, the identical twins Elladan and Elrohir; elder brothers of Arwen, and grandchildren of Galadriel.
3
6
14 R 2

3
•Elrohir
Son of Elrond
Companion • Elf
7
Elladan is twilight cost –2.
Each time you play an ⊗ event during a skirmish involving Elrohir or Elladan, each minion in that skirmish is strength –2.
"'From the North we came with this purpose, and from Elrond our father we brought this very counsel. We will not turn back.'"
3
6
14 R 3

2
•Gildor Inglorion
Of the House of Finrod
Companion • Elf
6
At the start of each archery phase, if you can spot more minions than companions, each of your companions is an **archer**.
"'Elves seldom give unguarded advice, for advice is a dangerous gift, even from the wise to the wise, and all courses may run ill.'"
3
6
14 R 4

2
•Brand
King of Dale
Companion • Man
6
Each of your Dwarves and other ➤ Men is strength +1.
While you can spot more minions than companions, the fellowship archery total is +X, where X is the number of minions minus the number of companions.
"...he had the aid of the Dwarves of Erebor."
3
6
14 R 5

3
•Grimbeorn
Beorning Chieftain
Companion • Man
4
At the start of each turn, heal Grimbeorn.
At the start of the maneuver phase, you may exert Grimbeorn twice and discard a minion from hand to make Grimbeorn strength +X until the regroup phase, where X is that minion's strength.
He was perhaps a shape-shifter like his father.
5
6
14 R 6

2
•Duilin
Ranger From Blackroot Vale
Companion • Man
5
Ranger.
While the fellowship is at a forest or river site, Duilin is strength +3.
To Minas Tirith Duinhir brought both of his sons, Derufin and Duilin, to defend the Free Peoples of Middle-earth.
3
5
14 R 7

2
•Duinhir
Tall Man of Blackroot Vale
Companion • Man
6
While you can spot a mount, Duinhir is **damage +1**.
Each time Duinhir wins a skirmish, if you can spot more minions than companions, you may exert him to discard a minion that has strength 7 or less.
The garrison at Osgiliath fought valiantly.
3
5
14 R 8

3
•Halbarad
Ranger of the North
Companion • Man
7
Ranger.
While the Ring-bearer has resistance 9 or more, Halbarad's twilight cost is –1.
At the start of the maneuver phase, you may discard a ✦ card from hand to heal a ✧ companion.
"He was tall, a dark standing shadow."
3
6
14 R 9

3
Furious Hillman
Minion • Man
8
2
4
Response: If the Free Peoples player plays an event, spot another Man and discard this minion from play to cancel that event.
No village pitchfork could provide defense against the rages of the Wild Men.

3
Swarming Hillman
Minion • Man
8
2
4
At the start of the regroup phase, if you can spot more Man characters than any other race, make the move limit -1 this turn.
Roving in mindless mobs, the Dunlendings destroyed many Rohirrim homesteads.

3
Half-troll of Far Harad
Minion • Half-troll
8
2
4
At the start of each assignment phase, if you can spot more companions than minions, you may remove 2 to play an Orc from your discard pile.
...bred for battle in the southern reaches of Haradwaith....

4
•Horror of Harad
Minion • Half-troll
9
3
4
Ambush 1. Damage +1. Fierce. Lurker. Muster. Toil 2.
The troll-men sprinted on to the Pelennor to bathe their blades in the blood of the enemy.

3
Uruk-hai Healer
Minion • Uruk-hai
8
2
5
Damage +1.
At the start of each assignment phase, you may heal an Uruk-hai for each companion you can spot.
Restoratives were in short supply within the ranks of the White Hand.

3
Uruk-hai Scout
Minion • Uruk-hai
8
2
5
Damage +1.
When you play this, choose one of the following keywords: battleground, mountain, plains, or underground. The fellowship's current site gains that keyword until the end of the turn.
"...swart, slant-eyed, with thick legs and large hands."

5
•Barrow-wight Stalker
Minion • Wraith
11
4
2
Enduring. Each Wraith cannot take wounds (except during skirmishes).
Shadow: Remove a burden to play a Wraith. That minion's twilight cost is -2.
"The icy touch froze his bones, and he remembered no more."

3
Candle Corpses
Minion • Wraith
8
2
3
Enduring. Each time the Free Peoples player assigns this minion to a companion, you may spot another Wraith and remove 2 to wound that companion.
"...here and there they twisted like ghostly sheets unfurled by hidden hands."

2
•Covetous Wisp
Minion • Wraith
4
2
3
Enduring. Each time the Free Peoples player assigns Covetous Wisp to a companion, you may spot another Wraith and remove 2 to add a burden.
"'Only shapes to see, perhaps, not to touch.'"

2
Dead Faces
Minion • Wraith
4
2
3
Enduring. Each time the Free Peoples player assigns this minion to a companion, you may spot another Wraith and remove 2 to discard a condition.
"There are dead things, dead faces in the water!"

7
•Spirit of Dread
Minion • Wraith
14
3
2
Enduring. While you can spot another Wraith, wounds cannot be healed and burdens can not be removed (except by Wraiths).
Skirmish: Exert Spirit of Dread to make another Wraith strength +1.
"...across their three necks lay one long naked sword."

4
•Undead of Angmar
Minion • Wraith
9
3
2
Enduring. While you can spot another Wraith, each wounded companion is resistance −2.
Shadow: Exert Undead of Angmar twice to play a Wraith from your draw deck, then reshuffle.
"In the dark there was a snarling noise."