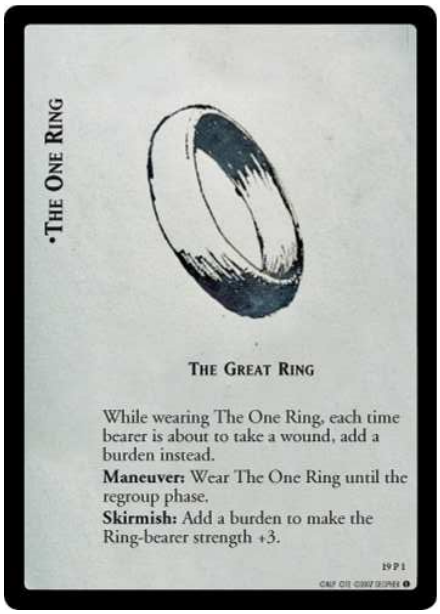
•The One Ring
The Great Ring
While wearing The One Ring, each time bearer is about to take a wound, add a burden instead.
Maneuver: Wear The One Ring until the regroup phase.
Skirmish: Add a burden to make the Ring-bearer strength +3.
19P1

2
•Gimli
Opinionated Guide
Companion • Dwarf
6
3
6
Damage +1. Fellowship.
Each time you play a possession, you may draw a card.
"If anyone was to ask for my opinion, which I note they're not, I'd say we were taking the long way round."
19P2

1
Still Twitching
Condition
Bearer must be a companion.
Bearer gains hunter 2. Each time bearer wins a skirmish, you may transfer this condition to another companion.
At the end of each turn, if bearer did not win a skirmish this turn, discard this condition from play.
19P3

2
That's Two!
Event • Regroup
Spot Gimli and exert a fellowship companion to have each Shadow player discard one of his or her Shadow cards from play.
"Legolas, two already!"
19P4

0
Army Long Trained
Condition
+1
Bearer must be an companion.
Each time bearer wins a skirmish, you may transfer this condition to another companion.
At the start of the archery phase, you must exert bearer or return this condition to hand.
19P5

2
•Arwen
Royal Maiden
Companion • Elf
6
3
6
Ranger.
While you can spot 2 followers, each minion skirmishing Arwen is strength −2.
Maneuver: Add 3 threats to reconcile your hand.
"I would rather share one lifetime with you than face all the ages of this world alone."
19P6

2
•Legolas
Skeptical Guide
Companion • Elf
6
3
7
Archer. Fellowship.
Archery: Add two threats to wound a minion; Legolas does not add to the fellowship archery total.
"Have you heard nothing Lord Elrond has said? The Ring must be destroyed!"
19P7

4
•Gandalf
Wise Guide
Companion • Wizard
8
4
7
Fellowship.
Response: If an event is played, exert Gandalf twice to cancel that event.
"The Ring yearns above all else to return to the hand of its master. They are one, the Ring and the Dark Lord. Frodo, he must never find it."
19P8

2
Stern Words
Condition
+2
To play, spot a Wizard.
Bearer must be a companion.
Each time bearer wins a skirmish, you may transfer this condition to another companion.
At the end of each turn, return this condition to hand.
19P9

2
•Gollum
Threatening Guide
Minion
5
4
3
Gollum is strength +1 for each threat you can spot.
Each time Gollum wins a skirmish, you may add a threat.
"'But if we was master, then we could help ourselfs, yes...'"

0
•Sméagol
Pitiable Guide
Companion
3
4
5
Ring-bound. To play, add a burden.
Each time Sméagol wins a skirmish, you may shuffle up to 2 cards from your discard pile into your draw deck.
Skirmish: Exert a Ring-bound companion to make Sméagol strength +2.
"...now that I see him, I do pity him."

4
•Aragorn
Well-traveled Guide
Companion • Man
8
4
8
Fellowship. Ranger.
While the Ring-bearer is the only other companion you can spot, Aragorn is an archer, defender +1, and can take no more than 1 wound each skirmish.
"The skill of the Elves can reforge the sword of Kings, but only you have the power to wield it."

3
•Boromir
Destined Guide
Companion • Man
7
3
5
Fellowship. Ranger.
While you can spot two unbound Hobbits, Boromir's twilight cost is –1.
Each time Boromir wins a skirmish, you may exert an unbound Hobbit to discard each minion he is skirmishing from play.
"In a dream, I saw the eastern sky grow dark."

2
Not Bound to His Fate
Condition
+1
Bearer must be a Man.
Each time bearer wins a skirmish, you may transfer this condition to another Man.
At the end of each turn, if bearer is not Aragorn, return this condition to hand.
"Your time will come. You will face the same evil..."

1
Strength in My Blood
Condition
+1
Bearer must be a fellowship companion.
While bearer is a companion, he or she is damage +1.
"I would have followed you my Brother... my Captain... my King!"

2
•Grima
Servant of Another Master
Minion • Man
4
3
3
When you play Grima, you may remove to exert an unbound companion. That companion cannot use special abilities until the regroup phase.
Assignment: Exert Grima to assign him to an unbound companion. That companion may exert to prevent this.

0
Urgency
Condition • Support Area
Weather.
Each time the fellowship moves, add for each Ent you can spot.
Skirmish: Discard this condition from play to make a non- minion strength +1.
"If the mountain defeats you, will you risk a more dangerous road?"

14
•The Balrog
Demon of Might
Minion • Balrog
17
5
4
Damage +2. Fierce.
While at an underground site, skip the archery phase, the maneuver phase, and The Balrog cannot be assigned to skirmish companions of strength 6 or less.
"The flames roared up to greet it, and wreathed about it..."

2
Reaching Tentacle
Minion • Creature
4
2
4
Tentacle.
This minion cannot bear possessions.
Discard this minion from play if not at a marsh.
This minion is strength +1 for each tentacle you spot.
"Frodo felt something seize him by the ankle..."

3
Strong Tentacle
Minion • Creature
7
2
4
Tentacle.
This minion cannot bear possessions.
Discard this minion from play if not at a marsh.
This minion is strength +1 for each tentacle you spot.
"One came wriggling over the threshold..."

4
•Watcher in the Water
Many-tentacled Creature
Minion • Creature
11
4
4
Discard all other minions (except tentacles).
Watcher in the Water cannot bear possessions.
The fellowship's current site gains marsh.
Shadow: Play a tentacle from your discard pile.
"...as if a host of snakes were swimming up..."

7
Pit Troll
Minion • Troll
13
4
4
Hunter 2. (While skirmishing a non-hunter character, this character is strength +2.)
To play, spot an Orc.
When you play this minion, add 2 threats. The Free Peoples player may exert the Ring-bearer to prevent this.
Black blood. Flat feet. Scaly skin

6
•Troll of the Deep
Cave Troll
Minion • troll
13
3
4
To play, spot an Orc.
Skirmish: Remove a threat to make an minion strength +2.
Stones to move. Bridges to be rebuilt.

2
Brought Down from Inside
Condition
+1
Bearer must be a Man.
At the start of each skirmish you may transfer this condition to a Man.
At the end of each turn, if bearer did not win a skirmish this turn, return this condition to hand.
"Bring it down! Bring it down! Bring it down!"

3
•Éomer
Éored Captain
Companion • Man
7
3
7
Valiant.
Éomer is strength +2 for each wound on each minion he is skirmishing.
"Now is the hour, Riders of Rohan, oaths you have taken! Now, fulfill them all! To Lord and Land!"

2
•Éowyn
Lady of the Mark
Companion • Man
6
3
7
Valiant.
Fellowship: Play a companion with a twilight cost of 3 or more; his or her twilight cost is –1.
"It's tradition for the women of the court to farewell the men."

0
Sauron's Might
Event • Shadow
Remove a Free Peoples culture token to add a threat. When you play this event, you may remove 1 to place this on the bottom of your draw deck instead of in your discard pile.
"One by one, the free lands of Middle-earth fell to the power of the Ring."

0
•Frodo
Little Master
Companion • Hobbit
3
4
10
Fellowship. Ring-bearer. Ring-bound.
While you cannot spot 4 threats, Shadow cards cannot discard cards from your hand or from the top of your draw deck.
"We're friends of Gandalf the Grey."

1
•Merry
Resolute Friend
Companion • Hobbit
3
4
8
Fellowship.
Skirmish: If Merry is not assigned to a skirmish, take 2 cards from your discard pile and remove them from the game to make a companion strength +2.
"You can trust us to stick to you through thick and thin – to the bitter end."

1
•Pippin
Steadfast Friend
Companion • Hobbit
3
4
8
Fellowship.
Pippin is strength +1 for each tale you can spot.
"'You must go – and therefore we must, too. Merry and I are coming with you.'"

1
Rabbit Stew
Condition
Bearer must be a companion.
Each time bearer wins a skirmish, you may transfer this condition to a fellowship companion.
Each time this condition is transferred to a companion, heal that companion.

2
•Sam
Loyal Friend
Companion • Hobbit
3
4
9
Fellowship. Ring-bound.
While Sam bears The One Ring, he is resistance -4.
While you can spot 3 companions, Sam is strength +2.
Response: If Frodo dies, make Sam the Ring-bearer.

7
•Lurtz
Resilient Captain
Minion • Uruk-hai
13
3
5
Archer. Damage +1.
Response: If Lurtz is about to take a wound or be exerted, remove (or exert another Uruk-hai) to prevent that wound or exertion.
The Uruk-hai leader walked into view on the misty hilltop beneath the dark trees. Hungry for blood.

2
In Twilight
Condition
+2
Bearer must be a minion.
When you play this, you may draw a card.
Each time bearer wins a skirmish, you may transfer this condition to another minion.
The Nazgûl's true forms were revealed to him, shining like ghostly Kings.

6
•Úlairë Attëa
Dark Predator
Minion • Nazgûl
12
3
3
Fierce.
While you can spot 5 twilight tokens in the twilight pool and another card, Úlairë Attëa is strength +3.
Those that knew the most power as kings were placed in particular ways for the will of Sauron.

6
•Úlairë Enquëa
Dark Threat
Minion • Nazgûl
11
4
3
Fierce.
Maneuver: Spot 6 companions and discard a Nazgûl from hand to wound an unbound companion.
The Nine Riders were embodiments of Sauron's will, searching all of Middle-earth for his prize.

4
•Úlairë Lemenya
Dark Enemy
Minion • Nazgûl
9
2
3
Fierce.
Úlairë Lemenya is strength +1 for each possession in your discard pile.
"'Do you wish them to find you? They are terrible!'"

4
•Úlairë Nertëa
Dark Horseman
Minion • Nazgûl
9
2
3
Fierce.
When you play Úlairë Nertëa, name a race. The Free Peoples player cannot assign Úlairë Nertëa to skirmish a companion of the named race.
Some accepted Sauron's gift for glory and a notion of great deeds.

6
•Úlairë Toldëa
Dark Shadow
Minion • Nazgûl
12
3
3
Fierce.
Úlairë Toldëa cannot be assigned to skirmish the same companion in a fierce skirmish that he has already been assigned to this turn.
"'Open, in the name of Mordor!' said a voice thin and menacing."

8
•The Witch-king
Dark Lord
Minion • Nazgûl
14
4
3
Fierce.
Skirmish: Discard a Nazgûl from hand to make The Witch-king strength +1 (or strength +2 if you can spot that discarded Nazgûl).
"'A great king and sorcerer he was of old, and now he wields a deadly fear.'"