


•THE ONE RING



THE RING OF RINGS

Response: If the Ring-bearer is about to take a wound, he or she wears The One Ring until the regroup phase.

While the Ring-bearer is wearing The One Ring, each time he or she is about to take a wound, add a burden instead.

"...ash nazg ibrahaturuk agb burzum-ishi krimpatul."

11 RF 1

6

ELVEN MARKSMANSHIP



CONDITION • SUPPORT AREA

To play, spot an Elf.

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

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

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

11 RF 2

2

•LEGOLAS
WOODLAND EMISSARY



COMPANION • ELF

6

At the start of the archery phase, you may spot another Elf to exert a minion.

3

Travelling to the council at Imladris was only the beginning of a much greater journey for the Elven Prince. "Few can foresee whether their road will lead them, till they come to its end."

7

11 RF 3

2

•GLAMDRING
FOE-HAMMER



POSSESSION • HAND WEAPON

2

Bearer must be Gandalf.

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

"There was a ringing clash and a stab of white fire."

11 RF 4

2

•GOLLUM
SKULKER



MINION

5

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

Skirmish: Exert Gollum twice to make another minion strength +2.

"O yes, Shelob will get him, not Sméagol: he promised; he won't hurt Master at all."

4

3

11 RF 5

0

•SMÉAGOL
SCOUT AND GUIDE



COMPANION

3

Ring-bound. To play, add a burden.

Each time Sméagol wins a skirmish, you may play the fellowship's next site.

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

"They would have foundered in the Dead Marshes but for Gollum."

4

5

11 RF 6

1

•ARAGORN
STRIDER



COMPANION • MAN

8

Ranger.

Each time the fellowship moves, add ☉.

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

4

8

11 RF 7

1

BLOODTHIRSTY



EVENT • REGROUP

Spot 2 ☉ minions to wound an unbound companion.

The ferocity of the Dúnedlings is not easily slaked.

11 RF 8

3

FLETCHER OF HARAD



MINION • MAN

9

While this minion is at a plains site, it is an archer.

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

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

2

4

11 RF 9

7 **PORTER TROLL**



MINION • TROLL

15 **Damage +1. Fierce.** To play, spot an  minion.

3 When you play this minion, add a burden unless the Free Peoples player reveals a Free Peoples event from his or her hand.

5 *The mammoth battering ram Grond required equally mammoth strength to wield it.*

11 REF 10

8 **UNDISCIPLINED**



EVENT • ASSIGNMENT

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

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

11 REF 11

2 **•GAMLING**
DEFENDER OF THE HORNBURG



COMPANION • MAN

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

3 *"If they come to bargain for our goods at Helm's Gate, they will pay a high price..."*

6

11 REF 12

1 **SWORD RACK**



CONDITION • SUPPORT AREA

Response: If a  possession is discarded from play and no more than one possession is stacked here, stack it here.

Fellowship: Add  to play a possession stacked here as if from hand.

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

11 REF 13

1 **SALT FROM THE SHIRE**



POSSESSION • BOX

Bearer must be a Hobbit.

Fellowship: Discard this possession to remove a burden.

Skirmish: If bearer is an unbound Hobbit, discard this possession to prevent him or her from being overwhelmed unless his or her strength is tripled.

2

11 REF 14

3 **BRAWLING URUK**



MINION • URUK-HAI

8 **Damage +1.**

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

3 *They are trained to parry the swords of their enemies.*

5

11 REF 15

7 **•LURTZ**
MINION OF THE WHITE WIZARD



MINION • URUK-HAI

13 **Archer. Damage +1. Muster.** (At the start of the regroup phase, you may discard a card from hand to draw a card.)

3 Lurtz is strength +3 for each exhausted companion you can spot.

5 *Saruman bred this ruthless commander, whose brutality matched his own ambition, to track the 'Nine Walkers.'*

11 REF 16

2 **•THE PALE BLADE**
SWORD OF FLAME



POSSESSION • HAND WEAPON

Bearer must be a Nazgûl.

If bearer is The Witch-king, each time he wins a skirmish, you may exert him to add a burden.

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

3

11 REF 17

8 **•THE WITCH-KING**
CAPTAIN OF THE NINE RIDERS



MINION • NAZGÛL

14 **Fierce.**

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

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

4 *"...a shape, black-mantled, huge and threatening."*

3

11 REF 18

4 • **ELROND**
WITNESS TO HISTORY



COMPANION • ELF

8 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.
"I was there the day the strength of Men failed."

4
7

12 REF 1

1 • **HADAFANG**



POSSESSION • HAND WEAPON

+2 Bearer must be Arwen or Elrond. Each time bearer wins a skirmish, you may exert him or her to discard a condition from play.
"This blade is called Hadafang, a noble defense against the enemy throng for a noble lady."

2

12 REF 2

4 • **GANDALF**
THE WHITE RIDER



COMPANION • WIZARD

7 **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.
"Look to my coming at first light on the fifth day."

4
7

12 REF 3

3 • **FARAMIR**
DUNADAN OF GONDOR



COMPANION • MAN

7 Ranger.
Skirmish: Exert Faramir to make him strength +1 for each wound on the Ring-bearer.
"We do not want the escapes of Mirkwood in Ithilien."

3
7

12 REF 4

2 • **FARAMIR'S SWORD**



POSSESSION • HAND WEAPON

+2 Bearer must be Faramir. He is damage +1. Each minion skirmishing Faramir at a battleground or forest site is roaming.
"There will be hard handstrokes nigh at hand ere the day is full."

2

12 REF 5

7 • **CASTAMIR OF UMBAR**
CORSAIR VANDAL



MINION • MAN

14 **Fierce. Toil 1.** (For each  character you exert when playing this, its twilight cost is -1.)
Each wounded  minion is strength +2.
"...they have allied them with the Enemy, and now make a heavy stroke in his cause."

4
4

12 REF 6

2 • **GRIMA**
BETRAYS ROHAN



MINION • MAN

4 **Lurker.** (Skirmishes involving lurker minions must be resolved after any others.)
Each time a companion loses a skirmish involving a  minion, you may exert Grima to exert a companion.
"In his eyes was the bunted look of a beast seeking some gap in the ring of his enemies."

3
3

12 REF 7

12 • **THE BALROG**
THE TERROR OF KHAZAD-DUM



MINION • BALROG

17 Damage +1. While The Balrog is at an underground site, it is fierce and cannot take wounds or be exerted.
"The fire in it seemed to die, but the darkness grew."

5
4

12 REF 8

12 • **CAVE TROLL OF MORIA**
SAVAGE MENACE



MINION • TROLL

15 Damage +1. **Fierce. Toil 2.** (For each  character you exert when playing this, its twilight cost is -2.)
Each time an  lurker wins a skirmish, you may make the Free Peoples player discard the top 2 cards of his or her draw deck.
"There is no hope of escape that way."

4
4

12 REF 9

5 **ORC ARTISAN**



MINION • ORC

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

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

4

12 RIF 10

3 **•THE MOUTH OF SAURON**
LIEUTENANT OF BARAD-DÛR



MINION • MAN

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

3 "Is there anyone in this rout with authority to treat with me?" he asked. "Or indeed with wit to understand me?"

5

12 RIF 11

2 **•BILBO**
MELANCHOLY HOBBIT



COMPANION • HOBBIT

3 **Ring-bound.**

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

8 "I want to see the wild country again before I die, and the Mountains..."

12 RIF 12

6 **•URUK ZEALOT**



MINION • URUK-HAI

14 **Damage +1.** To play, spot an **U** minion.

4 Each companion who has resistance 0 is strength -3.

5 Each time Uruk Zealot wins a skirmish, you may draw 3 cards.

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

12 RIF 11

0 **DARK APPROACH**



EVENT • SHADOW

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

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

12 RIF 14

6 **•ULAIŘE ATTĚA**
BLACK PREDATOR



MINION • NAZGÛL

12 **Fierce.**

3 **Skirmish:** Remove **2** and discard a **U** card from hand to make Ulaire Attĕa strength +3.

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

12 RIF 15

5 **•ULAIŘE CANTĚA**
BLACK ASSASSIN



MINION • NAZGÛL

10 **Fierce.**

3 **Assignment:** Assign Ulaire Cantĕa to a companion who has resistance 0.

3 **Skirmish:** Spot 6 companions and another **U** card to kill a companion Ulaire Cantĕa is skirmishing.

"Fly them! Speak no words to them! They are deadly!"

12 RIF 15

6 **•ULAIŘE ENQUEA**
BLACK THREAT



MINION • NAZGÛL

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

4 **Response:** If you are playing a **U** event that has toil X, exert Ulaire Enquea to reduce that event's twilight cost by X.

3 "...the Shire is no longer any protection to you."

12 RIF 17

8 **•THE WITCH-KING**
BLACK LORD



MINION • NAZGÛL

14 **Fierce.**

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

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

"He sprang forward and bore down on Frodo."

12 RIF 19

2 •CELEBRN
THE WISE



COMPANION • ELF

6 While the fellowship is at a forest site, each Elf who has resistance 7 or more gains **muster**.

3 Each time the fellowship moves during the regroup phase, you may take an event into hand from your discard pile.

7 "I did not know that your plight was so evil."

13 REF 1

0 •GALADRIEL
SORCERESS OF THE HIDDEN LAND



COMPANION • ELF

3 To play, spot 3 Elves.

3 Each time the fellowship moves during the regroup phase, you may reveal a card from the top of your draw deck for each forest on the adventure path to heal an Elf for each card revealed.

7 "Do not let your hearts be troubled..."

13 REF 2

2 •LEGOLAS
OF THE GREY COMPANY



COMPANION • ELF

6 Archer.

3 At the start of each archery phase, you may reveal the top card of your draw deck. If it is an event card, wound a minion.

6 "My heart bids me go on... but we must hold together. I will follow your counsel."

13 REF 3

4 •GANDALF
BEARER OF OBLIGATION



COMPANION • WIZARD

7 While Gandalf is the Ring-bearer, each time the fellowship moves, add 3 burdens unless you spot 2 other companions and discard 2 cards from hand.

4 "But all worthy things that are in peril as the world now stands, those are my care."

5

13 REF 4

2 •PALLANDO
FAR-TRAVELLING ONE



FOLLOWER

+1 Aid - .

1 Each time you transfer this to a companion, except a companion, exert bearer twice. Each time bearer wins a skirmish, you may discard a condition from play.

Brought as a companion by Alatar, he traveled the South and East to aid the Free Peoples.

13 REF 5

0 •DEAGOL
FATEFUL FINDER



FOLLOWER

To play, spot Sméagol.

Aid - Add a burden.

Skirmish: If bearer is not assigned to a skirmish, discard this from play to play an artifact or possession from your draw deck on bearer.

+1 "...there in his hand lay a beautiful golden ring."

13 REF 6

4 •ARAGORN
ISILDUR'S HEIR



COMPANION • MAN

8 Aragorn is strength +1 for each card that has a culture token on it.

4 At the start of each assignment phase, you may exert Aragorn to make an unbound companion that has resistance 7 or more defender +1 until the regroup phase.

8 "Thus came Aragorn, son of Arathorn, Ellessar..."

13 REF 7

3 •DENETHOR
LAST RULING STEWARD



COMPANION • MAN

7 Denethor is resistance +1 for each possession in your discard pile.

3 Maneuver: Spot a possession borne by a companion and remove that possession from the game to exert a minion twice.

5 "...he took up the staff of his Stewardship that lay at his feet and broke it on his knee."

13 REF 8

4 •VOICE OF THE DESERT
SOUTHRON TROOP



MINION • MAN

11 To play, spot a minion.

3 While the fellowship is in region 1, each minion cannot take wounds.

3 While the fellowship is in region 2, each minion is an archer.

4 While the fellowship is in region 3, each minion is fierce.

13 REF 9

4 •CHAMBER PATROL



MINION • ORC

11 To play, spot an ♠ minion.
While the fellowship is in region 1, each ♠ Orc cannot take wounds.

3 While the fellowship is in region 2, the current site gains **underground**.

4 While the fellowship is in region 3, each ♠ Orc is strength +2.

13 REF 10

5 •ORC CRUSHER



MINION • ORC

11 To play, spot an ♠ Orc.
This minion is twilight cost -1 for each burden.

3 Each time a Ring-bound companion loses a skirmish involving an ♠ minion, you may reveal this card from hand to add a burden.

4 "Hit me now, Sam. Hit me!"

13 REF 11

3 •ÉOMER
HEIR TO MEDUSELD



COMPANION • MAN

7 While Éomer bears a mount, he is **damage +1**.

3 While no other companion is assigned to a skirmish, Éomer is strength +1 for each other ♠ companion you can spot.

7 "I have no child. Théodred my son is slain. I name Éomer my sister-son to be my heir."

13 REF 12

3 •THÉODEN
THE RENOWNED



COMPANION • MAN

7 While you can spot Éowyn, Théoden is **defender +1**.

3 While you can spot Éomer, Théoden is **damage +1**.

7 While you can spot Théodred, the move limit is +1.

"Let horse be bridled, horn be sounded!"

13 REF 13

16 •SAURON
DARK LORD OF MORDOR



MINION • MAIA

24 **Damage +1. Fierce.**
When you play Sauron, you may exert any number of minions. For each minion you exert, Sauron is twilight cost -X, where X is the current region number.

5 "...the Shadow grows once more..."

6

13 REF 14

2 •FRODO
FRENZIED FIGHTER



COMPANION • HOBBIT

3 **Ring-bound.**
While you can spot more minions than companions, Frodo cannot be overwhelmed unless his strength is tripled.

4 **Skirmish:** If Frodo is not assigned to a skirmish, exert Frodo to have him replace a Ring-bound companion skirmishing a minion.

8

13 REF 15

2 •SAM
BEARER OF GREAT NEED



COMPANION • HOBBIT

3 **Ring-bound.**
Sam is resistance +1 for each Hobbit you can spot.

4 **Regroup:** Exert Sam and transfer a follower he is bearing to your support area to discard a minion from play.

5 "...the last of all the Company. The errand must not fail."

13 REF 16

4 •URUK BLITZ



MINION • URUK-HAI

12 To play, spot an ♠ minion.
While the fellowship is in region 1, each Uruk-hai is **damage +1**.

2 While the fellowship is in region 2, each companion is strength -1.

5 While the fellowship is in region 3, each unbound companion is resistance -2.

13 REF 17

5 URUK ROGUE



MINION • URUK-HAI

12 **Damage +1.**

3 **Skirmish:** If no other minions are assigned to a skirmish, exert this minion twice to make it **fierce** and strength +4 until the regroup phase.

5 Some minions prefer to fight alone.

13 REF 18



2 •MADRIL
DEFENDER OF OSGILIATH



COMPANION • MAN

5 **Ranger. Hunter 1.**
While you can spot 2 ♠ rangers, Madril is twilight cost -2.
3 At the start of the maneuver phase, each minion is site number +1 for each threat you can spot until the start of the regroup phase.
6 "For that is the ruin of Osgiliath..."

15 RP 10

5 •BLACK LAND CHIEFTAIN



MINION • ORC

12 To play, spot an ♠ minion.
3 When you play Black Land Chieftain, you may add a threat for each Free Peoples possession and each Free Peoples artifact you can spot.
4 Orcs frequently used the weapons of their fallen enemies as their own.

15 RP 11

6 •GORBAG
FILTHY REBEL



MINION • ORC

13 **Hunter 3.** (While skirmishing a non-hunter character, this character is strength +3.)
3 When you play Gorbag, you may discard a card from the top of the Free Peoples player's deck for each hunter character you can spot.
4 "I'm gonna bleed you...like a stuck pig!"

15 RP 12

3 •EOMER
HORSEMASTER



COMPANION • MAN

7 **Valiant. Hunter 2.** (While skirmishing a non-hunter character, this character is strength +2.)
3 While you can spot a ♠ Man, Eomer's twilight cost is +1.
7 **Skirmish:** Discard a ♠ card from hand to make Eomer strength +2.

15 RP 11

4 •SENTRY URUK



MINION • URUK-HAI

10 To play, spot a ♠ minion.
3 While you can spot a fierce minion, this minion is fierce.
3 While you can spot a hunter, this minion gains hunter 1.
5 While you can spot a character that is damage +1, this minion is damage +1.

15 RP 14

6 •ULAIŘE ATTĒA
DESIROUS OF POWER



MINION • NAZGÛL

12 **Fierce.**
3 Ulaire AttĒa is strength +1 for every 3 twilight tokens you can spot.
3 "The Nazgûl were strongest, and most terrifying, at night."

15 RP 15

4 •ULAIŘE LEMENYA
ETERNALLY THREATENING



MINION • NAZGÛL

9 **Fierce.**
2 When you play Ulaire Lemenya, you may remove 1 to add a threat for each Free Peoples culture you can spot.
3 "Soon there could be no doubt: three or four tall black figures were standing on the slope, looking down on them."

15 RP 17

5 •ULAIŘE NELYA
FELL RIDER



MINION • NAZGÛL

10 **Fierce.**
3 While you can spot 6 companions, ♠ minions cannot take wounds (except during skirmish phases).
3 **Skirmish:** If this minion is mounted, exert him twice to wound a companion bearing a ♠ condition.

15 RP 17

Mount Doom



Battleground. Mountain. Underground. Until the end of the game, sites in this region cannot be replaced.

3



8 •STAMPEDING CHIEF



MINION • MAN

17 Damage +1. Fierce.
If you play Stampeding Chief from your hand, remove 4 and spot another 4 minion or discard Stampeding Chief.
But no more would Rohan stand against his kind.

4
4

17 RP 15

4 ORKISH INVADER



MINION • ORC

10
2
4

At the start of each skirmish involving this minion, you may reveal an 4 condition from hand to wound the companion this minion is skirmishing twice and then discard this minion.
Spawned from terrible acts, the Orcs emerged as ruined and terrible forms of life.

17 RP 11

4 •ARAGORN
DEFENDER OF ROHAN



COMPANION • MAN

8
4
6

Valiant. While the Ringbearer is assigned to a skirmish, each 4 companion gains hunter 1.
"No enemy has yet taken the Hornburg. Depart, or not one of you will be spared."

17 RP 12

2
•THRONE OF THE GOLDEN HALL



ARTIFACT • SUPPORT AREA

To play, spot Theoden (or 2 4 companions).
Saruman and Grima cannot be assigned to skirmishes.
Response: If a 4 Man is about to take a wound, exert another 4 Man and add 4 to prevent that.

17 RP 11

3 •THEODEN
NORTHMAN, KING OF ROHAN



COMPANION • MAN

7
3
7

While the Ringbearer is assigned to a skirmish, each 4 companion is strength +1.
Regroup: Spot 2 4 followers and exert Théoden to liberate a site.
"When last I looked, Théoden was King of Rohan."

17 RP 14

2
•THRONE OF THE DARK LORD



ARTIFACT • SUPPORT AREA

To play, spot 2 minions.
While you can spot Sauron, each other minion is damage +1.
While the fellowship is in the same region as Mount Doom, each companion is resistance -2.
"One for the Dark Lord on his dark throne."

17 RP 15

4 •ÚLAIRĒ OTSĒA
DUPLICITIOUS SPECTER



MINION • NAZGÛL

9
2
3

Fierce.
When you play Úlairë Otsëa, you may spot another Nazgûl to draw a card for each wounded companion you can spot.
Regroup: Exert Úlairë Otsëa and discard a 4 card from hand to add a burden.
"Blinded by their greed, they took them without question."

17 RP 13

0
•RING OF SAVAGERY



ARTIFACT • RING

+1

Bearer must be a Nazgûl.
Each time bearer wins a skirmish, the Free Peoples player must either add a burden or exert a companion.
Response: If a player reconciles, return bearer to his owner's hand.

17 RP 17

0
•RING OF TERROR



ARTIFACT • RING

Bearer must be a Nazgûl. Bearer is damage +1.
When you play this artifact, you may remove two threats to take a 4 card into hand from your discard pile.
Response: If a player reconciles, return bearer to his owner's hand.

17 RP 17

2

•ARWEN'S BOW



POSSESSION • RANGED WEAPON

+1

Bearer must be an ☉ companion.
Archery: If bearer is Arwen, discard 2 ☉ cards from hand to wound a minion.
Arwen had skill with a bow matched only by her beauty.

18 REF 1

2

•ARWEN'S DAGGER



POSSESSION • HAND WEAPON

+1

Bearer must be an ☉ companion.
 Bearer may bear this hand weapon in addition to 1 other hand weapon.
Maneuver: If bearer is Arwen, exert her to draw 2 cards.
"Woe be to any against whom she wielded it."

18 REF 2

2

•GALADRIEL'S SILVER EWER



ARTIFACT • SUPPORT AREA

To play, spot Galadriel or Celeborn.
 While Galadriel is the Ring-bearer, she is strength +2 and resistance +2.
 Each time you play an ☉ skirmish event, you may reinforce an ☉ token.
"Will you look into the mirror?"

18 REF 3

2

BEORNING AXE



POSSESSION • HAND WEAPON

+2

+1

Bearer must be a ♠ Man.
 While Grimbeorn is bearing this possession, each time he wins a skirmish, you may take a ♠ card from your discard pile into hand.
"No Orc or welf dared enter the land of the Beornings."

18 REF 4

1

•RADAGAST'S HERB BAG



POSSESSION

Bearer must be a ♠ Wizard.
 Each time you play a ♠ spell, you may exert bearer to wound a minion.
"The tools of a master of herb and beast-lore were often confined to the simplest of places."

+1

+2

18 REF 5

6

•SHELOB
MENACE



MINION • SPIDER

8

Fierce.

8

8

Each time Shelob wins a skirmish, you may add threats up to the number of burdens you can spot.
 Each time Shelob wins a skirmish, you may play Gollum from your discard pile; he is strength +3 and fierce until the end of turn.

18 REF 6

4

•CROWN OF GONDOR



ARTIFACT • SUPPORT AREA

To play, spot Aragorn, Elendil, or Isildur.
Skirmish: Spot a ♠ Man with 3 or more vitality and discard a ♠ card from hand to make that Man strength +2.
"Et Eärello Endorenna utúldën. Sinome maruvan ar Hildinyar tinn' Ambar-metta!"

18 REF 7

1

•DENEATHOR'S SWORD



POSSESSION • HAND WEAPON

+2

Bearer must be a ♠ Man.
 While bearer is Denethor, his game text does not apply.
"But if doom denies this to me, then I will have naught: neither life diminished, nor love halved, nor honour abated."

18 REF 8

2

•WATCHER AT SARN FORD
RANGER OF THE NORTH



COMPANION • MAN

5

Ranger.

3

8

Skirmish: Exert a ♠ Man with a resistance 6 or more to make that Man strength +3.
"Little do they know of our long labour for the safekeeping of their borders, and yet I grudge it not."

18 REF 9

6 •GOTHMOG
MORGUL LEADER



MINION • ORC

15
3
4

Each the fellowship and minion archery totals are +3.
Regroup: Remove 1 to play an 1 minion from your discard pile.
"Fear. The city is rank with it."

18 RP 10
ONLY ONE COPY PER DECK

0 •ERKENBRAND'S HORN



POSSESSION

Bearer must be a 1 Man.
Fellowship: Exert bearer to play a follower from your draw deck. Reshuffle your draw deck.
Skirmish: Discard a follower from play to make bearer strength +4 (if bearer is Erkenbrand, he is strength +5 instead).

18 RP 11
ONLY ONE COPY PER DECK

0 •ERKENBRAND'S SHIELD



POSSESSION • SHIELD

Bearer must be a 1 Man.
The minion archery total is -1.
Skirmish: Add 1 to cancel a fierce skirmish involving bearer.
Response: If a 1 Man is about to take a wound, spot Gandalf and exert bearer to prevent that wound.

18 RP 12
ONLY ONE COPY PER DECK

2 ROHIRRIM DIADEM



CONDITION • SUPPORT AREA

To play, spot Théoden.
Skirmish: Spot a 1 Man bearing a possession and discard a 1 possession from hand to make that Man strength +2.
With Grima's treacherous whispers removed and Saruman's grasp released, none doubted the might and lordship of Théoden, the King of Rohan.

18 RP 13
ONLY ONE COPY PER DECK

3 •THEODEN
EDNEW



COMPANION • MAN

7
3
6

While you can spot Gandalf, Théoden is resistance +2.
While you can spot Éomer, Théoden is damage +1.
While you can spot 3 mounted companions, Théoden is strength +2.
"Now for wrath! Now for ruin! And a red dawn!"

18 RP 14
ONLY ONE COPY PER DECK

1 •FREDEGAR BOLGER
FATTY



COMPANION • HOBBIT

3
3
7

While the fellowship is in region 1 and you can spot 2 other 1 companions, Fredegar Bolger is strength +3.
"You'll wish you were back here with me before this time tomorrow."

18 RP 15
ONLY ONE COPY PER DECK

2 •STING
ELVEN LONG KNIFE



POSSESSION • HAND WEAPON

1
1
1

Bearer must be Bilbo or Frodo.
Regroup: Exert bearer to remove a threat.
"My old sword, Sting! Here! Take it, take it!"

18 RP 16
ONLY ONE COPY PER DECK

5 •SHAGRAT
TOWER CAPTAIN



MINION • URUK-HAI

13
3
5

Damage +1. Hunter 1. (While skirmishing a non-hunter character, this character is strength +1.)
While you can spot 7 possessions, Shagrat is fierce and cannot take wounds (except during skirmish phases).
"I don't take orders from stinking Morgul rats!"

18 RP 17
ONLY ONE COPY PER DECK

0 PULL OF THE RING



EVENT • ASSIGNMENT

Remove a burden to choose one: assign a 1 minion to a companion who has resistance 0; or have a 1 minion lose fierce and gain hunter 2.
"I'm naked in the dark. There's nothing, no veil between me and the Wheel of Fire. I can see him with my waking eyes!"

18 RP 18
ONLY ONE COPY PER DECK