



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."

13-1

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..."

13-2

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."

13-3

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

13-4

2 •PALLANDO
FAR-TRAVELLING ONE



FOLLOWER

1 Aid - event.
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.
1 Brought as a companion by Alatar, he traveled the South and East to aid the Tree Peoples.

13-5

4 •ARAGORN
ISILDUR'S HEIR



COMPANION • MAN

8 Aragorn is strength +1 for each star 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..."

13-6

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."

13-7

3 •EOMER
HEIR TO MEDUSELD



COMPANION • MAN

7 While Eomer bears a mount, he is damage +1.
3 While no other companion is assigned to a skirmish, Eomer is strength +1 for each other companion you can spot.
7 "I have no child. Théodred my son is slain. I name Eomer my sister-son to be my heir."

13-8

3 •THEODEN
THE RENOWNED



COMPANION • MAN

7 While you can spot Eowyn, Théoden is defender +1.
3 While you can spot Eomer, Théoden is damage +1.
7 While you can spot Théodred, the move limit is +1.
7 "Let horse be bridled, horn be sounded!"

13-9



2
•SHADOWFAX
GREATEST OF THE MEARAS



POSSESSION • MOUNT

+1
+1
+1

Bearer must be a Wizard. Discard all other possessions on bearer and bearer may not bear a hand weapon.

Fellowship: Add a threat to remove a burden.

"There are no horses like those that are bred in that great vale between the Misty Mountains and the White."

1701

1
•GWAIHIR
THE WINDLORD



FOLLOWER

+1

Aid – Add a threat. (At the start of the maneuver phase, you may add a threat to transfer this to a companion.)

If bearer is a Wizard, each time bearer wins a skirmish, you may exert a minion (if that minion is a Wizard, wound it instead).

"...swiftest of the Great Eagles..."

1702

2
•THRONE OF MINAS TIRITH



ARTIFACT • SUPPORT AREA

To play, spot Denethor (or 2 companions).

Each time a minion is killed or discarded from play during a skirmish, you may reinforce a token.

Skirmish: Remove 3 tokens to discard a possession.

1703

4
•ARAGORN
DEFENDER OF ROHAN



COMPANION • MAN

8
4
6

Valiant. While the Ringbearer is assigned to a skirmish, each companion gains hunter 1.

"No enemy has yet taken the Hornburg. Depart, or not one of you will be spared."

1704

2
•THRONE OF THE GOLDEN HALL



ARTIFACT • SUPPORT AREA

To play, spot Theoden (or 2 companions).

Saruman and Grima cannot be assigned to skirmishes.

Response: If a Man is about to take a wound, exert another Man and add 2 to prevent that.

1705

3
•THEODEN
NORTHMAN, KING OF ROHAN



COMPANION • MAN

7
3
7

While the Ringbearer is assigned to a skirmish, each companion is strength +1.

Regroup: Spot 2 followers and exert Theoden to liberate a site.

"When last I looked, Theoden, was King of Rohan."

1706

4
•ÚLAIRĒ OTSĒA
DUPLICITIOUS SPECTER



MINION • NAZGÛL

9
2
3

Fierce.

When you play ÚlairĒ OtsĒa, you may spot another Nazgûl to draw a card for each wounded companion you can spot.

Regroup: Exert ÚlairĒ OtsĒa and discard a card from hand to add a burden.

"Blinded by their greed, they took them without question."

1707

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.

1708

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 card into hand from your discard pile.

Response: If a player reconciles, return bearer to his owner's hand.

1709

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 wolf dared enter the land of the Beornings."

18 C 1

1
•RADAGAST'S HERB BAG



POSSESSION

+1
+2

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."

18 C 2

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.
"Ei Eärello Endorenna utúlien. Sinome maruvan ar Hildinyar tenn' Ambar-metta!"

18 C 3

1
•DENETHOR'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 C 4

2
•WATCHER AT SARN FORD
RANGER OF THE NORTH



COMPANION • MAN

5
3
8

Ranger.
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 C 5

0
•ERKENBRAND'S HORN



POSSESSION

Bearer must be a 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 C 6

0
•ERKENBRAND'S SHIELD



POSSESSION • SHIELD

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

18 C 7

2
ROHIRRIM DIADEM



CONDITION • SUPPORT AREA

To play, spot Théoden.
Skirmish: Spot a Man bearing a possession and discard a 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 C 8

0
PULL OF THE RING



EVENT • ASSIGNMENT

Remove a burden to choose one: assign a minion to a companion who has resistance 0; or have a 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 C 9