















6 •ORC COMMANDER



MINION • ORC

11
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Each other ♠ Orc is strength +1.
Regroup: Exert Orc Commander to make the Free Peoples player wound a companion.
"It seems their delight to slash and beat down growing things that are not even in their way."

5 •ORC OVERSEER



MINION • ORC

10
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Regroup: Exert Orc Overseer twice to exhaust a companion (except the Ring-bearer).
"What orders from Mordor, my Lord? What does the Eye command?"

5 •ORTHANC BERSERKER



MINION • URUK-HAI

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Damage +1.
Maneuver: Spot 5 burdens and exert Orthanc Berserker twice to exhaust a companion (except the Ring-bearer).
The voice of Saruman compels his minions to step at nothing to earn his favor.

0 •THE PALANTIR OF ORTHANC



ARTIFACT • PALANTIR

To play, spot an ♠ minion. Plays to your support area.
Shadow: Spot an ♠ minion and remove 1 to reveal a card at random from the Free Peoples player's hand. Place that card on top of that player's draw deck.
"Seven stars and seven stones..."

4 •SARUMAN
KEEPER OF ISENGARD



MINION • WIZARD

8
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Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
Uruk-hai are fierce.
Response: If an Uruk-hai is about to take a wound, exert Saruman to prevent that wound.

4 •SARUMAN
SERVANT OF THE EYE



MINION • WIZARD

8
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Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
Assignment: Exert Saruman to assign an ♠ minion to a companion (except the Ring-bearer). That companion may exert to prevent this.

0 SERVANTS TO SARUMAN



EVENT

Skirmish: Make an ♠ Orc strength +2 (or +3 if you have fewer than 3 cards in hand).
"This is grievous news concerning Saruman... for we trusted him and he is deep in all our counsels."

1 TOWER OF ORTHANC



CONDITION

To play, spot an ♠ minion. Plays to your support area.
Each time the fellowship moves, you may spot an exhausted companion to add 1.
"It was not made by Saruman, but by the men of Numenor long ago; and it is very tall and has many secrets, yet it looks not to be a work of craft."

1 TRAPPED AND ALONE



CONDITION

Plays to your support area.
Each character skirmishing an ♠ Orc loses all **damage** bonuses from weapons.
"...I had no chance of escape, and my days were bitter."











