

1  
HOSPITALITY OF THE DWARVES



CONDITION • SUPPORT AREA

**Maneuver:** If the fellowship is at any sites 4 to 8, make each Dwarf lose all **damage** bonuses until the regroup phase, and each Dwarf bearing 2 or more items takes no more than 1 wound per phase until the regroup phase.  
*"Roaring fires, malt beer, red meat off the bone..."*

VI C 1

1  
• DEEPEST DELVINGS



CONDITION • SUPPORT AREA

Each time a  card is discarded from the top of your draw deck, you may add  to stack that card here.  
**Maneuver:** Exert a Dwarf to take a card stacked here into hand.  
*"Far, far below the deepest delvings of the Dwarves, the world is gnawed by nameless things."*

VI R 2

2  
• GIMLI  
VENGEFUL NAUGRIM



COMPANION • DWARF

6  
3  


**Damage +1.**  
 While Gimli bears 2 items, he is strength +2.  
 While Gimli bears 3 items, he is **damage +1**.  
*"...there is one dwarf in Moria who still draws breath!"*

VI R 3

1  
I NAME YOU ELF-FRIEND



EVENT • MANEUVER

Exert an Elf to make a Dwarf strength +3 and **damage +1** until the regroup phase.  
*"...and may the stars shine upon the end of your road."*

VI C 4

1  
ONE DWARF IN MORIA



EVENT • MANEUVER

Spot a Dwarf bearing 2 or more items to heal that Dwarf. Return X items on that Dwarf to their owners' hands to wound X minions.  
*"Let them come..."*

VI U 5

0  
• SO BOLD AND SO COURTEOUS



CONDITION • SUPPORT AREA

Each time the fellowship moves, you may exert an Elf to make a Dwarf **defender +1** until the regroup phase.  
*"Let none say again that Dwarves are grasping and ungracious."*

VI C 6

1  
I WAS THERE



EVENT • SKIRMISH

**Tale.**  
 Spot a minion skirmishing an Elf and discard your  tale to wound that minion.  
*"...the day the strength of men failed."*

VI U 7

1  
LAMENT FOR THE FALLEN



CONDITION

To play, exert an Elf and spot a unique companion in the dead pile. Bearer must be an unbound companion. Bearer cannot be exerted, wounded, or assigned to a skirmish.  
 At the start of the regroup phase, discard a condition on bearer (and heal bearer if Gandalf is in the dead pile).

VI U 8

2 • LEGOLAS  
KEEN-EYED



COMPANION • ELF

6  
3

**Archer.**  
**Archery:** Make the fellowship archery total -X (to a minimum of 0) to make Legolas strength +X until the regroup phase. You cannot use archery special abilities.  
“He saw not a shadow, nor a blur, but the small figures of horsemen.”

VI R 9

1  
LET FLY THE  
DARTS OF LONDON



CONDITION

**Tale.**  
Bearer must be a unique ☉ companion.  
**Archery:** Exert bearer to make all Free Peoples archers lose **archer** and gain **damage +1** until the regroup phase.  
“It recalled to me the glory of the Elder Days and the hosts of Beleriand, so many great princes and captains were assembled.”

VI R 10

3  
• LIBRARY OF RIVENDELL



ARTIFACT • SUPPORT AREA

**Fellowship:** Stack your tale or artifact from play or from hand here to draw a card.  
**Regroup:** Exert an ☉ ally to draw X cards, exert X minions, and remove up to X wounds from companions, where X is the number of Free Peoples cultures on cards stacked here. Discard this artifact.

VI R 11

1  
• THREE FOR THE ELVEN-KINGS



CONDITION • SUPPORT AREA

**Tale.**  
Each time the fellowship moves, you may spot an ☉ or ♠ ring to place a card from hand beneath your draw deck and draw a card (and heal a companion if you can spot 3 ☉ or ♠ rings).  
“The Three, fairest of all, the Elf-lords bid from him, and his hand never touched them or sullied them.”

VI U 12

0  
COUNSEL OF THE WISE



EVENT • FELLOWSHIP

Spot Gandalf to reveal an ☉ ally from your draw deck. You may add ☉ to take that ally into hand, where X is that ally's twilight cost.  
“Beside Glorfindel there were several other counsellors of Elrond's household, of whom Erebor was the chief; and with him was Galador, an Elf from the Grey Havens...”

VI C 13

4  
• GANDALF  
OLORIN



COMPANION • WIZARD

6  
4

At the start of your fellowship phase, you may spot 2 ☉ allies and exert Gandalf to shuffle a ♠ or ☉ card from your discard pile into your draw deck.  
While you can spot 3 ☉ allies, Gandalf is strength +2.  
While you can spot Elrond, Galadriel, and Celeborn, Gandalf is strength +2.

VI R 14

4  
• GWAIHIR  
LORD OF EAGLES



ALLY • HOME 4 • EAGLE

8  
2

To play, spot Gandalf.  
Each time the fellowship moves to an opponent's site, you may heal a companion with the Gandalf signet.  
**Regroup:** Discard Gwaihir to make the move limit for this turn +1; the Shadow player may take up to 2 Shadow cards into hand from their discard pile.

VI R 15

1  
• MY HEART TELLS ME



CONDITION • SUPPORT AREA

Each time a minion is about to take a wound, you may spot Gandalf to prevent that wound and heal a companion (limit once per turn).  
“Then do not be too eager to deal out death in judgement.”

VI C 16

3  
TWO EYES, AS OFTEN AS I CAN SPARE THEM



EVENT • FELLOWSHIP

Spot Gandalf and Frodo to draw X cards, where X is Frodo's vitality.  
*"You'll keep an eye on Frodo, won't you?"*

VI C 17

1  
•THE WHITE COUNCIL



CONDITION • SUPPORT AREA

While you can spot Gandalf and 2 allies, the first sentence of Saruman's game text does not apply.  
**Regroup:** Exert 2 allies to heal Gandalf or a companion with the Gandalf signet (limit 2 per phase).  
*"For even the very wise cannot see all ends."*

VI R 18

4  
•ARAGORN  
ESTEL



COMPANION • MAN

8  
4  
When you play Aragorn, you may take an ally with a twilight cost of 2 or less into hand from your draw deck.  
**Skirmish:** Discard an skirmish event from hand to make Aragorn strength +2.  
*"I gave Hope to the Dúnedain, I have kept no hope for myself."*

VI R 19

3  
•BOROMIR  
REDEEMED



COMPANION • MAN

5  
3  
Boromir is strength +2 for each minion he is skirmishing.  
 At the start of each assignment phase, you may exert another companion with the Aragorn signet to make Boromir defender +1 until the regroup phase.  
*"Few have gained such a victory. Be at peace!"*

VI R 20

2  
•THE SONS OF GONDOR  
HAVE RETURNED



CONDITION • SUPPORT AREA

While Boromir is assigned to skirmish more than one minion, Aragorn is strength +3.  
 While Aragorn is assigned to skirmish more than one minion, Boromir is strength +3.  
*"They blew a great fanfare, and the heralds cried aloud..."*

VI C 21

1  
•GILRAEN'S MEMORIAL



ARTIFACT • SUPPORT AREA

To play, exert Aragorn.  
 When Aragorn is killed, discard this artifact.  
**Fellowship:** Exert a companion with the Aragorn signet to remove a burden. Then exert Aragorn or discard this artifact.  
*"Onen i-estel edain, ú-chebin estel anim."*

VI R 22

2  
•I WOULD HAVE GONE  
WITH YOU TO THE END



CONDITION • SUPPORT AREA

Each time you play a skirmish event during a skirmish involving a companion with the Aragorn signet, you may spot Aragorn to stack that event here.  
**Skirmish:** Spot Aragorn and discard X cards here to make a skirmishing companion with the Aragorn signet strength +X (limit +3).

VI C 23

1  
•YOU HAVE MY SWORD



CONDITION

+2  
To play, spot Aragorn. Plays on a companion with the Aragorn signet (except Aragorn).  
 Each time bearer wins a skirmish, exert Aragorn or discard this condition.  
*"I am Aragorn son of Arathorn; and if by life or death I can save you, I will!"*

VI C 24

**2** CREBAIN FLOCK

MINION • CROW

**2** This minion is twilight cost -1 for each companion you can spot over 3.  
**Maneuver:** Spot 2 wounded companions (or spot Saruman) and discard this minion to place an 🌪️ weather from your draw deck or discard pile on top of your draw deck.  
*"...one harsh croak was heard."*

**3**  
**4**

VI C 25

**3** CROWS OF ISENGARD

MINION • CROW

**3** When you play this minion, spot a companion to add 1 for each Free Peoples card borne by that companion (limit 6).  
**Maneuver:** Spot 2 Free Peoples items (or spot Saruman) and discard this minion to place an 🌪️ item from your draw deck or discard pile on top of your draw deck.

**3**  
**4**

VI C 26

**1** FROSTBITE

CONDITION

To play, spot a weather condition. Plays on a companion. Limit 1 per bearer.  
 Each time a weather card is played, add 2. When this condition is discarded by a Free Peoples card, wound bearer.  
*"Gandalf, we must turn back!"*

**1**  
**4**

VI U 27

**1** JUST A WISP OF CLOUD

EVENT • MANEUVER

**Spell. Weather.**  
 Place Saruman from your draw deck or discard pile on top of your draw deck. You may discard up to X cards from hand, where X is the number of Crows you can spot.  
*"It is moving fast...and against the wind."*

**1**  
**4**

VI C 28

**4** •MURDER OF CROWS

MINION • CROW

**4** While you can spot 3 Free Peoples conditions, this minion is twilight cost -3.  
**Maneuver:** Spot 3 Free Peoples conditions (or spot Saruman) and discard this minion to place an 🌪️ condition from your draw deck or discard pile on top of your draw deck.  
*"...a whole regiment of birds had broken away..."*

**3**  
**4**

VI R 29

**4** •SARUMAN  
FELL VOICE

MINION • WIZARD

**6** While you cannot spot a weather, Saruman may not take wounds in the archery phase and may not be assigned to a skirmish. While at a site bearing a weather, each 🌪️ minion is strength +2.  
**Response:** If the fellowship moves from a site bearing a weather, discard this minion to exert each companion.

**4**  
**4**

VI R 30

**0** GUIDED BY ONE PURPOSE

CONDITION • SUPPORT AREA

Each time a tentacle wins a skirmish, you may stack it here.  
**Assignment:** Spot 4 tentacles stacked here and discard this condition to assign a 🐙 creature to the Ring-bearer. The Free Peoples player may exert the Ring-bearer twice to prevent this.

**0**  
**4**

VI U 31

**0** •TERROR AT ITS COMING

CONDITION • SUPPORT AREA

Each time the fellowship moves, you may reveal The Balrog from your hand to add 2.  
*"The orcs stood still, and a dead silence fell."*

**0**  
**4**

VI C 37

**2** THRASHING TENTACLE



MINION • CREATURE

**5** Tentacle. This minion may not bear possessions and is discarded if not at a marsh.

**2** Shadow: Spot 3  creatures to play this minion from your discard pile.

*"The others swung round and saw the waters of the lake seething..."*

**4**

VI R 33

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**0** OUT OF DARK WATERS



CONDITION • SUPPORT AREA

Shadow: Remove **1** to stack a tentacle from hand here.

Shadow: Remove **1** to play a tentacle stacked here as if from hand.

Response: If this condition is about to be discarded, discard a tentacle stacked here to prevent that.

VI R 34

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** THE DARKNESS GREW



CONDITION • SUPPORT AREA

Shadow: Stack a  item from hand here.

Shadow: Spot The Balrog to take a  card stacked here into hand.

*"... he seemed small, and altogether alone; grey and bent, like a wizened tree before the onset of a storm."*

VI R 35

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**2** VILE TENTACLE



MINION • CREATURE

**7** Tentacle. This minion may not bear possessions and is strength -4 while not at a marsh.

**2** Shadow: Discard a  card from hand to make the fellowship's current site gain marsh until the end of the turn.

*"...it was pale-green and luminous and wet."*

**4**

VI R 36

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**0** FELL VOICES CALL



EVENT • SHADOW

Play a  item from your draw deck or discard pile.

*"A breath of deadly cold pierced him like a spear..."*

VI R 37

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** HARRY GOATLEAF  
IN THRALL TO THE NINE



MINION • MAN

**3** Nazgûl are twilight cost -1.

Assignment: Make the Free Peoples player assign a companion with 5 strength or more to skirmish this minion.

**1** *"But you'll find maybe that more folk than old Harry at the gate will be asking you questions."*

**2**

VI R 38

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** PALE CROWN



ARTIFACT • HELM

Plays to your support area.

While bearer is twilight, characters skirmishing bearer do not receive strength or damage bonuses from cards they bear.

Skirmish: Remove **1** to transfer this artifact from your support area to a Nazgûl.

*"They were once men. Great kings of men."*

**+1**

VI R 39

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**4** RINGWRAITH IN TWILIGHT



MINION • NAZGÛL

**9** Twilight.

This minion is strength +1 for each wound on the Ring-bearer.

At the start of the maneuver phase, you may exert this minion to make it fierce until the regroup phase. The Free Peoples player may exert the Ring-bearer to prevent this.

**3**

**3**

VI U 40

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1

THEIR EYES FELL UPON HIM



CONDITION • SUPPORT AREA

To play, spot a twilight Nazgûl. Each time the fellowship moves, you may spot a wound on the Ring-bearer to draw a card (or 2 cards if the Ring-bearer is exhausted).  
“...you had become visible to them, being already on the threshold of their world.”

VI U 41

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2

WALKS IN TWILIGHT



CONDITION • SUPPORT AREA

Each time a twilight Nazgûl wins a skirmish, you may exert a twilight Nazgûl to shuffle a card from your discard pile into your draw deck.  
“The Riders made straight for you, as soon as you fled.”

VI U 42

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

1

WHITE FACES BURNED



EVENT • SKIRMISH

Make a skirmishing twilight Nazgûl strength +1 for each wound on the Ring-bearer (and **damage +1** if that Nazgûl is The Witch-king).  
“Immediately, though everything else remained as before, dim and dark, the shapes became terribly clear.”

VI U 43

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

1

FELL TO ITS POWER



EVENT • REGROUP

Discard a Orc to add a burden. The Free Peoples player may discard a Free Peoples condition to prevent this.  
“If the Dark Lord knows so much as you say, Mithrandir, will he not rather smile than fear, and with his little finger crush us like a fly that tries to sting him?”

VI C 44

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1

GAZE OF THE EYE



CONDITION • SUPPORT AREA

**Response:** If your condition is about to be discarded, remove a burden to prevent this.  
“Then the Eye began to rove, searching this way and that; and Frodo knew with certainty and horror that among the many things that it sought he himself was one.”

VI C 45

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

0

I SEE YOU



CONDITION • SUPPORT AREA

The site number of each minion is -1 for each burden you can spot. Each minion with site number of 1 or less is strength +1. When the Ring-bearer takes off The One Ring, discard this condition.  
“...to pin you under its deadly gaze, naked, immovable.”

VI C 46

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1

IT BETRAYED ISILDUR



EVENT • REGROUP

Spot 5 burdens and discard a Orc to choose one: make the move limit for this turn -1; or make the Free Peoples player choose to move again (if the move limit allows).  
“He leaped into the waters, but the Ring slipped from his finger as he swam, and then the Orcs saw him and killed him with arrows.”

VI C 47

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

3

ORC AMBUSH TROOP



MINION • ORC

**8**  
**2**  
**6**  
**Tracker.** While you can spot an exhausted companion, this minion is an archer. While you can spot 3 exhausted companions, this minion is strength +3.  
“...he was waylaid by the Orcs of the Mountains, and almost all his folk were slain.”

VI R 48

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**1**  
A SHADOW OF THE PAST

**CONDITION • SUPPORT AREA**

While you can spot 4 burdens, each Orc is **fierce**.  
While you can spot 6 burdens, each Orc is **damage +1**.  
Discard this condition at the start of the regroup phase.  
“He has indeed arisen again... and returned to his ancient fastness in the Dark Tower of Mordor.”

VI R 49

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** • **MERRY**  
OF BUCKLAND

**COMPANION • HOBBIT**

**3** **Assignment:** Exert Merry 3 times to prevent a minion from being assigned to a skirmish until the regroup phase. The Shadow player may exhaust that minion to prevent this.  
**4** “...we are going to do our best to help you against the Enemy.”

VI R 52

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** • **PIPPIN**  
OF TUCKBOROUGH

**COMPANION • HOBBIT**

**3** **Skirmish:** Exert Pippin to prevent a skirmishing companion from being overwhelmed unless their strength is tripled (and make them strength +1 if you can spot 3 companions with the Frodo signet).  
**4** “You must go - and therefore we must, too. Merry and I are coming with you.”

VI R 53

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**2** • **SAM**  
OF BAGSHOT ROW

**COMPANION • HOBBIT**

**3** Each time a companion with the Frodo signet wins a skirmish, you may exert Sam or add a burden to heal that companion.  
**4** **Response:** If Frodo is killed, make Sam the **Ring-bearer (resistance 5)**.  
“Don’t turn me into anything... unnatural.”

VI U 54

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1**  
WE MAY YET

**EVENT • SKIRMISH**

Exert a skirmishing companion with the Frodo signet to make that companion strength +1 for each companion with the Frodo signet you can spot (limit +4).  
“I don’t suppose we’ll ever see them again.”

VI C 55

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**2**  
WE’RE COMING, TOO!

**EVENT • FELLOWSHIP**

Spot Merry and Pippin to heal two companions with the Frodo signet.  
“We hobbits ought to stick together, and we will. I shall go, unless they chain me up.”

VI C 56

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**2** • **BILBO**  
OF BAG END

**ALLY • HOME 3 • HOBBIT**

**2** To play, spot 2 companions with the Frodo signet.  
**3** **Fellowship:** If the fellowship is at a sanctuary, exert Bilbo twice to play 2 items from your draw deck on companions.  
“There has always been a Baggins in Bag End, and there always will be.”

VI U 50

NOT ENDORSED BY NEW LINE PRODUCTIONS, TOLKIEN ESTATE, OR DECIPHER

**1** • **GRIFFO BOFFIN**  
UNCOUTH FELLOW

**ALLY • HOME 1 • HOBBIT**

**3** Each time you play a ally, you may add 1 to draw a card.  
**2** “Neither are they counted amongst the very wise...”

VI C 51

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### LÓRIEN THRONE ROOM

6

3

**Forest. Sanctuary.** Each time a companion exerts here, you may exert an ally to heal that companion.

VI U 61

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### BAG END STUDY

1

When the fellowship moves from here, you may exert a companion to play a condition from your draw deck.

VI U 57

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### VALLEY OF THE ANDUIN

7

6

**River.** At the start of each skirmish phase, wound each unwounded character in that skirmish.

VI U 62

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### PRANCING PONY SPARE ROOM

2

2

Each time a minion of strength 6 or less is played, make it strength +3 until the regroup phase (unless you can spot a card).

VI U 58

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### NEN HITHOEL

8

7

**River.** When the fellowship moves to Nen Hitchoel, each Shadow player may draw a card for each companion over 4.

VI U 63

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### RIVENDELL GATEWAY

3

0

**Forest. Sanctuary. Fellowship:** Exert a companion to make a companion of another culture strength +1 until the end of the turn.

VI U 59

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### AMON HEN RUINS

9

9

**Forest.** Each minion is damage +1 for each wound on that minion.

VI U 64

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### MORIA CROSSROADS

4

3

**Underground.** While you can spot a unique minion, skirmishes involving minions may not be canceled.

VI U 60

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