



THE
LORD
OF THE
RINGS
TRADING CARD GAME

The Two Towers™
ANTHOLOGY

Tower Block Complete Card List
Tengwar Premium Card English Texts

TOWER BLOCK COMPLETE CARD LIST

THE TWO TOWERS — SET 4

THE ONE RING

- 1 R •The One Ring, Answer To All Riddles
- 2 C •The One Ring, The Ruling Ring ^{(4) (5)}

DUNLAND

- 3 C Anger
- 4 C Band of Wild Men
- 5 C Burn Every Village
- 6 R Constantly Threatening
- 7 C Dark Fury
- 8 U Death to the Strawheads
- 9 U Dunlending Arsonist
- 10 C Dunlending Brigand
- 11 U Dunlending Looter
- 12 C Dunlending Madman
- 13 C Dunlending Pillager
- 14 C Dunlending Ransacker
- 15 C Dunlending Ravager
- 16 C Dunlending Robber
- 17 C Dunlending Savage
- 18 C Dunlending Warrior
- 19 R Hides
- 20 R •Hill Chief
- 21 C Hillman Band
- 22 R •Hillman Horde
- 23 R Hillman Mob
- 24 U Hillman Rabble
- 25 U Hillman Tribe
- 26 C Iron Axe
- 27 U Living Off Rock
- 28 U No Defense
- 29 R •No Refuge
- 30 R No Retreat
- 31 U •Over the Isen
- 32 R Ravage the Defeated
- 33 R •Saruman, Rabble-rouser
- 34 U •Secret Folk
- 35 R Wake of Destruction
- 36 U War Club
- 37 C War Cry of Dunland
- 38 U Wild Man of Dunland
- 39 R Wild Man Raid
- 40 R •Wulf, Dunlending Chieftain

DWARVEN

- 41 R •Axe of Erebor ⁽⁵⁾
- 42 C Best Company
- 43 U Come Here Lad
- 44 C •Courtesy of My Hall
- 45 R Dwarven Foresight
- 46 R •Ever My Heart Rises
- 47 U From the Armory
- 48 R •Gimli, Lockbearer
- 49 C •Gimli, Unbidden Guest ⁽⁴⁾
- 50 C •Here Is Good Rock
- 51 C Khazâd Ai-mênu ⁽⁴⁾
- 52 U •My Axe Is Notched
- 53 U Quick As May Be ⁽⁴⁾
- 54 R Rest by Blind Night
- 55 R Restless Axe

THE TWO TOWERS — CONTINUED

- 56 C Search Far and Wide
- 57 U •Stout and Strong

ELVEN

- 58 R Alliance Reforged
- 59 U Arrow and Blade
- 60 U Blades Drawn
- 61 R Company of Archers
- 62 U Elven Bow ⁽⁴⁾
- 63 U Elven Brooch
- 64 C Elven Sword ⁽⁴⁾
- 65 R •Erethón, Naith Lieutenant
- 66 U Feathered
- 67 C •Fereveldir, Son of Thandronen
- 68 C •Ferevellon, Son of Thandronen
- 69 R •Final Count
- 70 C Flashing Steel
- 71 C •Haldir, Emissary of the Galadhrim
- 72 R Killing Field
- 73 R •Legolas, Dauntless Hunter
- 74 C •Legolas, Elven Comrade
- 75 R Lembas
- 76 C Lórien Guardian
- 77 U Lórien Is Most Welcome
- 78 C Lórien Swordsman ⁽⁴⁾
- 79 R Night Without End
- 80 U •Ordulus, Young Warrior
- 81 U •Penedhel, Naith Warrior
- 82 U •Strength of Arms
- 83 C Supporting Fire
- 84 R Sword-wall
- 85 C •Thandronen, Veteran Protector
- 86 U •Thónnas, Naith Captain
- 87 C Valor ⁽⁴⁾

GANDALF

- 88 U •Behold the White Rider
- 89 R •Gandalf, Greyhame
- 90 C •Gandalf, The White Wizard
- 91 R •Gandalf's Staff, Walking Stick ⁽⁵⁾
- 92 R Grown Suddenly Tall
- 93 C Have Patience
- 94 R •Hearken to Me
- 95 R Into Dark Tunnels
- 96 U Keep Your Forked Tongue
- 97 C Long I Fell
- 98 C Mithrandir, Mithrandir!
- 99 U Roll of Thunder
- 100 R •Shadowfax
- 101 U Stump and Bramble
- 102 C Task Was Not Done
- 103 R •Treebeard, Earthborn
- 104 C •Treebeard, Oldest Living Thing
- 105 C Under the Living Earth
- 106 R Well Met Indeed
- 107 R Windows in a Stone Wall
- 108 U Wizardry Indeed

GONDOR

- 109 C •Aragorn, Heir of Elendil
- 110 U Arrows Thick in the Air
- 111 R •Boromir, My Brother
- 112 C •Boromir's Gauntlets
- 113 C Curse Them

THE TWO TOWERS — CONTINUED

- ❑ 114 U •Damrod, Ranger of Ithilien
- ❑ 115 C Defend It and Hope
- ❑ 116 R •Faramir, Captain of Gondor ⁽³⁾
- ❑ 117 C •Faramir, Son of Denethor ⁽¹⁾
- ❑ 118 R •Faramir's Bow
- ❑ 119 R •Faramir's Cloak
- ❑ 120 R •Forbidden Pool
- ❑ 121 R •Forests of Ithilien
- ❑ 122 C Gondorian Ranger
- ❑ 123 U Hard Choice
- ❑ 124 R Help in Doubt and Need
- ❑ 125 R •Henneth Annún
- ❑ 126 U •Ithilien Trap
- ❑ 127 U •Mablung, Soldier of Gondor
- ❑ 128 C New Errand
- ❑ 129 C Pathfinder
- ❑ 130 C Ranger of Ithilien ⁽⁵⁾
- ❑ 131 C Ranger's Bow ⁽⁵⁾
- ❑ 132 U •Ranger's Sword, Blade of Aragorn
- ❑ 133 R •Ruins of Osgiliath
- ❑ 134 C Sword of Gondor ⁽⁵⁾
- ❑ 135 C War and Valor ⁽⁵⁾

ISENGARD

- ❑ 136 U Advance Uruk Patrol
- ❑ 137 C Attack on Helm's Deep
- ❑ 138 U Band of Uruk Bowmen
- ❑ 139 R Banished
- ❑ 140 R Beyond All Hope
- ❑ 141 C Beyond Dark Mountains
- ❑ 142 C Broad-bladed Sword
- ❑ 143 U Brought Back Alive
- ❑ 144 R Burning of Westfold
- ❑ 145 C Cloud of Arrows
- ❑ 146 R Come Down
- ❑ 147 U Covering Fire
- ❑ 148 U •Down to the Last Child
- ❑ 149 R Driven Back
- ❑ 150 R •Elite Crossbowmen
- ❑ 151 C Ferocity ⁽⁵⁾
- ❑ 152 U Get Back
- ❑ 153 C •Gríma, Son of Gálmód
- ❑ 154 R •Gríma, Wormtongue
- ❑ 155 U Haunting Her Steps
- ❑ 156 C Kill Them Now
- ❑ 157 R Leechcraft
- ❑ 158 R •Lieutenant of Orthanc
- ❑ 159 U Many Riddles
- ❑ 160 R •Mauhúr, Patrol Leader
- ❑ 161 U Men Will Fall
- ❑ 162 R New Power Rising
- ❑ 163 R No Dawn for Men
- ❑ 164 R •Orthanc Champion
- ❑ 165 C Orthanc Warrior
- ❑ 167 R Pillage of Rohan
- ❑ 168 R Race Across the Mark
- ❑ 169 R •Ranged Commander
- ❑ 170 U •Ranks Without Number
- ❑ 171 R Rest While You Can
- ❑ 172 R Rohan Is Mine
- ❑ 173 R •Saruman, Black Traitor
- ❑ 174 R •Saruman's Staff, Wizard's Device
- ❑ 175 C Still They Came

THE TWO TOWERS — CONTINUED

- ❑ 166 R •The Palantír of Orthanc, Seventh Seeing-stone
- ❑ 176 R •Uglúk, Servant of Saruman
- ❑ 177 R •Uglúk's Sword
- ❑ 178 C •Unferth, Gríma's Bodyguard
- ❑ 179 R Uruk Assault Band
- ❑ 180 C Uruk Besieger
- ❑ 181 C Uruk Chaser
- ❑ 182 U Uruk Crossbow Troop
- ❑ 183 C Uruk Crossbowman
- ❑ 184 C Uruk Defender
- ❑ 185 C Uruk Fanatic
- ❑ 186 R Uruk Follower
- ❑ 187 C Uruk Foot Soldier
- ❑ 188 U Uruk Hunter
- ❑ 189 C Uruk Plains Runner
- ❑ 190 C Uruk Pursuer
- ❑ 191 C Uruk Rear Guard
- ❑ 192 C Uruk Regular
- ❑ 193 C Uruk Runner
- ❑ 194 U Uruk Searcher
- ❑ 195 C Uruk Seeker
- ❑ 196 C Uruk Spear
- ❑ 197 C Uruk Stalker
- ❑ 198 C Uruk Stormer
- ❑ 199 R Uruk Trooper
- ❑ 200 R Uruk Vanguard
- ❑ 201 U Uruk Veteran
- ❑ 202 U Uruk-hai Band
- ❑ 203 R Uruk-hai Horde
- ❑ 204 C Uruk-hai Marauder
- ❑ 205 U Uruk-hai Mob
- ❑ 206 C Uruk-hai Patrol
- ❑ 207 C Uruk-hai Raiding Party ⁽⁵⁾
- ❑ 208 U Vengeance
- ❑ 209 R Volley Fire
- ❑ 210 C We Are the Fighting Uruk-hai
- ❑ 211 R Weapons of Isengard
- ❑ 212 C Weary
- ❑ 213 R What Did You Discover?
- ❑ 214 R Where Has Gríma Stowed It?
- ❑ 215 R Wounded

RAIDER

- ❑ 216 U •Arrow From the South
- ❑ 217 U •Desert Lancers
- ❑ 218 R •Desert Legion
- ❑ 219 R •Desert Lord
- ❑ 220 U Desert Soldier ⁽⁴⁾
- ❑ 221 C Desert Spearman ⁽⁴⁾
- ❑ 222 C Desert Warrior ⁽⁴⁾
- ❑ 223 R Discovered
- ❑ 224 C Easterling Axeman
- ❑ 225 R •Easterling Captain
- ❑ 226 C Easterling Guard
- ❑ 227 C Easterling Infantry
- ❑ 228 C Easterling Lieutenant
- ❑ 229 R Easterling Skirmisher
- ❑ 230 U Easterling Trooper
- ❑ 231 R •Eastern Emyrn Muil
- ❑ 232 U Elite Archer
- ❑ 233 U Fearless
- ❑ 234 U Flanking Attack
- ❑ 235 C Gathering to the Summons

THE TWO TOWERS — CONTINUED

- 236 U Howl of Harad
- 237 R •Ithilien Wilderness
- 238 R Men of Harad
- 239 C Men of Rhûn
- 240 R New Fear
- 241 C On the March ⁽⁴⁾
- 242 U Raiders From the East
- 243 R Rapid Fire
- 244 R •Regiment of Haradrim
- 245 R Southron Archer
- 246 R Southron Assassin
- 247 R Southron Bow
- 248 C Southron Bowman
- 249 U Southron Commander
- 250 U Southron Explorer
- 251 R Southron Fighter
- 252 C Southron Scout
- 253 U Southron Sentry
- 254 C Southron Soldier
- 255 C Southron Spear
- 256 R Southron Troop
- 257 R Southron Veterans
- 258 C Southron Wanderer
- 259 R Vision From Afar
- 260 C Whirling Strike ⁽⁴⁾
- 261 R Wrath of Harad

ROHAN

- 262 R •Aldor, Soldier of Edoras
- 282 U An Honorable Charge
- 263 U •Brego
- 264 U •Ceorl, Weary Horseman
- 265 C Elite Rider ⁽⁴⁾
- 266 C •Éomer, Sister-son of Théoden
- 267 R •Éomer, Third Marshal of Riddermark ⁽³⁾
- 268 U •Éomer's Spear
- 269 R •Éothain, Scout of the Mark
- 270 C •Éowyn, Lady of Rohan ⁽¹⁾
- 271 R •Éowyn, Sister-daughter of Théoden ⁽³⁾
- 272 R •Éowyn's Sword
- 273 C Fight for the Villagers
- 274 R •Firefoot ⁽³⁾
- 275 U Forth Eorlingas!
- 276 U •Fortress Never Fallen
- 277 C •Guma, Plains Farmer
- 278 C Heavy Chain
- 279 R Helm! Helm!
- 280 U •Herugrim
- 281 C •Hlafwine, Village Farmhand
- 283 C Horse of Rohan
- 284 R •King's Mail
- 285 U •Léod, Westfold Herdsman
- 286 C Rider of Rohan
- 287 C Rider's Mount ⁽⁴⁾
- 288 C Rider's Spear ⁽⁴⁾
- 289 R Simbelmynë
- 290 R Supplies of the Mark
- 291 C Sword of Rohan
- 292 C •Théoden, Son of Thengel
- 293 R Valleys of the Mark
- 294 R Weapon Store
- 295 U •Weland, Smith of the Riddermark
- 296 U Well Stored
- 297 C Work for the Sword ⁽⁴⁾

THE TWO TOWERS — CONTINUED

SHIRE

- 298 C Brace of Coneys
- 299 R •Cliffs of Eryn Mui
- 300 R Escape
- 301 R •Frodo, Courteous Halfling
- 302 C •Frodo, Tired Traveller ^{(4) (5)}
- 303 R •Frodo's Cloak
- 304 R Get On and Get Away
- 305 U •Good Work
- 306 C Hobbit Sword ^{(4) (5)}
- 307 R Impatient and Angry
- 308 C Knocked on the Head ⁽⁵⁾
- 309 U Light Shining Faintly
- 310 C •Merry, Learned Guide ⁽⁵⁾
- 311 R •Merry, Unquenchable Hobbit
- 312 U Mind Your Own Affairs
- 313 R •Pippin, Just a Nuisance
- 314 C •Pippin, Woolly-footed Rascal ⁽⁵⁾
- 315 R •Sam, Frodo's Gardener
- 316 C •Sam, Samwise the Brave
- 317 R •Sam's Pack
- 318 U Seven We Had
- 319 C Severed His Bonds ^{(4) (5)}
- 320 U Store-room
- 321 C Swiftly and Softly
- 322 C Warmed Up a Bit

SITE

- 323 U East Wall of Rohan ⁽⁵⁾
- 324 U Eastemnet Downs
- 325 U Eastemnet Gullies
- 326 U Horse-country ^{(4) (5)}
- 327 U Plains of Rohan ⁽⁴⁾
- 328 U The Riddermark
- 329 U Western Eryn Mui
- 330 U Derndingle ⁽⁵⁾
- 331 U Eastfold
- 332 U Fangorn Forest
- 333 U Plains of Rohan Camp ⁽⁴⁾
- 334 U Rohirrim Village
- 335 U Uruk Camp
- 336 U Wold of Rohan ^{(4) (5)}
- 337 U Barrows of Edoras ⁽⁴⁾
- 338 U Golden Hall ⁽⁵⁾
- 339 U Stables ^{(4) (5)}
- 340 U Streets of Edoras
- 341 U Throne Room
- 342 U Westemnet Plains
- 343 U Ered Nimrais ⁽⁵⁾
- 344 U Westemnet Hills ⁽⁴⁾
- 345 U White Mountains
- 346 U White Rocks ^{(4) (5)}
- 347 U Deep of Helm ⁽⁵⁾
- 348 U Deeping Wall
- 349 U Helm's Gate ⁽⁴⁾
- 350 U Hornburg Courtyard ⁽⁵⁾
- 351 U Hornburg Parapet ⁽⁴⁾
- 352 U Caves of Aglarond
- 353 U Great Hall
- 354 U Hornburg Armory ^{(4) (5)}
- 355 U Cavern Entrance
- 356 U Hornburg Causeway ⁽⁴⁾
- 357 U King's Room ^{(4) (5)}
- 358 U Ring of Isengard ⁽⁵⁾

THE TWO TOWERS — CONTINUED

- 359 U Wizard's Vale ⁽⁴⁾
- 360 U Fortress of Orthanc
- 361 U Orthanc Balcony
- 362 U Orthanc Library ⁽⁵⁾
- 363 U Palantír Chamber ⁽⁴⁾

PREMIUM

- 364 P •Aragorn, Wingfoot
- 365 P •Théoden, Lord of the Mark

BATTLE OF HELM'S DEEP — SET 5

DUNLAND

- 1 U Dunlending Rampager
- 2 U Dunlending Renegade
- 3 R Leaping Blaze
- 4 R Wild Men of the Hills

DWARVEN

- 5 R Baruk Khazâd
- 6 C Defending the Keep
- 7 R •Gimli, Skilled Defender ⁽³⁾
- 8 U •Horn of Helm
- 9 U •More to My Liking

ELVEN

- 10 U •Balgin, Elven Warrior
- 11 R Break the Charge
- 12 U •Legolas' Sword
- 13 U •Taurnil, Sharp-eyed Bowman
- 14 C That Is No Orc Horn

GANDALF

- 15 U •Birchseed, Tall Statesman
- 16 R Down From the Hills
- 17 C Forest Guardian
- 18 R Fury of the White Rider
- 19 R •Lindenroot, Elder Shepherd
- 20 U Turn of the Tide

GOLLUM

- 21 R Be Back Soon
- 22 U Evil-smelling Fens
- 23 U Follow Sméagol
- 24 C •Gollum, Nasty Treacherous Creature
- 25 R •Gollum, Stinker
- 26 U Look at Him
- 27 C Poor Wretch
- 28 C •Sméagol, Old Noser ⁽¹⁾
- 29 R •Sméagol, Slinker
- 30 C We Must Have It

Gondor

- 31 R •Alcarin, Warrior of Lamedon
- 32 C •Citadel of the Stars
- 33 C City Wall
- 34 U Fall Back
- 35 C Gondorian Knight
- 36 C Knight of Gondor
- 37 C Men of Númenor
- 38 U Rally Point
- 39 R •Stone Tower
- 40 C Take Cover
- 41 R These Are My People
- 42 U •Turgon, Man of Belfalas
- 43 C War Must Be

BATTLE OF HELM'S DEEP — CONTINUED

ISENGARD

- 44 U Battering Ram
- 45 U •Berserk Rager
- 46 R •Berserk Savage
- 47 R •Berserk Slayer
- 48 U Black Shapes Crawling
- 49 R •Devilry of Orthanc
- 50 R •Foul Horde
- 51 R •Gríma, Chief Counselor
- 52 C Isengard Flanker
- 53 C Isengard Rider
- 54 U Isengard Scimitar
- 55 U Isengard Scout Troop
- 56 R •Saruman, Master of Foul Folk
- 57 U Scaling Ladder
- 58 R •Sharku, Warg-captain
- 59 R •Sharku's Warg
- 60 U Siege Engine
- 61 C Uruk Engineer
- 62 C Uruk Sapper
- 63 U Uruk-hai Berserker ⁽⁵⁾
- 64 U War-warg
- 65 C Warg
- 66 C Warg-master
- 67 C Warg-rider
- 68 C Wolf-voices
- 69 R Wolves of Isengard

RAIDER

- 70 R •Army of Haradrim
- 71 R Company of Haradrim
- 72 R Desert Stalker
- 73 C Múmak
- 74 C Southron Marcher
- 75 C Southron Runner
- 76 C Southron Traveler
- 77 U Strength in Numbers
- 78 R War Múmak

ROHAN

- 79 U •Armory
- 80 U •Arrow-slits
- 81 C •Ecglaif, Courageous Farmer
- 82 R •Gamling, Warrior of Rohan
- 83 C Household Guard
- 84 R I Am Here
- 85 C Let Us Be Swift
- 86 R No Rest for the Weary
- 87 U •Parapet
- 88 C Rohirrim Bow
- 89 R Rohirrim Helm
- 90 C Rohirrim Scout
- 91 C Rohirrim Shield
- 92 U •Sigewulf, Brave Volunteer
- 93 C •Théoden, King of the Golden Hall ⁽²⁾
- 94 R Thundering Host

SAURON

- 95 R •Dead Marshes
- 96 R Eye of Barad-Dûr
- 97 C Gate Soldier
- 98 C Gate Trooper ⁽⁵⁾
- 99 C Gate Veteran ⁽⁵⁾
- 100 R •Grishnákh, Orc Captain

BATTLE OF HELM'S DEEP — CONTINUED

- 101 U I'd Make You Squeak
- 102 R •Morannon
- 103 R Orc Captain
- 104 U •Orc Cutthroat ⁽⁵⁾
- 105 U Orc Fighter
- 106 C Orc Infantry
- 107 U •Orc Patrol
- 108 C Orc Pursuer ⁽⁵⁾
- 109 C Orc Runner ⁽⁵⁾
- 110 U Teeth of Mordor

SHIRE

- 111 U •Frodo, Master of the Precious
- 112 R No Help for It
- 113 R No Use That Way
- 114 U •Rare Good Ballast
- 115 U •Sam, Nice Sensible Hobbit ⁽⁵⁾
- 116 R •Sting, Baggins Heirloom
- 117 C You Must Help Us

SITE

- 118 U Hornburg Wall ⁽⁵⁾
- 119 U Nan Curunír ⁽⁵⁾
- 120 U Caverns of Isengard ⁽⁵⁾

PREMIUM

- 121 P •Legolas, Archer of Mirkwood
- 122 P •Éowyn, Daughter of Éomund

ENTS OF FANGORN — SET 6

DUNLAND

- 1 C •Bound By Rage
- 2 C Dunlending Elder
- 3 C Dunlending Footmen
- 4 C Dunlending Headman
- 5 C Dunlending Reserve
- 6 R Hill Clan
- 7 R Ready to Fall
- 8 U Too Long Have These Peasants Stood

DWARVEN

- 9 U Lend Us Your Aid
- 10 C •Suspended Palaces
- 11 R Toss Me

ELVEN

- 12 C •Agility
- 13 U •Arwen, Evenstar of Her People
- 14 U Banner of Elbereth
- 15 R •Elrond, Keeper of Vilya
- 16 U Forearmed
- 17 C Forewarned
- 18 R •Galadriel, Keeper of Nenyá
- 19 U Gift of Foresight
- 20 U Must Be a Dream
- 21 C Naith Longbow
- 22 U •Naith Troop
- 23 R •Naith Warband

GANDALF

- 24 U Boomed and Trumpeted
- 25 U Crack Into Rubble
- 26 R Enraged
- 27 C Ent Avenger
- 28 R •Ent Horde

ENTS OF FANGORN — CONTINUED

- 29 C Ent Moot
- 30 R •Gandalf, Mithrandir ⁽³⁾
- 31 R •Glamdring, Lightning Brand ⁽³⁾
- 32 U •Host of Fangorn
- 33 C •Quickbeam, Bregalad
- 34 C Roused
- 35 R •Skinbark, Fladrif
- 36 U Threw Down My Enemy
- 37 C •Treebeard, Guardian of the Forest ⁽²⁾

GOLLUM

- 38 C Don't Follow the Lights
- 39 R Don't Look at Them
- 40 C •Gollum, Old Villain
- 41 R Master Broke His Promise
- 42 C Nasty, Foul Hobbites
- 43 C Not Listening
- 44 R Safe Paths
- 45 C •Sméagol, Poor Creature
- 46 R They Stole It
- 47 C You're a Liar and a Thief

GONDOR

- 48 C •Anborn, Skilled Huntsman
- 49 R Ancient Roads
- 50 R •Aragorn, Defender of Free Peoples
- 51 U Banner of Westernesse
- 52 C •Garrison of Osgiliath
- 53 C Mortal Men
- 54 U Perilous Ventures
- 55 R •Ring of Barahir
- 56 C Trust

ISENGARD

- 57 R Agents of Orthanc
- 58 U Assault Ladder
- 59 C Banner of Isengard
- 60 R •Berserk Butcher
- 61 U Desertion
- 62 R Fires and Foul Fumes
- 63 U Gnawing, Biting, Hacking, Burning
- 64 U Iron Fist of the Orc
- 65 C Isengard Artisan
- 66 U Isengard Builder
- 67 C Isengard Journeyman
- 68 R Isengard Mechanics
- 69 C Isengard Plodder
- 70 U Isengard Tender
- 71 C Isengard Tinker
- 72 C Rohirrim Traitor
- 73 U Scaffolding
- 74 R •Sharku, Vile Marauder
- 75 U Twisted Tales

MORIA

- 76 R •The Balrog, Terror of Flame and Shadow
- 77 R •Durin's Tower

RAIDER

- 78 R Easterling Army
- 79 U Easterling Polearm
- 80 R Southron Archer Legion
- 81 C Southron Invaders
- 82 R Trample

ENTS OF FANGORN — CONTINUED

RINGWRAITH

- ❑ 83 U Fell Beast ⁽¹⁾
- ❑ 84 U Spied From Above
- ❑ 85 R •Sword of Dol Guldur
- ❑ 86 U •Úlairë Lemenya, Winged Hunter
- ❑ 87 U •Úlairë Nertëa, Winged Hunter
- ❑ 88 R •Úlairë Toldëa, Winged Sentry
- ❑ 89 R Winged and Ominous

ROHAN

- ❑ 90 U Banner of the Mark
- ❑ 91 U Blood Has Been Spilled
- ❑ 92 R •Éomer, Rohirrim Captain
- ❑ 93 U Ever the Hope of Men
- ❑ 94 R •Háma, Doorward of Théoden
- ❑ 95 C •Hrethel, Rider of Rohan
- ❑ 96 R News From the Mark
- ❑ 97 C •We Left None Alive

SAURON

- ❑ 98 C Banner of the Eye
- ❑ 99 C Corpse Lights
- ❑ 100 C Dead Ones
- ❑ 101 R •Gate Picket
- ❑ 102 C Gate Sentry
- ❑ 103 R •Gate Troll
- ❑ 104 U •Orc Insurgent
- ❑ 105 U Peril
- ❑ 106 R Troll of Udûn
- ❑ 107 U Troll's Chain
- ❑ 108 C Wisp of Pale Sheen

SHIRE

- ❑ 109 R Held
- ❑ 110 U It Burns Us
- ❑ 111 C •Kept Safe
- ❑ 112 C Long Slow Wrath
- ❑ 113 R •Merry, Impatient Hobbit
- ❑ 114 R •Pippin, Hastiest of All

SITE

- ❑ 115 U Rocks of Emyrn Muil
- ❑ 116 U Westfold
- ❑ 117 U Meduseld
- ❑ 118 U Hornburg Hall
- ❑ 119 U Valley of Saruman
- ❑ 120 U Saruman's Laboratory

PREMIUM

- ❑ 121 P •Faramir, Ithilien Ranger
- ❑ 122 P •The Witch-king, Deathless Lord

VERSION NOTES

- (1) Reprint of pre-release/promotional card
- (2) Reprint of DGMA Release Event card
- (3) Reprinted in The Countdown Collection
- (4) Reprinted in Battle of Helm's Deep starter decks
- (5) Reprinted in Ents of Fangorn starter decks

TENGWAR PREMIUM ENGLISH CARD TEXTS

Following is the complete English text of the second set of 18 premium cards, hand-lettered in Tengwar by Daniel Reeve.

•THE ONE RING, ANSWER TO ALL RIDDLES (4 R 1)

THE ONE RING (COST 0, VITALITY +2)

While wearing The One Ring, the Ring-bearer is strength +2, and each time he is about to take a wound in a skirmish, add a burden instead.



Skirmish: Add a burden to wear The One Ring until the regroup phase.

"...thought to have perished from the world."

HIDES (4 R 19)

POSSESSION (COST 1)

Plays to your support area. When you play this possession, you may draw a card.

Response: If a  Man is about to take a wound, remove  or discard this possession to prevent that wound.

Only heavy animal skins armored the Dunlendings.

•LEGOLAS, DAUNTLESS HUNTER (4 R 73)

COMPANION • ELF (COST 2, STRENGTH 6, VITALITY 3, ARAGORN SIGNET)

Archer.

The twilight cost of each Shadow event and Shadow condition is +1 for each unbound Hobbit you can spot.

"They are far, far away.... I know in my heart that they have not rested this night."

•GANDALF, THE WHITE WIZARD (4 C 90)

COMPANION • WIZARD

(COST 4, STRENGTH 7, VITALITY 4, GANDALF SIGNET)

While you can spot 3 twilight tokens, Gandalf is strength +3.

"Behold, I am not Gandalf the Grey, whom you betrayed. I am Gandalf the White, who has returned from death."

•SHADOWFAX (4 R 100)

POSSESSION • MOUNT (COST 2, STRENGTH +2)

Bearer must be Gandalf. Discard any hand weapon he bears. Gandalf cannot bear a hand weapon.

At the start of each skirmish involving Gandalf, each minion skirmishing him must exert.


"He is the chief of the Mearas, lords of horses...."

•TREEBEARD, EARTHBORED (4 R 103)

ALLY • HOME 2  & 8  • ENT (COST 4, STRENGTH 12, VITALITY 4)

Unhasty.

Response: If an unbound Hobbit is about to be discarded, stack him here instead.

Fellowship: Exert Treebeard and add  to play an unbound Hobbit stacked here.

"Do not be hasty, that is my motto."

•GRÍMA, WORMTONGUE (4 R 154)

MINION • MAN (COST 2, STRENGTH 4, VITALITY 3, SITE 3)

Maneuver: Exert Gríma and spot an unbound companion bearing 3 or more cards to return each Free Peoples card that companion bears to its owner's hand.

"I care for you and yours as best I may. But do not weary yourself; or tax too heavily your strength."

•**SARUMAN, BLACK TRAITOR (4 R 173)**

MINION • WIZARD (COST 4, STRENGTH 8, VITALITY 4, SITE 4)
Saruman cannot take wounds during the archery phase and cannot be assigned to a skirmish.
When you play Saruman, you may discard a condition.
Shadow: Exert Saruman to play Saruman's Staff from your discard pile.

•**UGLÚK, SERVANT OF SARUMAN (4 R 176)**

MINION • URUK-HAI (COST 4, STRENGTH 9, VITALITY 3, SITE 5)
Tracker. Fierce.
The roaming penalty for each 🏹 tracker you play is -2. While you can spot 2 🏹 trackers, Uglúk is strength +3. While you can spot 3 🏹 trackers, Uglúk is damage +1.

•**DESERT LORD (4 R 219)**

MINION • MAN (COST 6, STRENGTH 11, VITALITY 3, SITE 4)
Southron. Archer.
Archery: Exert Desert Lord to exert a companion (except the Ring-bearer); Desert Lord does not add to the minion archery total.
Southron legends tell of powerful warrior leaders and the kingdoms they have conquered.

•**EASTERLING CAPTAIN (4 R 225)**

MINION • MAN (COST 5, STRENGTH 11, VITALITY 3, SITE 4)
Easterling. Fierce.
Skirmish: Spot 2 burdens and remove 🏹 to make an Easterling strength +2.
Skirmish: Spot 4 burdens and remove 🏹 to make an Easterling strength +3.
Skirmish: Spot 6 burdens and remove 🏹 to make an Easterling strength +4.

•**SIMBELMYNĒ (4 R 289)**

EVENT (COST 1)
Fellowship: Spot 2 🏹 Men (or 1 valiant 🏹 Man) to play a 🏹 character or 🏹 possession from your draw deck.
"How fair are the bright eyes in the grass! Evermind they are called... for they blossom in all seasons of the year, and grow where dead men rest."

•**FRODO, COURTEOUS HALFLING (4 R 301)**

COMPANION • HOBBIT (COST 0, STRENGTH 3, VITALITY 4, FRODO SIGNET)
Ring-bearer (resistance 10). Ring-bound.
While you can spot 3 unbound companions, Shadow cards cannot discard cards from your hand or from the top of your draw deck.
"But as for us, we are Hobbits of the Shire, far to the North and West, beyond many rivers."

•**ARAGORN, WINGFOOT (4 P 364)**

COMPANION • MAN (COST 4, STRENGTH 8, VITALITY 4, ARAGORN SIGNET)
Ranger.
Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot.
"Forty leagues and five you have measured ere the fourth day is ended! Hardy is the race of Elendil!"

•**GOLLUM, STINKER (5 R 25)**

MINION (COST 2, STRENGTH 5, VITALITY 4, SITE 3)
Gollum is strength +1 for each burden.
Each time Gollum wins a skirmish, you may add a burden.
"Still he's a Baggins, my precious, yes, a Baggins. A Baggins stole it. He found it and he said nothing. We hates Bagginses."

•**SMÉAGOL, SLINKER (5 R 29)**

COMPANION (COST 0, STRENGTH 3, VITALITY 4, FRODO SIGNET)
Ring-bound. To play, add a burden.
Skirmish: Add a burden to make Sméagol strength +2 and take no wounds.
"...that it is my fate to receive help from you, where I least looked for it, and your fate to help me whom you long pursued with evil purpose."

•**GRISHNÁKH, ORC CAPTAIN (5 R 100)**

MINION • ORC (COST 4, STRENGTH 11, VITALITY 3, SITE 6)
Tracker.
The site number of each 👁 Orc is -3.
Shadow: Exert Grishnákh twice and spot another 👁 Orc to draw 3 cards. The Free Peoples player may add 2 burdens to prevent this.
"They might agree with me, with Grishnákh..."

•**ÚLAIRĒ TOLDĒA, WINGED SENTRY (6 R 88)**

MINION • NAZGŪL (COST 6, STRENGTH 12, VITALITY 3, SITE 3)
Fierce.
Each time ÚlairĒ ToldĒa wins a skirmish, the Free Peoples player must exert a companion or add a burden.
"They are calling for it. Calling for the precious."

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NEW LINE CINEMA
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A tall, dark, ornate tower with a full moon in the background. The tower is the central focus, featuring intricate carvings and a spire that splits into two points at the top. The background is a dark, cloudy sky with a large, bright full moon. The foreground shows a desolate, rocky landscape with some small structures and a fence. The entire scene is framed by a rough, torn edge.

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