

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

### Card Types

<b>Quest</b>	Scenario-specific cards reflecting the current quest.	Arrange quest cards in sequential order, with <i>Side A</i> face-up. Resolve any text on <i>Side A</i> on the top card, then flip to <i>Side B</i> and resolve text there as well.
<b>Hero</b>	Starting characters for players.	Heroes are characters and are normally the only characters to have a resource pool. Heroes can never be in your hand.
<i>Player Deck</i>	Cards in your draw pile, discard pile, and hand are out-of-play and not normally impacted by game events.	Cards are returned to original owner's discard pile when removed from play.
<b>Ally</b>	Characters that you can put into play during the game.	Allies are characters. Allies can normally only be played during <b>Phase 2 (after paying the proper type and amount of resources)</b> and are normally played in front of you and under your control. Only one copy of each <b>Unique</b> ally may be in-play at the same time (among all players).
<b>Event</b>	Used directly from the players' hands as an <b>Action</b> or a <b>Response</b> .	Events are played out of your hand during any action window (if it has the <b>Action</b> keyword) or in response to specific occurrence in the game (e.g., a character being wounded or a card being revealed) that if it has the <b>Response</b> keyword) but you must pay the correct type and amount of resources.
<b>Attachment</b>	Attachments are cards played on other cards to modify their effects, statistics, and traits. Most attachments are played on characters to give them additional powers or items. Any card that attaches to another card is an Attachment, even if it is of another type ( <i>official FAQ 1.2</i> ).	Attachments may be played on any character ( <b>Ally</b> or <b>Hero</b> ) controlled by any player unless otherwise specified. You control any attachments on characters you control regardless of who played the card (unless it came from the encounter deck). Only one <b>Unique</b> attachment may be in-play (attached to a character) at any given time. A character may only have two attachments with <b>Restricted</b> keyword at the same time. Attachments are exhausted (when applicable) independently of the characters they are attached to.
<i>Encounter Deck</i>		Any <b>Shadow</b> text is ignored unless the card is being used as a shadow card, in which case all text besides the <b>Shadow</b> text is ignored.
<b>Enemy</b>	Villains, creatures, monsters, and minions that attempt to interfere with your quest.	All enemies in-play are either in the staging area (where they contribute their <b>Threat</b> ) or engaged with a player. Enemies leave play immediately and are considered defeated when they have a number of damage tokens equal to or greater than their <b>Health</b> , possibly without having even engaged a player. <b>Enemies</b> are not characters ( <i>official FAQ v1.1</i> ).
<b>Treachery</b>	Traps, curses, and other surprises that attempt to interfere with your quest.	These cards take effect immediately when revealed and then are normally discarded.
<b>Location</b>	Perilous places to which the players may travel during a scenario.	All locations in-play are either in the staging area (where they contribute their <b>Threat</b> ) or the current active location. Only one location may be the active location at any time, and this location does not contribute its <b>Threat</b> . A location is immediately removed from play and considered explored when the number of progress tokens equals or exceeds the location's quest points, whether or not it has even been traveled to.
<b>Objective</b>	Scenario-specific objectives, not always used.	You gain control of any <b>Objective</b> cards you claim ( <i>official FAQ</i> ). <b>Attachments</b> can't be detached unless a card effect instructs you to. The only exception is if you were to place a third <b>Restricted</b> attachment on a character, one of the existing attachments would need to be detached. Can be claimed once unguarded at the next available <b>Action</b> window. The <b>Guarded</b> keyword does not trigger if returned back to the staging area when detached.

(recent major updates shown in red)

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

### Keywords

<b>Action</b>	Optional player actions, card must already be in play unless it is an <b>Event</b> card in your hand. (p23)	Can be used by controlling player (unless otherwise specified) any time before, during, or after any green-colored section of the Turn Order chart (but not during <b>Setup</b> ). The exception is during Combat: actions can't interrupt any step but can only be played at the end of each step. May be restricted to a specific phase (e.g. <b>Quest Action</b> ). <b>Actions</b> in-play can be triggered as many times as you can afford, while <b>Actions</b> or <b>Event</b> cards in your hand can only be triggered once (after paying the cost).
<b>Doomed X</b>	<b>Each Player</b> must raise threat by X (p24)	This keyword is triggered any time the card enters play, even during setup (official FAQ). This is triggered after any <b>When Revealed</b> effect but before any <b>Response</b> events by players.
<b>Forced</b>	Non-optional effect or action (p23)	Resolve immediately whenever the specified prerequisite (if any) occurs, whether the player wants it to occur or not. In many cases these will occur on a regular basis.
<b>Guarded</b>	Reveal and attach next encounter card (p24). If the next card is also Guarded, set that aside and draw a new card to guard the first Guarded card. Then draw a card to guard the new Guarded card.	Triggered any time the card enters play (official FAQ). Only resolve this keyword when drawn from the <b>Encounter</b> deck, not when a card with this keyword is placed back into the staging area. <b>Treachery</b> is immediately resolved (if the relevant keywords are valid in the current phase) but not attached, <b>Enemies</b> and <b>Locations</b> remain attached until defeated (killed or explored) and still contribute their <b>Threat</b> . Enemies attached as guardians can still engage and be engaged like any other enemy in the staging area. Once the attached card is defeated the card is no longer guarded unless it is revealed from the <b>Encounter</b> deck again and the keyword causes a new guardian to be attached. Although you apply any <b>Surge</b> keyword on the next card, only the first card drawn is attached to the original encounter card.
<b>Ranged</b>	May attack enemies engaged with other players (p24) <i>Often useless in a single-player game.</i>	You may use your normal attack to attack <b>Enemies</b> engaged with other players. You may join in an attack made by another player (of course you must exhaust the character). Note that this never means you can attack enemies in the staging area unless something specifically was to allow this.
<b>Response</b>	Optional trigger (p23)	May be triggered during <b>Setup</b> . If multiple <b>Responses</b> are triggered by the same event, the first player may choose the order in which they are resolved. A single <b>Response</b> may be triggered multiple times if the event it is responding to occurs multiple times, but only once per event being responded to (official FAQ v1.1).
<b>Restricted</b>	Only 2 <b>Restricted</b> attachments per character (p24)	Characters can have as many attachments as desired (even duplicates of the same non- <b>Unique</b> attachments) as long as no more than two of them are <b>Restricted</b> . If you attach a third <b>Restricted</b> attachment, you must discard one of them immediately.
<b>Sentinel</b>	Defend against attacks on other players (p24) <i>Useless in a single-player game.</i>	Defending player does not change: your <b>Sentinel</b> might be helping, but any effects against the defending player still apply to the other player (rulebook p24).
<b>Setup</b>	Follow any <b>Setup</b> instructions on <i>Side A</i> of a new <b>Quest</b> card.	Immediately flip to <i>Side B</i> after <b>Setup</b> . Any <b>When Revealed</b> , <b>Surge</b> , <b>Doomed</b> , and <b>Guarded</b> effects on any cards drawn from the encounter deck do occur (official FAQ).
<b>Shadow</b>	Bottom portion of some <b>Encounter</b> cards (p23)	Has no effect except when dealt to an enemy as a shadow card during combat
<b>Surge</b>	Reveal 1 additional <b>Encounter</b> card (p23)	This keyword is triggered any time the card enters play, even during setup (official FAQ). This is triggered after any <b>When Revealed</b> event and after any <b>Response</b> events. If the <b>Encounter</b> card is eliminated during these events, this keyword never triggers.
<b>Travel</b>	Cost or restriction when traveling to a location (p23)	Only activated when you choose to travel to the location.
<b>Unique</b>	Only one copy of each <b>Unique</b> card may be in play at any time.	Only one in-play amongst all of the players.
<b>Victory X</b>	When defeated, keep card for victory points (p24)	You earn the victory point(s) for defeating the <b>Encounter</b> card (exploring a location or killing an enemy). This <b>Encounter</b> card is never re-shuffled once defeated.
<b>When Revealed</b>	Automatic <b>Forced</b> event (p23)	Always occurs when card is revealed (including <b>Setup</b> ) <i>except</i> when the card is a shadow card, in which case only any <b>Shadow</b> section is resolved. If a game effect causes a card to enter play without using the phrase "reveal", this is not triggered (official FAQ v1.1).

Complete Card Reference & Unofficial FAQs

CORE Set

1. Aragorn	<p><b>Hero, Leadership</b>, Core Set x1, <b>Unique</b>, Threat: 12  <b>Dúnedain. Noble. Ranger.</b>                      HP: 5, Willpower: 2, Attack: 3, Defense: 2                      Sentinel.  <b>Response:</b> After Aragorn commits to a quest, spend 1 resource from his resource pool to ready him.</p>	<p>As always, this <b>Response</b> is optional but if desired it must be triggered immediately after Aragorn is committed to a quest. This can't allow Aragorn to quest more than once in the same round. He is still committed to the quest until the end of the phase even if you ready him.</p>
2. Théodred	<p><b>Hero, Leadership</b>, Core Set x1, <b>Unique</b>, Threat: 8  <b>Noble. Rohan. Warrior.</b>                      HP: 4, Willpower: 1, Attack: 2, Defense: 1  <b>Response:</b> After Théodred commits to a quest, choose a hero committed to that quest. Add 1 resource to that hero's resource pool.</p>	<p>Can add resource to himself or any other <b>Hero</b> owned by any player. Théodred can add resource to <b>Aragorn</b> (CORE 1) who can use the resource to ready himself if they both are committed to the quest by the same player. If <b>Aragorn</b> was already committed by another player he would not be able to immediately use this resource (<i>official FAQ</i>). Can only commit to a quest once per game turn, even if you have a way to ready him.</p>
3. Glóin	<p><b>Hero, Leadership</b>, Core Set x1, <b>Unique</b>, Threat: 9  <b>Dwarf. Noble.</b>                      HP: 4, Willpower: 2, Attack: 2, Defense: 1  <b>Response:</b> After Glóin suffers damage, add 1 resource to his resource pool for each point of damage he just suffered.</p>	
4. Gimli	<p><b>Hero, Tactics</b>, Core Set x1, <b>Unique</b>, Threat: 11  <b>Dwarf. Noble. Warrior.</b>                      HP: 5, Willpower: 2, Attack: 2, Defense: 2                      Gimli gets +1 <b>Attack</b> for each damage token on him.</p>	
5. Legolas	<p><b>Hero, Tactics</b>, Core Set x1, <b>Unique</b>, Threat: 9  <b>Noble. Silvan. Warrior.</b>                      HP: 4, Willpower: 1, Attack: 3, Defense: 1                      Ranged.  <b>Response:</b> After Legolas participates in an attack that destroys an enemy, place 2 progress tokens on the current quest.</p>	<p>If you have an active <b>Location</b>, progress tokens are placed there instead of the current <b>Quest</b> card (<i>official FAQ v1.1</i>). <i>This benefit occurs any time Legolas is part of an attack that destroys an enemy, whether he attacks alone or with somebody else.</i></p>
6. Thalin	<p><b>Hero, Tactics</b>, Core Set x1, <b>Unique</b>, Threat: 9  <b>Dwarf. Warrior.</b>                      HP: 4, Willpower: 1, Attack: 2, Defense: 2                      While Thalin is committed to a quest, deal 1 damage to each enemy as it is revealed by the encounter deck.</p>	<p>The ability resolves before any keyword (including Doomed and Surge) or <b>When Revealed</b> effects on the enemy which are never triggered if the ability destroys the enemy (<i>official FAQ</i>).</p>
7. Éowyn	<p><b>Hero, Spirit</b>, Core Set x1, <b>Unique</b>, Threat: 9  <b>Noble. Rohan.</b>                      HP: 3, Willpower: 4, Attack: 1, Defense: 1  <b>Action:</b> Discard 1 card from your hand to give Éowyn +1 <b>Willpower</b> until the end of the phase. This effect may be triggered by each player once each round.</p>	<p>This <b>Action</b> can be used after new <b>Encounter</b> cards are revealed during the <b>Quest</b> phase, allowing you to increase her total <b>Willpower</b> based on what cards came out.                      If you have multiple <b>Actions</b> that require you to discard a card, each one requires you to discard a separate card.</p>
8. Eleanor	<p><b>Hero, Spirit</b>, Core Set x1, <b>Unique</b>, Threat: 7  <b>Gondor. Noble.</b>                      HP: 3, Willpower: 1, Attack: 1, Defense: 2  <b>Response:</b> Exhaust Eleanor to cancel the "when revealed" effects of a treachery card just revealed by the encounter deck. Then, discard that card, and replace it with the next card from the encounter deck.</p>	<p>Eleanor's <b>Response</b> can be used during initial game <b>Setup</b> if necessary, but remember that <b>When Revealed</b> effects don't occur unless the setup text specifically says to "reveal" cards (<i>official FAQ v1.1</i>).                       Can't cancel other keywords, just <b>When Revealed</b>. Any <b>When Revealed</b> effects and keywords on the replacement card are still resolved because it is considered "Revealed" (<i>errata, FAQ 1.2</i>).</p>
9. Dúnhere	<p><b>Hero, Spirit</b>, Core Set x1, <b>Unique</b>, Threat: 8  <b>Rohan. Warrior.</b>                      HP: 4, Willpower: 1, Attack: 2, Defense: 1                      Dúnhere can target enemies in the staging area when he attacks alone. When doing so, he gets +1 <b>Attack</b>.</p>	<p>This attack is done during the normal <b>Attack</b> portion of the <b>Combat</b> phase and you must exhaust Dúnhere as usual. In other words, all aspects of the attack are normal except the choice of enemy that can be attacked. Note that this does not cause the enemy to engage the player: the enemy that is attacked remains in the staging area.                      With the core set, there can only be one Dúnhere in play and he is the only character who can attack enemies in the staging area, so he will always be doing this alone. Other characters can still attack enemies you are engaged with as normal.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

10. Denethor	<p><b>Hero, Lore</b>, Core Set x1, <b>Unique</b>, Threat: 8 <i>Gondor. Noble. Steward.</i> HP: 3, Willpower: 1, Attack: 1, Defense: 3 <b>Action:</b> Exhaust Denethor to look at the top card of the encounter deck. You may move that card to the bottom of the deck.</p>	
11. Glorfindel	<p><b>Hero, Lore</b>, Core Set x1, <b>Unique</b>, Threat: 12 <i>Noble. Noldor. Warrior.</i> HP: 5, Willpower: 3, Attack: 3, Defense: 1 <b>Action:</b> Pay 1 resource from Glorfindel's pool to heal 1 damage on any character. (Limit once per round.)</p>	Includes other players' characters.
12. Beravor	<p><b>Hero, Lore</b>, Core Set x1, <b>Unique</b>, Threat: 10 <i>Dúnedain. Ranger.</i> HP: 4, Willpower: 2, Attack: 2, Defense: 2 <b>Action:</b> Exhaust Beravor to choose a player. That player draws 2 cards.</p>	
13. Guard of the Citadel	<p><b>Ally, Leadership</b>, Core Set x3, Cost: 2 HP: 2, Willpower: 1, Attack: 1, Defense: 0</p>	
14. Faramir	<p><b>Ally, Leadership</b>, Core Set x2, <b>Unique</b>, Cost: 4 HP: 3, Willpower: 2, Attack: 1, Defense: 2 <b>Action:</b> Exhaust Faramir to choose a player. Each character controlled by that player gets +1 <b>Willpower</b> until end of the phase.</p>	Note that if you choose to exhaust Faramir for the <b>Action</b> , he did not commit to the quest and cannot contribute his <b>Willpower</b> . Also remember that, assuming you haven't exhausted him to commit him to the quest, his <b>Action</b> can be performed after new <b>Encounter</b> cards are added to the staging area and before total willpower is calculated.
15. Son of Arnor	<p><b>Ally, Leadership</b>, Core Set x2, Cost: 3 <i>Dúnedain.</i> HP: 2, Willpower: 0, Attack: 2, Defense: 0 <b>Response:</b> After Son of Arnor enters play, choose an enemy card in the staging area or currently engaged with another player. Engage that enemy.</p>	Remember, <b>Responses</b> are optional, but if you chose to do this then the enemy remains engaged with you from this point forward.
16. Snowbourn Scout	<p><b>Ally, Leadership</b>, Core Set x3, Cost: 1 <i>Rohan. Scout.</i> HP: 1, Willpower: 0, Attack: 0, Defense: 1 <b>Response:</b> After Snowbourn Scout enters play, choose a location. Place 1 progress token on that location.</p>	This can include your current <b>Location</b> as well as any <b>Locations</b> in the staging area, not the <b>Quest</b> card.
17. Silverlode Archer	<p><b>Ally, Leadership</b>, Core Set x2, Cost: 3 <i>Archer. Silvan.</i> HP: 1, Willpower: 1, Attack: 2, Defense: 0 Ranged.</p>	
18. Longbeard Orc Slayer	<p><b>Ally, Leadership</b>, Core Set x2, Cost: 4 <i>Dwarf. Warrior.</i> HP: 3, Willpower: 0, Attack: 2, Defense: 1 <b>Response:</b> After Longbeard Orc Slayer enters play, deal 1 damage to each <b>Orc</b> enemy in play.</p>	Instantly damages every <b>Enemy</b> with the <b>Orc</b> trait in play (in staging area or engaged with a player).
19. Brok Ironfist	<p><b>Ally, Leadership</b>, Core Set x1, <b>Unique</b>, Cost: 6 <i>Dwarf. Warrior.</i> HP: 4, Willpower: 2, Attack: 2, Defense: 1 <b>Response:</b> After a <b>Dwarf</b> hero you control leaves play, put Brok Ironfist into play from your hand.</p>	If you trigger the <b>Response</b> , you do not need to pay any resources when putting Brok into play from your hand, in fact you don't even need a <b>Leadership Hero</b> to use this <b>Response</b> . This <b>Response</b> is not triggered by a hero being taken prisoner. This is a bit unusual for an <b>Ally</b> in that the <b>Response</b> is triggered when the card is not yet in-play.
20. Ever Vigilant	<p><b>Event, Leadership</b>, Core Set x2, Cost: 1 <b>Action:</b> Choose and ready 1 ally card.</p>	An <b>Ally</b> belonging to any player may be selected.
21. Common Cause	<p><b>Event, Leadership</b>, Core Set x2, Cost: 0 <b>Action:</b> Exhaust 1 hero you control to choose and ready a different hero.</p>	Even though the cost is 0, you must still have a <b>Leadership Hero</b> under your control (alive and not captured) to play this card. Readied <b>Hero</b> can be controlled by any player.
22. For Gondor!	<p><b>Event, Leadership</b>, Core Set x2, Cost: 2 <b>Action:</b> Until the end of the phase, all characters get +1 <b>Attack</b>. All <b>Gondor</b> characters also get +1 <b>Defense</b> until the end of the phase.</p>	All characters ( <b>Heroes</b> and <b>Allies</b> , belonging to all players) get +1 <b>Attack</b> until the end of the current phase only. Only characters with the <b>Gondor</b> trait get +1 <b>Defense</b> . More than one copy can be played during the same phase.
23. Sneak Attack	<p><b>Event, Leadership</b>, Core Set x2, Cost: 1 <b>Action:</b> Put 1 ally card into play from your hand. At the end of the phase, if that ally is still in play, return it to your hand.</p>	You only pay the 1 <b>Leadership</b> resource for this card, not the cost of the <b>Ally</b> you bring into play (resource type of the <b>Ally</b> doesn't matter). Any damage on the <b>Ally</b> is discarded when returned to your hand. Note the word <b>Phase</b> : the ally will only be in-play during a single phase (e.g. <b>Quest</b> or <b>Attack</b> are the most common phases in which to use this card).

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

24. Valiant Sacrifice	<p><b>Event, Leadership</b>, Core Set x2, Cost: 1</p> <p><b>Response:</b> After an ally card leaves play, that card's controller draws 2 cards.</p>	<p>Multiple copies of Valiant Sacrifice can be triggered off of one ally leaving play, but each Valiant Sacrifice card played can only allow you to draw 2 cards one time. After Sneak Attack (CORE 23) causes a character to leave play and after Gandalf (CORE 73) leaves play this is triggered as well. Can take place before or after other Responses to the same event since you can always choose the order in which they are resolved (<i>official FAQ</i>).</p>
25. Grim Resolve	<p><b>Event, Leadership</b>, Core Set x1, Cost: 5</p> <p><b>Action:</b> Ready all character cards in play.</p>	<p>Characters include <b>Heroes</b> and <b>Allies</b>.</p>
26. Steward of Gondor	<p><b>Attachment, Leadership</b>, Core Set x2, <b>Unique</b>, Cost: 2</p> <p><b>Gondor. Title.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains the <b>Gondor</b> trait.</p> <p><b>Action:</b> Exhaust Steward of Gondor to add 2 resources to attached hero's resource pool.</p>	<p>You only have to exhaust the Steward of Gondor, not the attached <b>Hero</b>. You can do this once every game round, effectively allowing the <b>Hero</b> to collect 3 resources per round instead of the usual 1. These can be gained and immediately spent in the same <b>Phase 2</b> you played this card in if so desired.</p>
27. Celebrian's Stone	<p><b>Attachment, Leadership</b>, Core Set x1, <b>Unique</b>, Cost: 2</p> <p><b>Artifact. Item.</b></p> <p>Attach to a hero. Restricted.</p> <p>Attached hero gains +2 <b>Willpower</b>.</p> <p>If attached hero is Aragorn, he also gains a <b>Spirit</b> resource icon.</p>	<p>Note that this does not grant an extra resource token, it means all resource tokens in <b>Aragorn's</b> (CORE 1) resource pool are now two types: <b>Leadership</b> and <b>Spirit</b>. <b>Aragorn</b> officially becomes both a "Leadership Hero" and a "Spirit Hero" for game purposes.</p>
28. Veteran Axehand	<p><b>Ally, Tactics</b>, Core Set x3, Cost: 2</p> <p><b>Dwarf. Warrior.</b></p> <p>HP: 2, Willpower: 0, Attack: 2, Defense: 1</p>	
29. Gondorian Spearman	<p><b>Ally, Tactics</b>, Core Set x3, Cost: 2</p> <p><b>Gondor. Warrior.</b></p> <p>HP: 1, Willpower: 0, Attack: 1, Defense: 1</p> <p>Sentinel.</p> <p><b>Response:</b> After Gondorian Spearman is declared as a defender, deal 1 damage to the attacking enemy.</p>	<p>If the damage kills the attacking <b>Enemy</b>, the <b>Enemy</b> will not attack and is simply discarded along with its shadow card.</p>
30. Horseback Archer	<p><b>Ally, Tactics</b>, Core Set x2, Cost: 3</p> <p><b>Rohan. Archer.</b></p> <p>HP: 2, Willpower: 0, Attack: 2, Defense: 1</p> <p>Ranged.</p>	
31. Beorn	<p><b>Ally, Tactics</b>, Core Set x1, <b>Unique</b>, Cost: 6</p> <p><b>Beorning. Warrior.</b></p> <p>HP: 6, Willpower: 1, Attack: 3, Defense: 3</p> <p><b>Action:</b> Beorn gains +5 <b>Attack</b> until the end of the phase. At the end of that phase in which you trigger this effect, shuffle Beorn back into your deck. (Limit once per round.)</p>	<p>Always shuffled back into the original owner's deck, even if put into play under control of another player.</p> <p>If Beorn is put into play via <b>Sneak Attack</b> (CORE 23) you can choose the order in which the end-of-phase events occur, which means he can go into either your hand or your discard pile. (<i>official FAQ</i>)</p>
32. Blade Mastery	<p><b>Event, Tactics</b>, Core Set x3, Cost: 1</p> <p><b>Action:</b> Choose a character. Until the end of the phase, that character gains +1 <b>Attack</b> and +1 <b>Defense</b>.</p>	<p>The chosen character can belong to any player, and this event could be played more than once on the same character with the effects stacking.</p>
33. Rain of Arrows	<p><b>Event, Tactics</b>, Core Set x2, Cost: 1</p> <p><b>Action:</b> Exhaust a character you control with the ranged keyword to choose a player. Deal 1 damage to each enemy engaged with that player.</p>	<p>You may choose yourself. The chosen character does not actually attack which means they don't get any benefits from the attack (e.g. Legolas will not get any bonus if used for this event card).</p>
34. Feint	<p><b>Event, Tactics</b>, Core Set x2, Cost: 1</p> <p><b>Combat Action:</b> Choose an enemy engaged with a player. That enemy cannot attack this phase.</p>	<p>Enemies attack one at a time, you must play this before the enemy begins its attack. The shadow card will later be discarded with no effect. No defender can be applied to this enemy since the enemy never attacks (<i>official FAQ v1.1</i>).</p>
35. Quick Strike	<p><b>Event, Tactics</b>, Core Set x2, Cost: 1</p> <p><b>Action:</b> Exhaust a character you control to immediately declare it as an attacker (and resolve this attack) against any eligible enemy target.</p>	<p>A <b>Ranged</b> character can attack <b>Enemies</b> engaged with other players, <b>Dúnhere</b> (CORE 9) can attack <b>Enemies</b> in the staging area. All other characters may only attack <b>Enemies</b> engaged with their controlling player. This can be done during any player action window, potentially outside of the <b>Combat</b> phase. This could allow the same player to attack the same enemy twice in the same turn. <b>No other characters can join the attack</b> (<i>official FAQ v1.2</i>).</p>
36. Thicket of Spears	<p><b>Event, Tactics</b>, Core Set x2, Cost: 3</p> <p>You must use resources from 3 different heroes' pools to pay for this card.</p> <p><b>Action:</b> Choose a player. That player's engaged enemies do not attack this phase.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

37. Swift Strike	<p><b>Event, Tactics</b>, Core Set x1, Cost: 2</p> <p><b>Response:</b> After a character is declared as a defender, deal 2 damage to the attacking enemy.</p>	<p>If the damage kills the attacking <b>Enemy</b>, the <b>Enemy</b> will not complete its attack and is simply discarded along with its shadow card. Multiple copies of this card may be played in response to a single character being declared as a defender.</p>
38. Stand Together	<p><b>Event, Tactics</b>, Core Set x1, Cost: 0</p> <p><b>Action:</b> Choose a player. That player may declare any number of his eligible characters as defenders against each enemy attacking him this phase.</p>	<p>Even though the cost is 0, you must still have a <b>Tactics Hero</b> under your control (alive and not captured) to play this card.</p> <p><b>Sentinel</b> characters from other players may not join the defense since they can only defend against undefended attacks, and by definition this attack will be defended.</p> <p><b>Enemy's Attack</b> strength is determined, <b>Defense</b> strength of all defenders are added together and subtracted from <b>Attack</b> strength, and all remaining <b>Attack</b> strength must be assigned as damage to a single defender. (<i>official FAQ</i>)</p>
39. Blade of Gondolin	<p><b>Attachment, Tactics</b>, Core Set x2, Cost: 1</p> <p><b>Item. Weapon.</b></p> <p>Attach to a hero. Restricted.</p> <p>Attached hero gets +1 <b>Attack</b> when attacking an <b>Orc</b>.</p> <p><b>Response:</b> After attached hero attacks and destroys an enemy, place 1 progress token on the current quest.</p>	<p>If you have an active <b>Location</b>, progress tokens are placed there instead of the current <b>Quest</b> card (<i>official FAQ v1.1</i>).</p> <p>If <b>Legolas</b> completes a <b>Quest</b> card then this <b>Response</b> can place additional tokens on the next quest card, or vice-versa (if the quest only needs one progress token to be completed, you'd want to trigger this event first and then trigger <b>Legolas's</b> ability second (<i>official FAQ v1.1</i>).</p>
40. Citadel Plate	<p><b>Attachment, Tactics</b>, Core Set x2, Cost: 4</p> <p><b>Item. Armor.</b></p> <p>Attach to hero. Restricted.</p> <p>Attached hero gets +4 Hit Points.</p>	<p>If the Citadel Plate is removed or lost for some reason, and the <b>Hero's</b> damage markers exceed his/her hit points, the <b>Hero</b> is killed.</p>
41. Dwarven Axe	<p><b>Attachment, Tactics</b>, Core Set x2, Cost: 2</p> <p><b>Item. Weapon.</b></p> <p>Attach to a hero. Restricted.</p> <p>Attached hero gains +1 <b>Attack</b>. (+2 <b>Attack</b> instead if attached hero is a <b>Dwarf</b>.)</p>	
42. Horn of Gondor	<p><b>Attachment, Tactics</b>, Core Set x1, <b>Unique</b>, Cost: 1</p> <p><b>Item. Artifact.</b></p> <p>Attach to a hero. Restricted.</p> <p><b>Response:</b> After a character leaves play, add 1 resource to attached hero's pool.</p>	<p>Occurs after any character belonging to any player leaves play, could happen multiple times in a single phase. After <b>Sneak Attack</b> (CORE 23) causes a character to leave play and after <b>Gandalf</b> (CORE 73) leaves play this is triggered as well.</p> <p>If the <b>Hero</b> with this attached dies, the attachment is gone and the <b>Response</b> doesn't trigger, which is OK because the <b>Hero's</b> resource pool is gone anyways.</p>
43. Wandering Took	<p><b>Ally, Spirit</b>, Core Set x2, Cost: 2</p> <p><b>Hobbit.</b></p> <p>HP: 2, Willpower: 1, Attack: 1, Defense: 1</p> <p><b>Action:</b> Reduce your threat by 3 to give control of Wandering Took to another player. Raise that player's threat by 3.</p>	<p><b>Action:</b> This does not exhaust Wandering Took, you simply give control to another player and he remains in whatever state he was in before. If he was the defender of an attack before you gave him to another player, that attack is now undefended.</p> <p>When Wandering Took is removed from play, he is returned to his original owner's discard pile. The <b>Action</b> is useless in a single-player game.</p>
44. Lórien Guide	<p><b>Ally, Spirit</b>, Core Set x3, Cost: 3</p> <p><b>Silvan. Scout.</b></p> <p>HP: 2, Willpower: 1, Attack: 1, Defense: 0</p> <p><b>Response:</b> After Lórien Guide commits to a quest, place 1 progress token on the active location.</p>	<p>If this progress token causes the <b>Location</b> to be explored, it is immediately discarded and any progress tokens from later this phase would apply to the <b>Quest</b> card. If no active <b>Location</b>, no progress token is placed (i.e. can't be placed on <b>Quest</b>).</p>
45. Northern Tracker	<p><b>Ally, Spirit</b>, Core Set x2, Cost: 4</p> <p><b>Dúnedain. Ranger.</b></p> <p>HP: 3, Willpower: 1, Attack: 2, Defense: 2</p> <p><b>Response:</b> After Northern Tracker commits to a quest, place 1 progress token on each location in the staging area.</p>	<p>This <b>Response</b> occurs immediately after committing to the quest, before additional <b>Encounter</b> cards are drawn.</p> <p>If any <b>Locations</b> have progress tokens equal to their quest value, they are immediately considered explored and removed (<i>rulebook p15</i>).</p>
46. The Galadhrim's Greeting	<p><b>Event, Spirit</b>, Core Set x2, Cost: 3</p> <p><b>Action:</b> Reduce one player's threat by 6, or reduce each player's threat by 2.</p>	
47. Strength of Will	<p><b>Event, Spirit</b>, Core Set x2, Cost: 0</p> <p><b>Response:</b> After you travel to a location, exhaust a <b>Spirit</b> character to place 2 progress tokens on that location.</p>	<p>Even though the cost is 0, you must still have a <b>Spirit Hero</b> under your control (alive and not captured) to play this card.</p> <p>If this causes the <b>Location</b> to be completed it is immediately discarded from play. Any <b>Travel</b> or <b>Forced</b> keyword is resolved first (e.g. <b>Tower Gate</b> (CORE 107)) (<i>official FAQ v1.1</i>). Multiple copies of this card can be triggered by the same travel event.</p>
48. Hasty Stroke	<p><b>Event, Spirit</b>, Core Set x2, Cost: 1</p> <p><b>Response:</b> Cancel a shadow effect just triggered during combat.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

49. Will of the West	<p><b>Event, Spirit</b>, Core Set x2, Cost: 1</p> <p><b>Action:</b> Choose a player. Shuffle that player's discard pile back into his deck.</p>	If you choose yourself, Will of the West is discarded <i>after</i> the shuffling is completed so it won't be included in the shuffling. Note that dead <b>Heroes</b> should not be shuffled back into the deck.
50. A Test of Will	<p><b>Event, Spirit</b>, Core Set x2, Cost: 1</p> <p><b>Response:</b> Cancel the "when revealed" effects of a card that was just revealed from the encounter deck.</p>	Does not work for shadow effects.
51. Stand and Fight	<p><b>Event, Spirit</b>, Core Set x3, Cost: X</p> <p><b>Action:</b> Choose an ally with a printed cost of X in any player's discard pile. Put that ally into play under your control. (The chosen ally can belong to any sphere of influence.)</p>	<b>Does not include Neutral Allies (official FAQ 1.2)</b> . When <b>Ally</b> is removed from play, it is returned to its original owner's discard pile. The cost of playing this <b>Event</b> is X <b>Spirit</b> resources; this allows you to put any non- <b>Neutral Ally</b> in-play with a cost up to X. The cost of this card is considered to be 0 until played as an action.
52. A Light in the Dark	<p><b>Event, Spirit</b>, Core Set x2, Cost: 2</p> <p><b>Action:</b> Choose an enemy engaged with a player. Return that enemy to the staging area.</p>	This enemy will once again contribute <b>Threat</b> during the next <b>Quest Phase</b> and may engage a player during the next <b>Encounter Phase</b> . (you probably want to play this card at the end of the <b>Encounter Phase</b> ).
53. Dwarven Tomb	<p><b>Event, Spirit</b>, Core Set x1, Cost: 1</p> <p><b>Action:</b> Return 1 <b>Spirit</b> card from your discard pile to your hand.</p>	<b>Heroes</b> can never be placed into your hand, so the card selected can't be a <b>Hero</b> .
54. Fortune or Fate	<p><b>Event, Spirit</b>, Core Set x1, Cost: 5</p> <p><b>Action:</b> Choose a hero in any player's discard pile. Put that card into play, under its owner's control.</p>	Revived <b>Hero</b> no longer counts as dead for scoring purposes. Can't return a Hero from an eliminated player.
55. The Favor of the Lady	<p><b>Attachment, Spirit</b>, Core Set x2, Cost: 2</p> <p><b>Condition.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains +1 <b>Willpower</b>.</p>	
56. Power in the Earth	<p><b>Attachment, Spirit</b>, Core Set x2, Cost: 1</p> <p><b>Condition.</b></p> <p>Attach to a location.</p> <p>Attached location gets -1 <b>Threat</b>.</p>	When the <b>Location</b> is explored, Power in the Earth returns to your discard pile.
57. Unexpected Courage	<p><b>Attachment, Spirit</b>, Core Set x1, Cost: 2</p> <p><b>Condition.</b></p> <p>Attach to a hero.</p> <p><b>Action:</b> Exhaust Unexpected Courage to ready attached hero.</p>	This means the <b>Hero</b> will be able to do at least 2 things each game round ( <b>Quest, Defend, Attack</b> , and any other actions that require exhausting the hero). This can't be used to allow one player to attack the same enemy twice during your turn ( <i>official FAQ v1.1</i> ).
58. Daughter of the Nimrodel	<p><b>Ally, Lore</b>, Core Set x3, Cost: 3</p> <p><b>Silvan.</b></p> <p>HP: 1, Willpower: 1, Attack: 0, Defense: 0</p> <p><b>Action:</b> Exhaust Daughter of the Nimrodel to heal up to 2 damage on any 1 hero.</p>	Note that after a character is dead it is too late to use this action, although during <b>Combat</b> phase you have an opportunity to heal before damage is applied which could save a character from death. For example, if an enemy has <b>Attack</b> 6, and your <b>Hero</b> has 3 <b>Health</b> and 3 <b>Defense</b> , you could heal before damage is applied but the character is already at full health and it will have no impact. But you can't heal after damage is dealt because the damage in this case would kill the character completely leaving no opportunity for healing.
59. Erebor Hammersmith	<p><b>Ally, Lore</b>, Core Set x2, Cost: 2</p> <p><b>Dwarf. Craftsman.</b></p> <p>HP: 3, Willpower: 1, Attack: 1, Defense: 1</p> <p><b>Response:</b> After you play Erebor Hammersmith, return the topmost attachment in any player's discard pile to his hand.</p>	
60. Henemarh Riversong	<p><b>Ally, Lore</b>, Core Set x1, <b>Unique</b>, Cost: 1</p> <p><b>Silvan.</b></p> <p>HP: 1, Willpower: 1, Attack: 1, Defense: 0</p> <p><b>Action:</b> Exhaust Henemarh Riversong to look at the top card of the encounter deck.</p>	
61. Miner of the Iron Hills	<p><b>Ally, Lore</b>, Core Set x2, Cost: 2</p> <p><b>Dwarf.</b></p> <p>HP: 2, Willpower: 1, Attack: 1, Defense: 2</p> <p><b>Response:</b> After Miner of the Iron Hills enters play, choose and discard 1 <b>Condition</b> attachment from play.</p>	Remember, <b>Responses</b> are optional. <i>Can</i> detach something like <b>Caught in a Web</b> (CORE 80) because it doesn't stipulate that you must control the attachment being discarded.
62. Gléowine	<p><b>Ally, Lore</b>, Core Set x2, <b>Unique</b>, Cost: 2</p> <p><b>Minstrel. Rohan.</b></p> <p>HP: 2, Willpower: 1, Attack: 0, Defense: 0</p> <p><b>Action:</b> Exhaust Gléowine to choose a player. That player draws 1 card.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

63. Lore of Imladris	<p><b>Event, Lore</b>, Core Set x3, Cost: 2</p> <p><b>Action:</b> Choose a character. Heal all damage from that character.</p>	Note that after a character is dead it is too late to use this action, although during <b>Combat</b> phase you have an opportunity to heal before damage is applied which could save a character from death. For example, if an enemy has <b>Attack</b> 6, and your <b>Hero</b> has 3 <b>Health</b> and 3 <b>Defense</b> , you could heal before damage is applied but the character is already at full health and it will have no impact. But you can't heal after damage is dealt because the damage in this case would kill the character completely leaving no opportunity for healing.
64. Lórien's Wealth	<p><b>Event, Lore</b>, Core Set x2, Cost: 3</p> <p><b>Action:</b> Choose a player. That player draws 3 cards.</p>	
65. Radagast's Cunning	<p><b>Event, Lore</b>, Core Set x2, Cost: 1</p> <p><b>Quest Action:</b> Choose an enemy in the staging area. Until the end of the phase, that enemy does not contribute its <b>Threat</b>.</p>	
66. Secret Paths	<p><b>Event, Lore</b>, Core Set x2, Cost: 1</p> <p><b>Quest Action:</b> Choose a location in the staging area. Until the end of the phase, that location does not contribute its <b>Threat</b>.</p>	
67. Gandalf's Search	<p><b>Event, Lore</b>, Core Set x2, Cost: X</p> <p><b>Action:</b> Look at the top X cards of any player's deck, add 1 of those cards to its owner's hand, and return the rest to the top of the deck in any order.</p>	You choose how many resources to pay (so X would equal 1 if you paid 1, X would equal 3 if you paid 3). Now this number of resources that you paid (X) is the number of cards you look at from the top of any player's deck. The cost of this card is considered to be 0 until played as an action.
68. Beorn's Hospitality	<p><b>Event, Lore</b>, Core Set x1, Cost: 5</p> <p><b>Action:</b> Choose a player. Heal all damage on each hero controlled by that player.</p>	Note that after a <b>Hero</b> is dead it is out of play and will not heal.
69. Forest Snare	<p><b>Attachment, Lore</b>, Core Set x2, Cost: 3</p> <p><b>Item. Trap.</b></p> <p>Attach to an enemy engaged with a player. Attached enemy cannot attack.</p>	Like all <b>Attachments</b> , this can only be played during the <b>Planning</b> phase. You still control this <b>Attachment</b> even though you played it on an <b>Enemy</b> which can impact a few things (e.g. if you are eliminated from the game the card is discarded, or if you are forced to discard an attachment that you control). As long as this remains attached, the enemy does not attack (it can't) or contribute any threat (it isn't in the staging area). <b>Enemy</b> still is dealt a Shadow card but it is later (end of <b>Combat Phase</b> ) discarded with no effect. The shadow card is never resolved.
70. Protector of Lórien	<p><b>Attachment, Lore</b>, Core Set x2, Cost: 1</p> <p><b>Title.</b></p> <p>Attach to a hero.</p> <p><b>Action:</b> Discard a card from your hand to give attached hero +1 <b>Defense</b> or +1 <b>Willpower</b> until the end of the phase.</p>	Like any <b>Action</b> on a card in-play (unless otherwise specified), this can be activated multiple times as long as you pay multiple cards ( <i>official FAQ v1.1</i> ). For this reason, attaching more than one copy of this card to the same character has no value (since discarding one card can only trigger one <b>Action</b> ). If you have multiple <b>Actions</b> that require you to discard a card, each one requires you to discard a separate card.
71. Dark Knowledge	<p><b>Attachment, Lore</b>, Core Set x1, Cost: 1</p> <p><b>Condition.</b></p> <p>Attach to a hero. Attached hero gets -1 <b>Willpower</b></p> <p><b>Response:</b> Exhaust Dark Knowledge to look at 1 shadow card that was just dealt to an enemy attacking you.</p>	Usable when the player who controls Dark Knowledge is being attacked. Allows you to look at one shadow card after it is dealt but before you assign the defender, potentially allowing you to alter your choice of defender and/or heal before the card is officially revealed.
72. Self Preservation	<p><b>Attachment, Lore</b>, Core Set x2, Cost: 3</p> <p><b>Skill.</b></p> <p>Attach to a character.</p> <p><b>Action:</b> Exhaust Self Preservation to heal 2 points of damage from attached character.</p>	Note that after a character is dead it is too late to use this action, although during <b>Combat</b> phase you have an opportunity to heal before damage is applied which could save a character from death. For example, if an enemy has <b>Attack</b> 6, and your <b>Hero</b> has 3 <b>Health</b> and 3 <b>Defense</b> , you could heal before damage is applied but the character is already at full health and it will have no impact. But you can't heal after damage is dealt because the damage in this case would kill the character completely leaving no opportunity for healing.
73. Gandalf	<p><b>Ally, Neutral</b>, Core Set x4, <b>Unique</b>, Cost: 5</p> <p><b>Istari.</b></p> <p>HP: 4, Willpower: 4, Attack: 4, Defense: 4</p> <p>At the end of the round, discard Gandalf from play.</p> <p><b>Response:</b> After Gandalf enters play, (choose 1): draw 3 cards, deal 4 damage to 1 enemy in play, or reduce your threat by 5.</p>	His "deal 4 damage" <b>Response</b> is not an attack and ignores the defensive strength of the <b>Enemy</b> and can be applied to any <b>Enemy</b> in-play (including an <b>Enemy</b> in the staging area). Gandalf may still attack normally during the <b>Combat Phase</b> if you choose to use this ability. Remember he is <b>Unique</b> so only one Gandalf can be played during each game phase (but at the end of the phase he will be gone allowing another one to be played).

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

74. King Spider	<p><b>Enemy</b>, Spiders of Mirkwood, Core Set x2  <b>Creature. Spider.</b>, Threat: <b>2</b>, Engagement Cost: <b>20</b>                      HP: <b>3</b>, Attack: <b>3</b>, Defense: <b>1</b></p> <p><b>When Revealed:</b> Each player must choose and exhaust 1 character he controls.  <b>Shadow:</b> <i>Defending player must choose and exhaust 1 character he controls. (2 characters instead if this attack is undefended.)</i></p>	<p>Note that this is a forced exhaust and you would not get to simultaneously use any <b>Action</b> on the character that would also require him/her to be exhausted. In addition, the newly exhausted character is not committed to the quest and does not contribute <b>Willpower</b>.</p>
75. Hummerhorns	<p><b>Enemy</b>, Spiders of Mirkwood, Core Set x1  <b>Creature. Insect.</b>, Threat: <b>1</b>, Engagement Cost: <b>40</b>                      HP: <b>3</b>, Attack: <b>2</b>, Defense: <b>0</b>, Victory: <b>5</b></p> <p><b>Forced:</b> After Hummerhorns engages you, deal 5 damage to a single hero you control.  <b>Shadow:</b> <i>Deal 1 damage to each character the defending player controls. (2 damage instead if this attack is undefended.)</i></p>	<p><b>Forced:</b> this damage ignores the <b>Hero's Defense</b> and occurs whether you engage Hummerhorns or it engages you (<i>rulebook p16</i>). But, typically, Hummerhorns will remain engaged with you until defeated so this will only happen one time.  <b>Shadow:</b> <i>This effect happens immediately, before any player <b>Action</b>s can be taken. If this kills the defending character, this attack is now undefended.</i></p>
76. Ungoliant's Spawn	<p><b>Enemy</b>, Spiders of Mirkwood, Core Set x1  <b>Creature. Spider.</b>, Threat: <b>3</b>, Engagement Cost: <b>32</b>                      HP: <b>9</b>, Attack: <b>5</b>, Defense: <b>2</b></p> <p><b>When Revealed:</b> Each character currently committed to a quest gets -1 <b>Willpower</b> until the end of the phase.  <b>Shadow:</b> <i>Raise defending player's threat by 4. (Raise defending player's threat by 8 instead if this attack is undefended.)</i></p>	
77. Great Forest Web	<p><b>Location</b>, Spiders of Mirkwood, Core Set x2  <b>Forest.</b>, Threat: <b>2</b>, Quest Points: <b>2</b></p> <p><b>Travel:</b> Each player must exhaust 1 hero he controls to travel here.</p>	<p>You may not travel here unless every player is able to exhaust a <b>Hero</b>. Note that this is a forced exhaust and you would not get to simultaneously use any <b>Action</b> on the characters that would also require him/her to be exhausted.</p>
78. Mountains of Mirkwood	<p><b>Location</b>, Spiders of Mirkwood, Core Set x3  <b>Forest. Mountain.</b>, Threat: <b>2</b>, Quest Points: <b>3</b></p> <p><b>Travel:</b> Reveal the top card of the encounter deck and add it to the staging area to travel here.  <b>Response:</b> After Mountains of Mirkwood leaves play as an explored location, each player may search the top 5 cards of his deck for 1 card and add it to his hand. Shuffle the rest of the searched cards back into their owners' decks.</p>	<p><b>Travel:</b> if you reveal a <b>Treachery</b> card it is resolved but doesn't get placed into the staging area.  <b>Response:</b> even triggers if the Mountains of Mirkwood never became the active location and instead was completed through the use of special effects adding progress tokens directly to it. Any effect preventing drawing cards from your deck would not impact this since you are not "drawing" cards.</p>
79. Eyes of the Forest	<p><b>Treachery</b>, Spiders of Mirkwood, Core Set x1</p> <p><b>When Revealed:</b> Each player discards all event cards in his hand.</p>	
80. Caught in a Web	<p><b>Treachery</b>, Spiders of Mirkwood, Core Set x2</p> <p><b>When Revealed:</b> The player with the highest threat level attaches this card to one of his heroes. (Counts as a <b>Condition</b> attachment with the text: "Attached hero does not ready during the refresh phase unless you pay 2 resources from that hero's pool.")</p>	<p>A second Caught in a Web would require you to pay 4 resources to ready (<i>official FAQ v1.1</i>).                      Only hinders the ready during the refresh phase which normally happens for free; any other event that would cause the <b>Hero</b> to ready (un-exhaust) is not affected. The <b>Hero's</b> attachments, if applicable, still ready normally. You do not control this <b>Attachment</b> because you didn't <i>play</i> it. This means you can't remove it with a card that allows you to remove an <b>Attachment</b> you control (<i>official FAQ</i>).</p>
81. Wolf Rider	<p><b>Enemy</b>, Wilderlands, Core Set x1  <b>Goblin. Orc.</b>, Threat: <b>1</b>, Engagement Cost: <b>10</b>                      HP: <b>2</b>, Attack: <b>2</b>, Defense: <b>0</b></p> <p>Surge.  <b>Shadow:</b> <i>Wolf Rider attacks the defending player. That player may declare 1 character as a defender. Deal Wolf Rider its own Shadow card. After combat, return Wolf Rider to the top of the encounter deck.</i></p>	<p><b>Shadow:</b> <i>once revealed, Wolf Rider ceases to be a shadow card and immediately attacks the player with its own new shadow card. Wolf Rider remains engaged with the player until the end of the combat phase when shadow cards are discarded from play. This means you have an opportunity to attack Wolf Rider before he retreats (official FAQ v1.1).</i></p>
82. Hill Troll	<p><b>Enemy</b>, Wilderlands, Core Set x2  <b>Troll.</b>, Threat: <b>1</b>, Engagement Cost: <b>30</b>                      HP: <b>9</b>, Attack: <b>6</b>, Defense: <b>3</b>, Victory: <b>4</b></p> <p>Excess combat damage dealt by Hill Troll (damage that is dealt beyond the remaining hit points of the character damaged by its attack) must be assigned as an increase to your threat.</p>	<p>If the attack is undefended, all damage must be applied to a single <b>Hero</b> like any other undefended attack, and then any excess causes increased threat.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

<p><b>83. Goblin Sniper</b></p>	<p><b>Enemy</b>, Wilderlands, Core Set x2  <b>Goblin. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>48</b>            HP: <b>2</b>, Attack: <b>2</b>, Defense: <b>0</b>            During the encounter phase, players cannot optionally engage Goblin Sniper if there are other enemies in the staging area.  <b>Forced:</b> If Goblin Sniper is in the staging area at the end of the combat phase, each player deals 1 point of damage to 1 character he controls.</p>	<p>If the only <b>Enemies</b> in the staging area are two Goblin Snipers, you can't choose to engage either of them (<i>official FAQ v1.1</i>).</p>
<p><b>84. Marsh Adder</b></p>	<p><b>Enemy</b>, Wilderlands, Core Set x1  <b>Creature.</b> , Threat: <b>3</b>, Engagement Cost: <b>40</b>            HP: <b>7</b>, Attack: <b>4</b>, Defense: <b>1</b>, Victory: <b>3</b>  <b>Forced:</b> Each time Marsh Adder attacks you, raise your threat by 1.</p>	<p>The player who is attacked raises their threat, even if another player uses a <b>Sentinel</b> character to defend.</p>
<p><b>85. Wargs</b></p>	<p><b>Enemy</b>, Wilderlands, Core Set x2  <b>Creature.</b> , Threat: <b>2</b>, Engagement Cost: <b>20</b>            HP: <b>3</b>, Attack: <b>3</b>, Defense: <b>1</b>  <b>Forced:</b> If Wargs is dealt a shadow card with no effect, return Wargs to the staging area after it attacks.  <b>Shadow:</b> Attacking enemy gets +1 <b>Attack</b>. (+2 <b>Attack</b> instead if this attack is undefended.)</p>	<p>After combat damage is determined, Wargs is returned to the staging area before you can attack him and before players can take any Actions (<i>official FAQ v1.1</i>). If something cancels the shadow effect (e.g. <b>A Burning Brand</b>), or if the effect didn't really apply, the shadow card still had an effect even though it was cancelled.</p>
<p><b>86. Despair</b></p>	<p><b>Treachery</b>, Wilderlands, Core Set x2  <b>When Revealed:</b> Remove 4 progress tokens from the current quest card. (If there are fewer than 4 progress tokens on the quest, remove all progress tokens from that quest.)  <b>Shadow:</b> Defending character does not count its <b>Defense</b> .</p>	<p>Always remove progress tokens from the current <b>Quest</b> card, never the active <b>Location</b> (<i>official FAQ</i>). If there aren't enough tokens on the current <b>Quest</b>, remove all that you can.</p>
<p><b>87. The Brown Lands</b></p>	<p><b>Location</b>, Wilderlands, Core Set x2  <b>Wasteland.</b> , Threat: <b>5</b>, Quest Points: <b>1</b>  <b>Forced:</b> After the players travel to The Brown Lands, place 1 progress token on it.</p>	<p>Yes, the <b>Forced</b> event automatically completes the <b>Location</b>, but you have to travel here to trigger it, and you can normally only travel to one <b>Location</b> per turn so it isn't completely trivial.</p>
<p><b>88. The East Bight</b></p>	<p><b>Location</b>, Wilderlands, Core Set x2  <b>Wasteland.</b> , Threat: <b>1</b>, Quest Points: <b>6</b>            When faced with the option to travel, the players must travel to The East Bight if there is no active location.</p>	
<p><b>89. Dol Guldur Orcs</b></p>	<p><b>Enemy</b>, Dol Guldur Orcs, Core Set x3  <b>Dol Guldur. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>10</b>            HP: <b>3</b>, Attack: <b>2</b>, Defense: <b>0</b>  <b>When Revealed:</b> The first player chooses 1 character currently committed to a quest. Deal 2 damage to that character.  <b>Shadow:</b> Attacking Enemy gets +1 <b>Attack</b>. (+3 <b>Attack</b> instead if this attack is undefended.)</p>	<p><b>When Revealed:</b> if this occurs outside of the <b>Quest</b> phase then no characters are committed to a quest and the effect is ignored. If this effect kills a character then it no longer contributes its <b>Willpower</b> to the quest. Chosen character can belong to any player.</p>
<p><b>90. Chieftan Ufthak</b></p>	<p><b>Enemy</b>, Dol Guldur Orcs, Core Set x1  <b>Dol Guldur. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>35</b>            HP: <b>6</b>, Attack: <b>3</b>, Defense: <b>3</b>, Victory: <b>4</b>            Chieftan Ufthak gets +2 <b>Attack</b> for each resource token on him.  <b>Forced:</b> After Chieftan Ufthak attacks, place 1 resource token on him.</p>	<p>The effect resolves after Chieftan Ufthak finishes his attack and damage has been determined, which means his second attack is at <b>Attack 5</b> (<i>official FAQ v1.1</i>).</p>
<p><b>91. Dol Guldur Beastmaster</b></p>	<p><b>Enemy</b>, Dol Guldur Orcs, Core Set x2  <b>Dol Guldur. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>35</b>            HP: <b>5</b>, Attack: <b>3</b>, Defense: <b>1</b>  <b>Forced:</b> After Dol Guldur Beastmaster attacks, deal it 1 additional shadow card.</p>	<p>Should read "<b>Forced:</b> When Dol Guldur Beastmaster attacks...". The effect resolves immediately after you choose Dol Guldur Beastmaster as an attacker, which means he normally has two shadow cards unless he is prevented from attacking through card effects (<i>official FAQ</i>).</p>
<p><b>92. Driven by Shadow</b></p>	<p><b>Treachery</b>, Dol Guldur Orcs, Core Set x1  <b>When Revealed:</b> Each enemy and each location currently in the staging area gets +1 <b>Threat</b> until the end of the phase. If there are no cards in the staging area, Driven by Shadow gains surge.  <b>Shadow:</b> Choose and discard 1 attachment from the defending character. (If this attack is undefended, discard all attachments you control.)</p>	<p><b>When Revealed:</b> only cards in the staging area at the moment this is revealed are impacted.  <b>Shadow:</b> Can discard <b>Caught in a Web</b> (CORE 80) on the defending character, but can't discard <b>Caught in a Web</b> if the attack is undefended because you don't control that attachment (<i>official FAQ</i>).</p>
<p><b>93. The Necromancer's Reach</b></p>	<p><b>Treachery</b>, Dol Guldur Orcs, Core Set x3  <b>When Revealed:</b> Deal 1 damage to each exhausted character.</p>	<p>Includes characters controlled by all players, and any characters that are killed would no longer contribute <b>Willpower</b> to the quest. <b>When Revealed</b> has no effect when dealt as a shadow card.</p>
<p><b>94. Necromancer's Pass</b></p>	<p><b>Location</b>, Dol Guldur Orcs, Core Set x2  <b>Stronghold. Dol Guldur.</b> , Threat: <b>3</b>, Quest Points: <b>2</b>  <b>Travel:</b> The first player must discard 2 cards from his hand at random to travel here.</p>	<p>If the first player can't discard 2 cards, you can't go here (<i>rulebook p23</i>).</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

95. Enchanted Stream	<p><b>Location</b>, Dol Guldur Orcs, Core Set x2</p> <p><b>Forest.</b> , Threat: <b>2</b>, Quest Points: <b>2</b></p> <p>While Enchanted Stream is the active location, players cannot draw cards.</p>	<p>You can't draw your normal card in <b>Phase 1</b> nor can you draw any other cards from events that instruct you to "draw" cards.</p>
96. Forest Spider	<p><b>Enemy</b>, Passage Through Mirkwood, Core Set x4</p> <p><b>Creature. Spider.</b> , Threat: <b>2</b>, Engagement Cost: <b>25</b></p> <p>HP: <b>4</b>, Attack: <b>2</b>, Defense: <b>1</b></p> <p><b>Forced:</b> After Forest Spider engages a player, it gets +1 <b>Attack</b> until the end of the round.</p> <p><b>Shadow:</b> <i>Defending player must choose and discard 1 attachment he controls.</i></p>	<p><b>Forced:</b> This only applies when Forest Spider first engages the player (or when you first engage the Forest Spider), on future game rounds it has normal <b>Attack</b>.</p> <p><b>Shadow:</b> <i>This effect applies even if you do not defend the attack (you are still the defending player). Can't discard <b>Caught in a Web</b> (CORE 80) because you don't control it. You may be forced to discard a <b>Forest Snare</b> (CORE 69) you played on an enemy. Cards in your hand are immune because they are not in-play (rulebook p25).</i></p>
97. East Bight Patrol	<p><b>Enemy</b>, Passage Through Mirkwood, Core Set x1</p> <p><b>Goblin. Orc.</b> , Threat: <b>3</b>, Engagement Cost: <b>5</b></p> <p>HP: <b>2</b>, Attack: <b>3</b>, Defense: <b>1</b></p> <p><b>Shadow:</b> <i>Attacking enemy gets +1 <b>Attack</b>. (If this attack is undefended, also raise your threat by 3.)</i></p>	
98. Black Forest Bats	<p><b>Enemy</b>, Passage Through Mirkwood, Core Set x1</p> <p><b>Creature.</b> , Threat: <b>1</b>, Engagement Cost: <b>15</b></p> <p>HP: <b>2</b>, Attack: <b>1</b>, Defense: <b>0</b></p> <p><b>When Revealed:</b> Each player must choose 1 character currently committed to a quest, and remove that character from the quest. (The chosen character does not ready.)</p>	<p><b>When Revealed:</b> characters remain exhausted but do not contribute their <b>Willpower</b> to the quest. If this occurs outside of the <b>Quest</b> phase then no characters are committed to a quest and the effect is ignored.</p>
99. Old Forest Road	<p><b>Location</b>, Passage Through Mirkwood, Core Set x2</p> <p><b>Forest.</b> , Threat: <b>1</b>, Quest Points: <b>3</b></p> <p><b>Response:</b> After you travel to Old Forest Road, the first player may choose and ready 1 character he controls.</p>	
100. Forest Gate	<p><b>Location</b>, Passage Through Mirkwood, Core Set x2</p> <p><b>Forest.</b> , Threat: <b>2</b>, Quest Points: <b>4</b></p> <p><b>Response:</b> After you travel to Forest Gate, the first player may draw 2 cards.</p>	
101. Dungeon Jailor	<p><b>Enemy</b>, Escape from Dol Guldur, Core Set x2</p> <p><b>Dol Guldur. Orc.</b> , Threat: <b>1</b>, Engagement Cost: <b>38</b></p> <p>HP: <b>5</b>, Attack: <b>3</b>, Defense: <b>3</b>, Victory: <b>5</b></p> <p><b>Forced:</b> If Dungeon Jailor is in the staging area after the players have just quested unsuccessfully, shuffle 1 unclaimed objective card from the staging area back into the encounter deck.</p>	<p>If a guarded <b>Objective</b> is chosen, the attached <b>Location/Enemy</b> remains in the staging area but the <b>Objective</b> is removed. When the <b>Objective</b> is later revealed, the <b>Guarded</b> keyword should be executed again.</p> <p>Be warned: the re-shuffled <b>Objective</b> card could come out as a shadow card and then get discarded and it won't be available again until you re-shuffle the entire encounter deck.</p>
102. Nazgûl of Dol Guldur	<p><b>Enemy</b>, Escape from Dol Guldur, Core Set x1</p> <p><b>Nazgûl.</b> , Threat: <b>5</b>, Engagement Cost: <b>40</b></p> <p>HP: <b>9</b>, Attack: <b>4</b>, Defense: <b>3</b></p> <p><b>Forced:</b> When the prisoner is "rescued," move Nazgûl of Dol Guldur into the staging area.</p> <p><b>Forced:</b> After a shadow effect dealt to Nazgûl of Dol Guldur resolves, the engaged player must choose and discard 1 character he controls.</p>	<p>No attachments can be played on Nazgûl of Dol Guldur. (<i>official FAQ errata</i>)</p> <p>The <b>Forced</b> event only occurs if the shadow card has something to resolve on it (i.e. a <b>Shadow</b> keyword at the bottom). If you use a card effect to cancel the shadow effect, the event is never triggered and the <b>Forced</b> event never occurs (<i>official FAQ v1.1</i>).</p>
103. Cavern Guardian	<p><b>Enemy</b>, Escape from Dol Guldur, Core Set x2</p> <p><b>Undead.</b> , Threat: <b>2</b>, Engagement Cost: <b>8</b></p> <p>HP: <b>2</b>, Attack: <b>2</b>, Defense: <b>1</b></p> <p>Doomed 1.</p> <p><b>Shadow:</b> <i>Choose and discard 1 attachment you control. Discarded objective cards are returned to the staging area. (If this attack is undefended, discard all attachments you control.)</i></p>	<p><b>Shadow:</b> <i>Can't discard <b>Caught in a Web</b> (CORE 80) because you don't control it.</i></p>
104. Under the Shadow	<p><b>Treachery</b>, Escape from Dol Guldur, Core Set x2</p> <p><b>When Revealed:</b> Until the end of the phase, raise the total <b>Threat</b> in the staging area by X, where X is the number of players in the game.</p> <p><b>Shadow:</b> <i>Defending player raises his threat by the number of enemies with which he is engaged.</i></p>	
105. Iron Shackles	<p><b>Treachery</b>, Escape from Dol Guldur, Core Set x1</p> <p><b>When Revealed:</b> Attach Iron Shackles to the top of the first player's deck. (Counts as a <b>Condition</b> attachment with the text: "The next time a player would draw 1 or more cards from attached deck, discard Iron Shackles instead.")</p> <p><b>Shadow:</b> <i>Resolve the "When Revealed" effect of Iron Shackles.</i></p>	<p><b>Shadow:</b> <i>this is still a shadow effect which means cards that cancel <b>When Revealed</b> won't work when this is dealt as a shadow card.</i></p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

106. Endless Caverns	<p><b>Location</b>, Escape from Dol Guldur, Core Set x2</p> <p><b>Dungeon</b>, Threat: <b>1</b>, Quest Points: <b>3</b></p> <p>Doomed 1. Surge.</p>	
107. Tower Gate	<p><b>Location</b>, Escape from Dol Guldur, Core Set x2</p> <p><b>Dungeon</b>, Threat: <b>2</b>, Quest Points: <b>1</b></p> <p><b>Forced</b>: After travelling to Tower Gate, each player places the top card of his deck, face down in front of him, as if it just engaged him from the staging area. These cards are called "Orc Guard", and act as enemies with: 1 hit point, 1 <b>Attack</b>, and 1 <b>Defense</b>.</p>	The card you used from your deck is discarded when defeated. These enemies do not have the <b>Orc</b> trait ( <i>official FAQ</i> ).
108. Gandalf's Map	<p><b>Objective</b>, Escape from Dol Guldur, Core Set x1</p> <p><b>Item</b>.</p> <p>Guarded. Restricted.</p> <p><b>Action</b>: Raise your threat by 2 to claim this objective when it is free of encounters. When claimed, attach Gandalf's Map to a hero you control. (Counts as an attachment. If detached, return Gandalf's Map to the staging area.)</p> <p>Attached hero cannot attack or defend.</p>	<p>You gain control of any <b>Objective</b> cards you claim (<i>official FAQ</i>).</p> <p><b>Attachments</b> can't be detached unless a card effect instructs you to. The only exception is if you were to place a third <b>Restricted</b> attachment to a character, one of the existing attachments would need to be detached. If the <b>Hero</b> is killed return Gandalf's Map to the staging area.</p> <p>Can be claimed once unguarded at the next available <b>Action</b> window. The <b>Guarded</b> keyword does not trigger if returned back to the staging area when detached.</p>
109. Dungeon Torch	<p><b>Objective</b>, Escape from Dol Guldur, Core Set x1</p> <p><b>Item</b>.</p> <p>Guarded. Restricted.</p> <p><b>Action</b>: Raise your threat by 2 to claim this objective when it is free of encounters. When claimed, attach Dungeon Torch to a hero you control. (Counts as an attachment. If detached, return Dungeon Torch to the staging area.)</p> <p><b>Forced</b>: At the end of each round, raise attached hero's controller's threat by 2.</p>	<p>You gain control of any <b>Objective</b> cards you claim (<i>official FAQ</i>).</p> <p><b>Attachments</b> can't be detached unless a card effect instructs you to. The only exception is if you were to place a third <b>Restricted</b> attachment to a character, one of the existing attachments would need to be detached. Can be claimed once unguarded at the next available <b>Action</b> window. The <b>Guarded</b> keyword does not trigger if returned back to the staging area when detached.</p> <p><b>Forced</b> causes the affected player's threat to increase by a total of 3 at the end of each round (the normal 1 plus an extra 2) (<i>official FAQ v1.1</i>).</p>
110. Shadow Key	<p><b>Objective</b>, Escape from Dol Guldur, Core Set x1</p> <p><b>Item</b>.</p> <p>Guarded. Restricted.</p> <p><b>Action</b>: Raise your threat by 2 to claim this objective when it is free of encounters. When claimed, attach Shadow Key to a hero you control. (Counts as an attachment. If detached, return Shadow Key to the staging area.)</p> <p><b>Forced</b>: At the end of each round, attached hero suffers 1 damage.</p>	<p>You gain control of any <b>Objective</b> cards you claim (<i>official FAQ</i>).</p> <p><b>Attachments</b> can't be detached unless a card effect instructs you to. The only exception is if you were to place a third <b>Restricted</b> attachment to a character, one of the existing attachments would need to be detached. Can be claimed once unguarded at the next available <b>Action</b> window. The <b>Guarded</b> keyword does not trigger if returned back to the staging area when detached.</p>
111. Misty Mountain Goblins	<p><b>Enemy</b>, Journey Along the Anduin, Core Set x3</p> <p><b>Goblin. Orc</b>, Threat: <b>2</b>, Engagement Cost: <b>15</b></p> <p>HP: <b>3</b>, Attack: <b>2</b>, Defense: <b>1</b></p> <p><b>Forced</b>: After Misty Mountain Goblins attacks, remove 1 progress token from the current quest.</p>	Always remove progress tokens from the current <b>Quest</b> card, whether or not there is an active <b>Location</b> ( <i>official FAQ</i> ). If there aren't enough tokens on the current <b>Quest</b> , remove all that you can. The forced effect happens immediately after combat damage is determined and before any player Actions.
112. Massing at Night	<p><b>Treachery</b>, Journey Along the Anduin, Core Set x1</p> <p><b>When Revealed</b>: Reveal X additional cards from the encounter deck. X is the number of players in the game.</p> <p><b>Shadow</b>: Deal X shadow cards to this attacker. X is the number of players in the game.</p>	
113. Banks of the Anduin	<p><b>Location</b>, Journey Along the Anduin, Core Set x2</p> <p><b>Riverland</b>, Threat: <b>1</b>, Quest Points: <b>3</b></p> <p><b>Forced</b>: If Banks of the Anduin leaves play, return it to the top of the encounter deck instead of placing it in the discard pile.</p>	<b>Forced</b> event does not occur if this is dealt as a shadow card ( <i>official FAQ v1.1</i> ).
114. Gladden Fields	<p><b>Location</b>, Journey Along the Anduin, Core Set x3</p> <p><b>Marshland</b>, Threat: <b>3</b>, Quest Points: <b>3</b>, Victory: <b>3</b></p> <p><b>Forced</b>: While Gladden Fields is the active location, each player must raise his threat by an additional point during the refresh phase.</p>	
115. Eastern Crows	<p><b>Enemy</b>, Sauron's Reach, Core Set x3</p> <p><b>Creature</b>, Threat: <b>1</b>, Engagement Cost: <b>30</b></p> <p>HP: <b>1</b>, Attack: <b>1</b>, Defense: <b>0</b></p> <p>Surge.</p> <p><b>Forced</b>: After Eastern Crows is defeated, shuffle it back into the encounter deck.</p> <p><b>Shadow</b>: Attacking enemy gets +1 <b>Attack</b> (+2 <b>Attack</b> instead if defending player's threat is 35 or higher.)</p>	<p>Surge keyword does not trigger if <b>Enemy</b> is destroyed upon arrival (e.g. Thalin).</p> <p><b>Forced</b> event does not occur if this is dealt as a shadow card (<i>official FAQ v1.1</i>). Discard pile is not shuffled back into the encounter deck, only Eastern Crows is shuffled back in.</p>
116. Evil Storm	<p><b>Treachery</b>, Sauron's Reach, Core Set x3</p> <p><b>When Revealed</b>: Deal 1 damage to each character controlled by each player with a threat of 35 or higher.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

<p><b>117. Pursued by Shadow</b></p>	<p><b>Treachery</b>, Sauron's Reach, Core Set x2  <b>When Revealed:</b> Each player raises his threat by 1 for each character he controls that is not currently committed to a quest.  <b>Shadow:</b> <i>Defending player chooses and returns 1 exhausted ally he controls to its owner's hand. If he controls no exhausted allies, raise his threat by 3.</i></p>	
<p><b>118. Treacherous Fog</b></p>	<p><b>Treachery</b>, Sauron's Reach, Core Set x2  <b>When Revealed:</b> Each location in the staging area gets +1 <b>Threat</b> until the end of the phase. Then, each player with a threat of 35 or higher chooses and discards 1 card from his hand.</p>	<p>Only applies to cards on the table the moment it is revealed, any <b>Encounter</b> cards drawn after this card do not have their <b>Threat</b> increased. If revealed outside of the <b>Quest Phase</b>, the increased <b>Threat</b> has no impact but each player with a threat of 35 or higher would still need to discard a card.</p>
<p><b>119. Flies and Spiders</b></p>	<p><b>Quest</b>, Passage Through Mirkwood 1, Core Set x1, Quest Points: 8  <i>Side A:</i> <b>Setup:</b> Search the encounter deck for 1 copy of the Forest Spider and 1 copy of the Old Forest Road, and add them to the staging area. Then, shuffle the encounter deck.  <i>Side B:</i> none.</p>	
<p><b>120. A Fork in the Road</b></p>	<p><b>Quest</b>, Passage Through Mirkwood 2, Core Set x1, Quest Points: 2  <i>Side A:</i> none.  <i>Side B:</i> <b>Forced:</b> When you defeat this stage, proceed to one of the 2 "A Chosen Path" stages, at random.</p>	
<p><b>121. A Chosen Path - "Don't Leave the Path!"</b></p>	<p><b>Quest</b>, Passage Through Mirkwood 3, Core Set x1, Quest Points: 0  <i>Side A:</i> none.  <i>Side B:</i> <b>When Revealed:</b> Each player must search the encounter deck and discard pile for 1 <b>Spider</b> card of his choice, and add it to the staging area. The players must find and defeat Ungoliant's Spawn to win this game.</p>	<p>Cards must have <b>Spider</b> trait. It is in your best interest to make <b>Ungoliant's Spawn</b> (CORE 76) one of the spiders you search for. Even if you have previously defeated <b>Ungoliant's Spawn</b>, you must bring him out and defeat him again in order to win. You still do the <b>Quest</b> phase and you still gain threat or gain progress tokens even though they are not needed to complete the quest.  Any <b>Surge</b>, <b>Doomed</b>, and <b>Guarded</b> keywords on the cards are triggered, but not <b>When Revealed</b> (<i>official FAQ v1.1</i>).  As soon as you defeat <b>Ungoliant's Spawn</b>, you win, even if you have an incomplete active location.</p>
<p><b>122. A Chosen Path - Beorn's Path</b></p>	<p><b>Quest</b>, Passage Through Mirkwood 3, Core Set x1, Quest Points: 10  <i>Side A:</i> none.  <i>Side B:</i> Players cannot defeat this stage when <b>Ungoliant's Spawn</b> is in play. If players defeat this stage, they have won the game.</p>	<p>Game is won immediately when progress tokens <math>\geq 10</math> <b>and</b> <b>Ungoliant's Spawn</b> (CORE 76) is not in-play (even if it has not yet appeared or had previously been defeated).</p>
<p><b>123. The Necromancer's Tower</b></p>	<p><b>Quest</b>, Escape From Dol Guldur 1, Core Set x1, Quest Points: 9  <i>Side A:</i> <b>Setup:</b> Search the encounter deck for the 3 objective cards, and place them in the staging area. Also, place the Nazgûl of Dol Guldur face up but out of play, alongside the quest deck. Then, shuffle the encounter deck and attach 1 encounter to each objective card.  <i>Side B:</i> <b>When Revealed:</b> Randomly select 1 hero card (among all the heroes controlled by the players) and turn it facedown. That hero is now considered a "prisoner," cannot be used, cannot be damaged, and does not collect resources, until it is "rescued" (as instructed by card effects) later in this quest.  The players, as a group, cannot play more than 1 ally card each round. Players cannot advance to the next stage of this quest unless they have at least 1 objective card.</p>	<p><b>Setup:</b> any <b>When Revealed</b>, <b>Surge</b> and <b>Doomed</b> keywords do trigger (<i>official FAQ v1.2 section 1.19</i>). A total of 1 card is dealt to each <b>Guarded</b> Objective.  <b>When Revealed:</b> if the player whose <b>Hero</b> is captured loses their other <b>Heroes</b>, they are eliminated from the game (<i>official from Nate</i>).  "cannot play more than 1 ally card" means all players collectively can't put more than 1 <b>Ally</b> card into play during <b>Phase 2 (Planning Phase)</b>. Cards like <b>Sneak Attack</b> (CORE 23) and <b>Stand and Fight</b> (CORE 51) can still put <b>Allies</b> into play during any action window because they circumvent this restriction (<i>official FAQ v1.1</i>).</p>
<p><b>124. Through the Caverns</b></p>	<p><b>Quest</b>, Escape From Dol Guldur 2, Core Set x1, Quest Points: 15  <i>Side A:</i> none.  <i>Side B:</i> <b>Response:</b> After placing any number of progress tokens on this card, flip the "prisoner" hero card face up, and place 1 damage token on it. This hero has now been "rescued," and may now be used by its controller. The players, as a group, cannot play more than 1 ally card each round. Players cannot advance to the next stage of this quest unless they have rescued the prisoner and have all 3 "Escape from Dol Guldur" objective cards.</p>	<p>"cannot play more than 1 ally card" means all players collectively can't put more than 1 <b>Ally</b> card into play during <b>Phase 2 (Planning Phase)</b>. Cards like <b>Sneak Attack</b> (CORE 23) and <b>Stand and Fight</b> (CORE 51) can still put <b>Allies</b> into play during any action window because they circumvent this restriction (<i>official FAQ v1.1</i>).  <b>Response:</b> You can choose to trigger this response any you have placed 1 or more progress tokens on the cart. Triggering this response does force you to move <b>Nazgûl of Dol Guldur</b> to the staging area, so in some cases you may want to delay the rescue of the prisoner.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**Quest**, Escape From Dol Guldur 3, Core Set x1, Quest Points: 7

*Side A*: none.

*Side B*: **Forced**: At the beginning of each quest phase, each player places the top card of his deck, face down in front of him, as if it just engaged him from the staging area. These cards are called "Orc Guard," and act as enemies with: 1 hit point, 1 **Attack**, and 1 **Defense**.

**Players cannot defeat this stage while Nazgûl of Dol Guldur is in play. If it is defeated and Nazgûl of Dol Guldur is not in play, the players have won the game.**

### 125. Out of the Dungeons

The card you used from your deck is discarded when defeated. These enemies do not have the **Orc** trait (*official FAQ*). Can't be returned to the staging area: discard instead (*official FAQ 1.2*).

**Quest**, Journey Along the Anduin 1, Core Set x1, Quest Points: 8

*Side A*: **Setup**: Each player reveals 1 card from the top of the encounter deck, and adds it to the staging area.

**126. To the River...** *Side B*: **When Revealed**: Search the encounter deck for 1 Hill Troll (if one is not already in play), and place it in the staging area. Shuffle the encounter deck.

**Players cannot defeat this stage while any Hill Troll cards are in play.**

**Setup**: **Treachery** cards are resolved and still count even though they are not added to the staging area. **When Revealed** effects still occur and the **Surge**, and **Doomed** keywords are still resolved (*official FAQ*).

### 127. Anduin Passage

**Quest**, Journey Along the Anduin 2, Core Set x1, Quest Points: 16

*Side A*: none.

*Side B*: Reveal 1 additional card from the encounter deck each quest phase. Do not make engagement checks during the encounter phase. (Each player may still optionally engage 1 enemy each encounter phase.)

There is no action window between each card revealed.

### 128. Ambush on the Shore

**Quest**, Journey Along the Anduin 3, Core Set x1, Quest Points: 0

*Side A*: none.

*Side B*: **When Revealed**: Reveal 2 encounter cards per player and add them to the staging area. Skip the staging step of the quest phase for the remainder of the game. Once there are no enemies in play, the players have won the game.

You no longer add any cards to the staging area, but the remainder of the **Quest Phase** still occurs: in other words, you still need to quest and you still need to add up your **Willpower** and compare against **Threat** and adjust your threat dials appropriately. Engagement checks occur again as they normally would.

## Shadows of Mirkwood

### 1. Bilbo Baggins

**Hero**, **Lore**, The Hunt for Gollum x1, **Unique**, **Threat**: 9

*Hobbit*.

HP: 2, Willpower: 1, Attack: 1, Defense: 2

The first player draws 1 additional card in the resource phase.

Note that so far this is the only **Hero** whose threat level is greater than the sum of its attributes.

### 2. Dúnedain Mark

**Attachment**, **Leadership**, The Hunt for Gollum x3, Cost: 1

*Signal*.

Attach to a hero.

Attached hero gains +1 **Attack**.

**Action**: Pay 1 resource from attached hero's pool to attach Dúnedain Mark to another hero.

### 3. Campfire Tales

**Event**, **Leadership**, The Hunt for Gollum x3, Cost: 1

**Action**: Each player draws 1 card.

### 4. Winged Guardian

**Ally**, **Tactics**, The Hunt for Gollum x3, Cost: 2

*Creature*. **Eagle**.

HP: 1, Willpower: 0, Attack: 0, Defense: 4

Sentinel. Winged Guardian cannot have restricted attachments.

**Forced**: After an attack in which Winged Guardian defends resolves, pay 1 **Tactics** resource or discard Winged Guardian from play.

If two Winged Guardians are defending together using **Stand Together** (CORE 38), if one leaves play using **Horn of Gondor** (CORE 42), it is possible to generate the resource required for the other Winged Guardian to remain in-play. The forced effect happens immediately after determining combat damage, before any player actions.

### 5. The Eagles are Coming!

**Event**, **Tactics**, The Hunt for Gollum x3, Cost: 0

*Eagle*.

**Action**: Search the top 5 cards of your deck for any number of **Eagle** cards and add them to your hand. Shuffle the other cards back into your deck.

Even though the cost is 0, you still must have a **Tactics** hero under your control (alive and not captured) to play this card.

### 6. Westfold Horse-Breaker

**Ally**, **Spirit**, The Hunt for Gollum x3, Cost: 2

*Rohan*.

HP: 1, Willpower: 1, Attack: 0, Defense: 1

**Action**: Discard Westfold Horse-Breaker to choose and ready a hero.

Like all actions, the card must be in-play in order use the effect (can't be triggered from your hand).

Chosen hero can be controlled by any player and this works even if they have **Caught in a Web** attached.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

7. Mustering the Rohirrim	<p><b>Event, Spirit</b>, The Hunt for Gollum x3, Cost: 1</p> <p><b>Action:</b> Search the top 10 cards of your deck for any 1 <b>Rohan</b> ally card and add it to your hand. Then, shuffle the other cards back into your deck.</p>	
8. Rivendell Minstrel	<p><b>Ally, Lore</b>, The Hunt for Gollum x3, Cost: 3</p> <p><b>Noldor.</b></p> <p>HP: 1, Willpower: 2, Attack: 0, Defense: 0</p> <p><b>Response:</b> After you play Rivendell Minstrel from your hand, search your deck for 1 <b>Song</b> card and add it to your hand. Shuffle your deck.</p>	Note that this card is not a <b>Minstrel</b> (the name of a card does not change the specific traits that it has).
9. Strider's Path	<p><b>Event, Lore</b>, The Hunt for Gollum x3, Cost: 1</p> <p><b>Response:</b> After a location is revealed from the encounter deck, immediately travel to that location without resolving its Travel effect. If another location is currently active, return it to the staging area.</p>	Only ignores any <b>Travel</b> keyword, not a <b>Forced</b> keyword on the <b>Location</b> card. You may still be able to travel to yet another location during the <b>Travel Phase</b> later. A location returned to the staging area keeps its progress tokens.
10. Song of Kings	<p><b>Attachment, Neutral</b>, The Hunt for Gollum x3, Cost: 1</p> <p><b>Song.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains a <b>Leadership</b> resource icon.</p>	Note that this does not grant an extra resource token, it means all resource tokens in the <b>Hero's</b> resource pool are now two types: the <b>Hero's</b> original sphere and <b>Leadership</b> . The <b>Hero</b> officially becomes a "Leadership Hero" for game purposes.
11. The Hunt Begins	<p><b>Quest</b>, The Hunt for Gollum 1, THfG x1, Quest Points: 8</p> <p><b>Side A: Setup:</b> Reveal 1 card per player from the encounter deck, and add it to the staging area.</p> <p><b>Side B: Forced:</b> After the players quest successfully, the first player looks at the top 3 cards of the encounter deck. Reveal and add 1 of those cards to the staging area, and discard the other 2 cards.</p>	<p><b>Setup:</b> be sure to apply any <b>When Revealed</b> effect and <b>Surge, Doomed, and Guarded</b> keywords.</p> <p><b>Forced:</b> This is in addition to the <b>Staging Phase</b> and be sure to apply any <b>When Revealed, Surge, Doomed, and Guarded</b> keywords.</p> <p>If the players complete this card during the <b>Quest Phase</b>, the <b>Forced effect would still occur</b> (official FAQ 1.2).</p>
12. A New Terror Abroad	<p><b>Quest</b>, The Hunt for Gollum 2, THfG x1, Quest Points: 10</p> <p><b>Side A:</b> none.</p> <p><b>Side B: Forced:</b> At the beginning of the quest phase, the first player looks at the top 2 cards of the encounter deck. Reveal and add 1 of those cards to the staging area, and discard the other.</p>	<b>Forced:</b> This additional encounter card is drawn before players commit to the quest. Be sure to apply any <b>When Revealed, Surge, Doomed, and Guarded</b> keywords. This happens at the beginning of each quest phase in addition to the regular encounter cards you draw each turn.
13. On the Trail	<p><b>Quest</b>, The Hunt for Gollum 3, THfG x1, Quest Points: 8</p> <p><b>Side A:</b> none.</p> <p><b>Side B:</b> Any player who does not control a hero with at least 1 <b>Clue</b> objective attached cannot commit characters to this quest. If there are ever no heroes with <b>Clue</b> objectives attached in play, reset the quest deck to stage 2B.</p> <p><b>If the players defeat this stage, the players have once again found a true sign of Gollum's passing, and won the game.</b></p>	<p>If you just successfully quested on card 2B then you may have a chance to claim a Clue before this card takes effect.</p> <p>When you reset the quest deck, remove any progress tokens from current quest card and return the 2B card to the top of the quest card pile.</p> <p>Nothing else changes.</p>
14. Signs of Gollum	<p><b>Objective</b>, The Hunt for Gollum, The Hunt for Gollum x4</p> <p><b>Clue.</b></p> <p>Guarded.</p> <p><b>Response:</b> After the players quest successfully, the players may claim Signs of Gollum if it has no attached encounters. When claimed, attach Signs of Gollum to any hero committed to the quest. (Counts as a <b>Condition</b> attachment with: "<b>Forced:</b> After attached hero is damaged or leaves play, return this card to the top of the encounter deck.")</p>	Attached location must be explored or attached enemy must be defeated. Only may claim <b>Clue</b> card if the players' total <b>Willpower</b> exceeded total <b>Threat</b> . <b>Clue</b> cards may be claimed when and only exactly when conditions are met but players are not required to do so. <b>Clue</b> cards drawn as shadow cards have no effect and are discarded normally.
15. The Old Ford	<p><b>Location</b>, The Hunt for Gollum, The Hunt for Gollum x2</p> <p><b>Riverland.</b>, Threat: X, Quest Points: 2</p> <p>X is the number of ally cards in play.</p> <p><b>Shadow:</b> Discard from play all allies with a printed cost lower than the number of <b>Riverland</b> locations in play.</p>	<b>Shadow:</b> this card does not count as a <b>Riverland</b> card when being used as a shadow card and therefore it does not contribute to its own count of <b>Riverland</b> cards in play.
16. The Eaves of Mirkwood	<p><b>Location</b>, The Hunt for Gollum, The Hunt for Gollum x3</p> <p><b>Forest.</b>, Threat: 2, Quest Points: 2</p> <p>While The Eaves of Mirkwood is the active location, encounter card effects cannot be canceled.</p>	You can still cancel effects on shadow cards since they are not considered encounter cards while they are shadow cards.
17. River Ninglor	<p><b>Location</b>, The Hunt for Gollum, The Hunt for Gollum x2</p> <p><b>Riverland.</b>, Threat: 2, Quest Points: 4</p> <p>While River Ninglor is the active location, remove 1 progress token from it and from the current quest at the end of each round.</p> <p><b>Shadow:</b> Remove 1 progress token from the current quest. (2 progress tokens instead if this attack is undefended.)</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

18. The East Bank	<p><b>Location</b>, The Hunt for Gollum, The Hunt for Gollum x2 <b>Riverland</b>, Threat: <b>3</b>, Quest Points: <b>3</b></p> <p>While The East Bank is the active location, ally cards cost 1 additional matching resource to play from hand.</p> <p><b>Shadow:</b> If you do not control at least 1 hero with a <b>Clue</b> card attached, return this enemy to the staging area after its attack resolves.</p>	<p>For <b>Neutral</b> allies, the cost is one additional resource of the type you are already paying. This doesn't change the cost of <b>Event</b> cards that put allies into play.</p> <p><b>Shadow:</b> this means the enemy would return to the staging area before you could counterattack: this happens immediately after damage is determined and before any player actions.</p>
19. The West Bank	<p><b>Location</b>, The Hunt for Gollum, The Hunt for Gollum x2 <b>Riverland</b>, Threat: <b>3</b>, Quest Points: <b>3</b></p> <p>While The West Bank is the active location, attachment and event cards cost 1 additional matching resource to play from hand.</p> <p><b>Shadow:</b> If you do not control at least 1 hero with a <b>Clue</b> card attached, double this enemy's base <b>Attack</b> for this attack.</p>	<p>Cards with a cost of X now cost X+1. For example, if you want to play <b>Stand and Fight</b> (CORE 51) to bring <b>Beorn</b> (CORE 31) into play you would have to pay a total cost of 6.</p>
20. Goblintown Scavengers	<p><b>Enemy</b>, The Hunt for Gollum, The Hunt for Gollum x2 <b>Goblin. Orc.</b>, Threat: <b>1</b>, Engagement Cost: <b>12</b> HP: <b>3</b>, Attack: <b>1</b>, Defense: <b>0</b></p> <p><b>When Revealed:</b> Discard the top card of each player's deck. Until the end of the phase, increase Goblintown Scavenger's <b>Threat</b> by the total printed cost of all cards discarded in this way.</p>	<p>Cards with a cost of X have a cost of 0 for purposes of this card.</p>
21. Hunters from Mordor	<p><b>Enemy</b>, The Hunt for Gollum, The Hunt for Gollum x5 <b>Mordor</b>, Threat: <b>2</b>, Engagement Cost: <b>34</b> HP: <b>6</b>, Attack: <b>2</b>, Defense: <b>2</b></p> <p>Hunters from Mordor get +2 <b>Attack</b> and +2 <b>Threat</b> for each <b>Clue</b> card in play.</p> <p><b>Shadow:</b> Deal 1 damage to each hero with a <b>Clue</b> card attached. (3 damage instead if this attack is undefended).</p>	<p>This causes you to lose all of your <b>Clue</b> cards, which might send you back to quest card 2B (ouch!). If a character has more than one <b>Clue</b> card they only receive one damage.</p>
22. False Lead	<p><b>Treachery</b>, The Hunt for Gollum, The Hunt for Gollum x2</p> <p><b>When Revealed:</b> The first player chooses and shuffles a card with the printed <b>Clue</b> trait back into the encounter deck. If there are no <b>Clue</b> cards in play, False Lead gains surge.</p>	<p>Presumably this is triggered, if possible, if drawn to guard a <b>Clue</b> card. Any encounter card guarding the discarded <b>Clue</b> remains in-play.</p>
23. Flooding	<p><b>Treachery</b>, The Hunt for Gollum, The Hunt for Gollum x2 <b>Disaster</b>.</p> <p>Doomed 1. Surge.</p> <p><b>When Revealed:</b> Remove all progress tokens from all <b>Riverland</b> locations.</p> <p><b>Shadow:</b> Resolve the "when revealed" effect of this card.</p>	
24. Old Wives' Tales	<p><b>Treachery</b>, The Hunt for Gollum, The Hunt for Gollum x3 <b>Gossip</b>.</p> <p><b>When Revealed:</b> Discard 1 resource from each hero's resource pool, if able. Exhaust any hero that could not discard a resource from its pool.</p>	<p>Will not exhaust an <b>Ally</b> who has a resource pool (currently only Radagast (SoM 59)).</p> <p>If this occurs during setup (via <b>The Hunt Begins</b> (SoM 11) because it uses the term "reveal"), it will exhaust all <b>Heroes</b> since they do not yet have any resource tokens.</p>
25. Frodo Baggins	<p><b>Hero</b>, <b>Spirit</b>, Conflict at the Carrock x1, <b>Unique</b>, Threat: <b>7</b> <b>Hobbit</b>.</p> <p>HP: <b>2</b>, Willpower: <b>2</b>, Attack: <b>1</b>, Defense: <b>2</b></p> <p><b>Response:</b> After Frodo Baggins is damaged, cancel the damage and instead raise your threat by the amount of damage he would have been dealt. (Limit once per phase.)</p>	<p><b>Response:</b> Frodo is still damaged (and in fact can take more damage than his <b>2 Health</b>), but you get to cancel that damage. So if he had <b>Signs of Gollum</b> (SoM 13), for example, he would still lose that card. Remember that responses are always optional.</p>
26. Dúnedain Warning	<p><b>Attachment</b>, <b>Leadership</b>, Conflict at the Carrock x3, Cost: <b>1</b> <b>Signal</b>.</p> <p>Attach to a hero.</p> <p>Attached hero gains +1 <b>Defense</b>.</p> <p><b>Action:</b> Pay 1 resource from attached hero's pool to attach Dúnedain Warning to another hero.</p>	
27. Second Breakfast	<p><b>Event</b>, <b>Leadership</b>, Conflict at the Carrock x3, Cost: <b>1</b></p> <p><b>Action:</b> Each player returns the topmost attachment card from his discard pile to his hand.</p>	<p>This does not say "draw" so any limitations on drawing cards do not apply.</p>
28. Beorning Beekeeper	<p><b>Ally</b>, <b>Tactics</b>, Conflict at the Carrock x3, Cost: <b>4</b> <b>Beorning</b>.</p> <p>HP: <b>3</b>, Willpower: <b>1</b>, Attack: <b>2</b>, Defense: <b>1</b></p> <p><b>Action:</b> Discard Beorning Beekeeper from play to deal 1 damage to each enemy in the staging area.</p>	
29. Born Aloft	<p><b>Attachment</b>, <b>Tactics</b>, Conflict at the Carrock x3, Cost: <b>0</b> <b>Condition</b>.</p> <p>Attach to an ally.</p> <p><b>Action:</b> Discard Born Aloft from play to return attached ally to its owner's hand.</p>	<p>Even though the cost is 0, you must still have a <b>Tactics Hero</b> under your control (alive and not captured) to play this card.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

30. Éomund	<p><b>Ally, Spirit</b>, Conflict at the Carrock x3, Cost: <b>3</b>  <b>Rohan</b>.                      HP: <b>2</b>, Willpower: <b>2</b>, Attack: <b>1</b>, Defense: <b>1</b>  <b>Response:</b> After Éomund leaves play, ready all <b>Rohan</b> characters in play.</p>	Éomund has to be in-play before he can leave play. You also can't voluntarily have him leave play: he needs to die or some other card effect needs to cause him to leave play.
31. Nor am I a Stranger	<p><b>Attachment, Spirit</b>, Conflict at the Carrock x3, Cost: <b>1</b>  <b>Title</b>.                      Attach to a character.                      Attached character gains the <b>Rohan</b> trait.</p>	
32. Longbeard Map-Maker	<p><b>Ally, Lore</b>, Conflict at the Carrock x3, Cost: <b>3</b>  <b>Dwarf</b>.                      HP: <b>3</b>, Willpower: <b>1</b>, Attack: <b>1</b>, Defense: <b>1</b>  <b>Action:</b> Spend <b>1 Lore Resource</b> to give Longbeard Map-Maker +1 <b>Willpower</b> until the end of the phase.</p>	
33. A Burning Brand	<p><b>Attachment, Lore</b>, Conflict at the Carrock x3, Cost: <b>2</b>  <b>Item</b>.                      Attach to <b>Lore</b> character.                      While attached character is defending, cancel any shadow effects on cards dealt to the attacking enemy.</p>	Only applied if the character defends the attack, not if a <b>Hero</b> takes damage due to an undefended attack.
34. Song of Wisdom	<p><b>Attachment, Neutral</b>, Conflict at the Carrock x3, Cost: <b>1</b>  <b>Song</b>.                      Attach to a hero.                      Attached hero gains a <b>Lore</b> resource icon.</p>	Note that this does not grant an extra resource token, it means all resource tokens in the <b>Hero's</b> resource pool are now two types: the <b>Hero's</b> original sphere and <b>Lore</b> . The <b>Hero</b> officially becomes a "Lore Hero" for game purposes.
35. Grimbeorn's Quest	<p><b>Quest</b>, Conflict at the Carrock <b>1</b>, CatC x1, Quest Points: <b>7</b>  <b>Side A: Setup:</b> Add The Carrock to the staging area. Remove 4 unique <b>Troll</b> cards and 4 copies of the "Sacked!" card from the encounter deck and set them aside, out of play. Then shuffle 1 "Sacked!" card per player back into the encounter deck.  <b>Side B: Forced:</b> After placing the 7th progress token on Grimbeorn's Quest, The Carrock becomes the active location. Discard the previous active location from play.</p>	From the rules insert: In this scenario, players may encounter an "ally objective" card, Grimbeorn the Old. If Grimbeorn is revealed from the encounter deck during the quest phase, he enters the staging area as an objective. If the players claim Grimbeorn the Old (as instructed by his card text), he becomes an ally under the control of the first player. The first player may then use Grimbeorn in the same manner he would use any ally he controls. If Grimbeorn the Old leaves play for any reason, the card is placed in the encounter discard pile.
36. Against the Trolls	<p><b>Quest</b>, Conflict at the Carrock <b>2</b>, CatC x1, Quest Points: <b>1</b>  <b>Side A</b> : none.  <b>Side B: When Revealed:</b> Place the unique <b>Troll</b> cards previously set aside into the staging area.                      Players cannot defeat this stage if there are any <b>Troll</b> enemies in play.</p>	You win the game when you complete this card ( <i>official FAQ 1.2</i> ).
37. Grimbeorn the Old	<p><b>Objective</b>, Conflict at the Carrock, Conflict at the Carrock x1  <b>Ally</b>.                      HP: <b>10</b>, Willpower: <b>2</b>, Attack: <b>4</b>, Defense: <b>3</b>                      Grimbeorn the Old does not exhaust to defend against <b>Troll</b> enemies. If Grimbeorn the Old has 8 or more resource tokens on him, he joins the first player as an ally.  <b>Action:</b> Spend <b>1 Leadership</b> resource to place that resource on Grimbeorn the Old.</p>	<p>Grimbeorn still needs to be unexhausted in order to defend, he just does not exhaust to do so. Grimbeorn stays with the player who receives him and does not move along with the first player marker.</p> <p>If Grimbeorn the Old comes up as a shadow card, you will need to discard him with no effect and wait until he cycles through again (or use <b>Bee Pastures</b> (SoM 45)).</p>
38. Louis	<p><b>Enemy</b>, Conflict at the Carrock, Conflict at the Carrock x1, <b>Unique Troll</b>, Threat: <b>2</b>, Engagement Cost: <b>34</b>                      HP: <b>10</b>, Attack: <b>4</b>, Defense: <b>2</b>                      While Louis is engaged with a player, all <b>Troll</b> enemies gain, "<b>Forced:</b> After this enemy attacks, the defending player must raise his threat by 3."  <b>Response:</b> After defeating Louis, you may choose and discard 1 "Sacked!" card from play.</p>	Place in discard pile when defeated. The forced effect happens immediately after combat damage is determined and before any player actions.
39. Morris	<p><b>Enemy</b>, Conflict at the Carrock, Conflict at the Carrock x1, <b>Unique Troll</b>, Threat: <b>2</b>, Engagement Cost: <b>34</b>                      HP: <b>10</b>, Attack: <b>4</b>, Defense: <b>2</b>                      While Morris is engaged with a player, all <b>Troll</b> enemies get +1 <b>Attack</b>.  <b>Response:</b> After defeating Morris, you may choose and discard 1 "Sacked!" card from play.</p>	Place in discard pile when defeated.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

40. Stuart	<p><b>Enemy</b>, Conflict at the Carrock, Conflict at the Carrock x1, <b>Unique Troll</b>, Threat: <b>2</b>, Engagement Cost: <b>34</b>                      HP: <b>10</b>, Attack: <b>4</b>, Defense: <b>2</b></p> <p>While Stuart is engaged with a player, all <b>Troll</b> enemies get +1 <b>Defense</b>.  <b>Response</b>: After defeating Stuart, you may choose and discard 1 "Sacked!" card from play.</p>	Place in discard pile when defeated.
41. Rupert	<p><b>Enemy</b>, Conflict at the Carrock, Conflict at the Carrock x1, <b>Unique Troll</b>, Threat: <b>2</b>, Engagement Cost: <b>34</b>                      HP: <b>10</b>, Attack: <b>4</b>, Defense: <b>2</b></p> <p><b>Forced</b>: After Rupert attacks, shuffle all copies of the "Sacked!" card from the discard pile back into the encounter deck.  <b>Response</b>: After defeating Rupert, you may choose and discard 1 "Sacked!" card from play.</p>	Place in discard pile when defeated.
42. Muck Adder	<p><b>Enemy</b>, Conflict at the Carrock, Conflict at the Carrock x4  <b>Creature</b>, Threat: <b>1</b>, Engagement Cost: <b>20</b>                      HP: <b>4</b>, Attack: <b>2</b>, Defense: <b>0</b></p> <p><b>Forced</b>: If Muck Adder damages a character, discard that character from play.  <b>Shadow</b>: Defending character gets -1 <b>Defense</b> for the duration of this attack.</p>	<p><b>Frodo</b> (SoM 25) will still be discarded from play because this <b>Forced</b> keyword triggers before the applicable <b>Response</b> could be triggered. Whether you defend the attack or not, any <b>Character</b> damaged by Muck Adder is discarded from play.</p>
43. The Carrock	<p><b>Location</b>, Conflict at the Carrock, Conflict at the Carrock x1, <b>Unique Riverland</b>, Threat: <b>2</b>, Quest Points: <b>6</b></p> <p>Immune to player card effects.                      Players cannot travel to The Carrock except through quest card effects.                      While The Carrock is the active location, <b>Troll</b> enemies get +1 <b>Attack</b> and +1 <b>Defense</b>.</p>	
44. River Langflood	<p><b>Location</b>, Conflict at the Carrock, Conflict at the Carrock x4  <b>Riverland</b>, Threat: <b>2</b>, Quest Points: <b>3</b></p> <p>While it is in the staging area, River Langflood gets +1 <b>Threat</b> for each <b>Troll</b> enemy in play.</p>	If a location is the active location, it is not in the staging area.
45. Bee Pastures	<p><b>Location</b>, Conflict at the Carrock, Conflict at the Carrock x3  <b>Wilderness</b>, Threat: <b>1</b>, Quest Points: <b>2</b></p> <p><b>Response</b>: After you travel to Bee Pastures, search the encounter deck and discard pile for Grimbeorn the Old and add him to the staging area. Then shuffle the encounter deck.</p>	Always shuffle the encounter deck, even if you found Grimbeorn in the discard pile.
46. Oak-Wood Grove	<p><b>Location</b>, Conflict at the Carrock, Conflict at the Carrock x3  <b>Wilderness</b>, Threat: <b>2</b>, Quest Points: <b>1</b></p> <p>While Oak-wood Grove is the active location, resource tokens from any sphere may be spent as <b>Leadership</b> resource tokens.</p>	Note that this doesn't change the type of resource pool (e.g. a <b>Lore Hero</b> is still a <b>Lore Hero</b> even though the resource tokens can temporarily be spent as <b>Leadership</b> resource tokens).
47. A Frightened Beast	<p><b>Treachery</b>, Conflict at the Carrock, Conflict at the Carrock x3</p> <p><b>When Revealed</b>: Each player raises his threat by the total <b>Threat</b> of all cards in the staging area. Any player may choose to discard from play 1 <b>Creature</b> ally card he controls to cancel this effect.</p>	If a location is the active location, it is not in the staging area.
48. Sacked!	<p><b>Treachery</b>, Conflict at the Carrock, Conflict at the Carrock x5</p> <p><b>When Revealed</b>: Attach to a hero with no "Sacked!" cards attached controlled by the first player. (Cannot be canceled). Counts as a <b>Condition</b> attachment with the text: "Attached hero cannot attack, defend, commit to a quest, trigger its effect, or collect resources."  <b>Shadow</b>: If attacking enemy is a <b>Troll</b>, resolve this card's "when revealed" effect.</p>	<p><b>Condition</b>: Hero does ready though. If already committed to a quest when card is attached, the Hero is still committed to that quest for this turn. Can't gain resources in any way (<i>official FAQ 1.2</i>).  <b>Shadow</b>: still counts as a shadow effect even though you are following the <b>When Revealed</b> effect.</p>
49. Roasted Slowly	<p><b>Treachery</b>, Conflict at the Carrock, Conflict at the Carrock x2</p> <p><b>When Revealed</b>: Destroy all heroes with the card "Sacked!" attached. Then, shuffle Roasted Slowly back into the encounter deck.  <b>Shadow</b>: If attacking enemy is a <b>Troll</b>, remove 2 damage tokens from it.</p>	
50. Prince Imrahil	<p><b>Hero</b>, <b>Leadership</b>, A Journey to Rhosgobel x1, <b>Unique</b>, Threat: <b>11</b>  <b>Gondor</b>, <b>Noble</b>.                      HP: <b>4</b>, Willpower: <b>2</b>, Attack: <b>3</b>, Defense: <b>2</b></p> <p><b>Response</b>: After a character leaves play, ready Prince Imrahil. (Limit once per round.)</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

	<p><b>Attachment, Leadership</b>, A Journey to Rhosgobel x3, Cost: 2</p> <p><b>Signal.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains +1 <b>Willpower</b>.</p> <p><b>Action:</b> Pay 1 resource from attached hero's pool to attach Dúnedain Quest to another hero.</p>	
51. Dúnedain Quest		
52. Parting Gifts	<p><b>Event, Leadership</b>, A Journey to Rhosgobel x3, Cost: 0</p> <p><b>Action:</b> Move any number of resource tokens from a <b>Leadership</b> hero's resource pool to any other hero's resource pool.</p>	<p>Even though the cost is 0, you must still have a <b>Leadership Hero</b> under your control (alive and not captured) to play this card. The resources, once moved, become the sphere(s) of the destination <b>Hero</b>. Can't move to an <b>Ally</b> with a resource pool.</p>
53. Landroval	<p><b>Ally, Tactics</b>, A Journey to Rhosgobel x3, Cost: 5, <b>Unique Creature. Eagle.</b></p> <p>HP: 4, Willpower: 1, Attack: 3, Defense: 1</p> <p>Sentinel. Landroval cannot have restricted attachments.</p> <p><b>Response:</b> After a hero card is destroyed, return Landroval to his owner's hand to put that hero back into play, with 1 damage token on it. (Limit once per game.)</p>	<p>Limit is once per game, per player.</p>
54. To the Eyrie	<p><b>Event, Tactics</b>, A Journey to Rhosgobel x3, Cost: 2</p> <p><b>Response:</b> After an ally is destroyed, exhaust 1 <b>Eagle</b> character to move that ally from the discard pile to its owner's hand.</p>	<p>Destroyed means discarded into your own discard pile due to damage tokens equal or exceeding HP.</p>
55. Escort from Eodoras	<p><b>Ally, Spirit</b>, A Journey to Rhosgobel x3, Cost: 2</p> <p><b>Rohan.</b></p> <p>HP: 1, Willpower: 2, Attack: 0, Defense: 0</p> <p>While committed to a quest, Escort from Eodoras gets +2 <b>Willpower</b>.</p> <p><b>Forced:</b> After resolving a quest to which Escort from Eodoras was committed, discard Escort from Eodoras from play.</p>	<p>The forced effect occurs immediately after the last step of the quest phase, before any possible player actions.</p>
56. Ancient Mathom	<p><b>Attachment, Spirit</b>, A Journey to Rhosgobel x3, Cost: 1</p> <p><b>Mathom.</b></p> <p>Attach to a location.</p> <p><b>Response:</b> After attached location is explored, the first player draws 3 cards.</p>	
57. Haldir of Lórien	<p><b>Ally, Lore</b>, A Journey to Rhosgobel x3, Cost: 4</p> <p><b>Silvan.</b></p> <p>Ranged. Sentinel.</p> <p>HP: 3, Willpower: 2, Attack: 2, Defense: 2</p>	
58. Infighting	<p><b>Event, Lore</b>, A Journey to Rhosgobel x3, Cost: 1</p> <p><b>Action:</b> Move any number of damage from one enemy to another.</p>	<p>This includes enemies in the staging area as well as enemies engaged with players.</p>
59. Radagast	<p><b>Ally, Neutral</b>, A Journey to Rhosgobel x3, <b>Unique</b>, Cost: 5</p> <p><b>Istari.</b></p> <p>HP: 3, Willpower: 2, Attack: 1, Defense: 1</p> <p>Radagast collects 1 resource each resource phase. These resources can be used to pay for <b>Creature</b> cards played from your hand.</p> <p><b>Action:</b> Spend X resources from Radagast's pool to heal X wounds on any 1 <b>Creature</b>.</p>	<p>You can pay all or part of the required resources for a <b>Creature</b> card from any sphere with Radagast. <b>You don't need a hero with a matching resource symbol if the resources are coming only from Radagast's pool (official from Nate).</b></p> <p>NOTE: Radagast does not get discarded at the end of the phase like <b>Gandalf</b> (CORE 73)..</p>
60. The Wounded Eagle	<p><b>Quest</b>, A Journey to Rhosgobel 1, AJtR x1, Quest Points: 8</p> <p><b>Side A: Setup:</b> Search the encounter deck for Rhosgobel and Wilyador, and add them to the staging area with 2 damage tokens on Wilyador. Then, shuffle the encounter deck.</p> <p><b>Side B:</b> none.</p>	
61. Radagast's Request	<p><b>Quest</b>, A Journey to Rhosgobel 2, AJtR x1, Quest Points: 12</p> <p><b>Side A:</b> none.</p> <p><b>Side B: Response:</b> After the quest phase begins, the first player may place X damage tokens on Wilyador to look at the top 3 cards of the encounter deck. Reveal and add 1 of these cards to the staging area, and discard the other 2. X is the number of players in the game.</p> <p><b>Forced:</b> After a card effect heals Wilyador, remove that card from the game.</p>	<p>Removed cards are to be set aside (not in the discard pile) and ignored for the rest of the game (can't be brought back into play). Applies to all cards, for example if you used Radagast's or Glorfindel's ability to heal Wilyador, they would be removed from the game (of course you could play another copy of Radagast, just not the same physical card).</p>
62. Return to Rhosgobel	<p><b>Quest</b>, A Journey to Rhosgobel 3, AJtR x1, Quest Points: 0</p> <p><b>Side A:</b> none.</p> <p><b>Side B: When Revealed:</b> Heal 5 wounds from Wilyador for each Athelas objective card the players control.</p> <p><b>If Wilyador is completely healed when this effect resolves, Wilyador survives and the players have won the game. Otherwise, the players have lost the game.</b></p>	<p>Each Athelas objective card counts as a separate event and therefore <b>Wilyador</b> (SoM 64) can be healed by more than 5 wounds (<i>official FAQ 1.2</i>).</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

63. Athelas	<p><b>Objective</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x4  <b>Item</b>.            Guarded.  <b>Action</b>: Exhaust a hero to claim this objective if it has no encounters attached. Then, attach Athelas to that hero.</p>	<p>This counts as an attachment when attached to a <b>Hero</b>. It is discarded if that <b>Hero</b> leaves play.</p>
64. Wilyador	<p><b>Objective</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x1  <b>Creature. Eagle</b>.            HP: <b>20</b>, Willpower: <b>1</b>, Attack: <b>1</b>, Defense: <b>1</b>            No attachments. The first player gains control of Wilyador, as an ally.  <b>Forced</b>: At the end of each round, Wilyador suffers 2 damage.            Wilyador cannot be healed of more than 5 wounds by a single effect. If Wilyador leaves play, the players have lost the game.</p>	<p>In this scenario, the players encounter an "ally objective" card, Wilyador, the Eagle. This card has a constant effect that reads, "The first player gains control of Wilyador, as an ally." This means that the first player takes control of Wilyador, and can use him in the same manner he would use any ally he controls. At the end of each round, when the first player token passes to a new player, the new first player also gains control of Wilyador.</p> <p>Wilyador also has the text "no attachments." This means that players cannot play or move attachment cards on Wilyador.</p> <p>If Wilyador leaves play for any reason, the players have lost this game. Additionally, if the player who controls Wilyador is eliminated, the players have lost the game.</p>
65. Rhosgobel	<p><b>Location</b>, A Journey to Rhosgobel, AJtR x1, <b>Unique</b>  <b>Forest.</b>, Threat: <b>X</b>, Quest Points: <b>4</b>, Victory: <b>4</b>            X is the number of players in the game.            While Rhosgobel is in the staging area, Wilyador cannot be healed.  <b>Travel</b>: Players must complete stage one of this quest before they can travel to Rhosgobel.</p>	
66. Forest Grove	<p><b>Location</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x4  <b>Forest.</b>, Threat: <b>2</b>, Quest Points: <b>3</b>  <b>Response</b>: After the players explore Forest Grove, search the encounter deck and discard pile for 1 Athelas objective, and add it to the staging area. Then, shuffle the encounter deck.</p>	<p>Be sure to resolve the <b>Guarded</b> keyword on <b>Athelas</b> (SoM 63).</p>
67. Exhaustion	<p><b>Treachery</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x4  <b>When Revealed</b>: Deal 2 damage to each exhausted character.  <b>Shadow</b>: Deal 1 damage to each exhausted character.</p>	
68. Swarming Insects	<p><b>Treachery</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x4  <b>When Revealed</b>: Deal 1 damage to each character without any attachments.  <b>Shadow</b>: If a character (including Wilyador) has more damage than each other character, deal 3 additional damage to that character.</p>	<p>One single character has to have more damage than all other characters for this to take effect.</p>
69. Festering Wounds	<p><b>Treachery</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x2  <b>When Revealed</b>: Deal 2 damage to each wounded character.  <b>Shadow</b>: Deal 1 damage to each wounded character. (2 damage instead if this attack is undefended.)</p>	
70. Mirkwood Flock	<p><b>Enemy</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x4  <b>Creature.</b>, Threat: <b>1</b>, Engagement Cost: <b>32</b>            HP: <b>3</b>, Attack: <b>2</b>, Defense: <b>1</b>            Only <b>Eagle</b> characters or characters with ranged can attack or defend against Mirkwood Flock.  <b>Shadow</b>: If this attack is undefended, the damage must be placed on Wilyador.</p>	
71. Black Forest Bats	<p><b>Enemy</b>, A Journey to Rhosgobel, A Journey to Rhosgobel x5  <b>Creature.</b>, Threat: <b>1</b>, Engagement Cost: <b>26</b>            HP: <b>2</b>, Attack: <b>1</b>, Defense: <b>0</b>            Only <b>Eagle</b> characters or characters with ranged can attack or defend against Black Forest Bats.  <b>Shadow</b>: If this attack is undefended, the damage must be placed on Wilyador.</p>	
72. Brand son of Bain	<p><b>Hero, Tactics</b>, The Hills of Eryn Mui x1, <b>Unique</b>, Threat: <b>10</b>  <b>Dale</b>.            HP: <b>3</b> Willpower: <b>2</b>, Attack: <b>3</b>, Defense: <b>2</b>            Ranged.  <b>Response</b>: After Brand son of Bain attacks and defeats an enemy engaged with another player, choose and ready one of that player's characters.</p>	<p>The <b>Response</b> can be used if Brand son of Bain joins an attack that another character declares (<i>official FAQ 1.2</i>).</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

	<p><b>Ally, Leadership</b>, The Hills of Eryn Muil x3, Cost: 2</p> <p><b>Hobbit.</b></p> <p>HP: 2, Willpower: 1, Attack: 0, Defense: 0</p>	
73. Keen-eyed Took	<p><b>Response:</b> After Keen-eyed Took enters play, reveal the top card of each player's deck.</p> <p><b>Action:</b> Return Keen-eyed Took to your hand to discard the top card of each player's deck.</p>	
74. Rear Guard	<p><b>Event, Leadership</b>, The Hills of Eryn Muil x3, Cost: 1</p> <p><b>Quest Action:</b> Discard a <b>Leadership</b> ally to give each hero committed to this quest +1 <b>Willpower</b> until the end of the phase.</p>	
75. Descendant of Thorondor	<p><b>Ally, Tactics</b>, The Hills of Eryn Muil x3, Cost: 4</p> <p><b>Creature. Eagle.</b></p> <p>HP: 2, Willpower: 1, Attack: 2, Defense: 1</p> <p>Descendant of Thorondor cannot have restricted attachments.</p> <p><b>Response:</b> After Descendant of Thorondor enters or leaves play, deal 2 damage to any 1 enemy in the staging area.</p>	Remember you can choose to use the <b>Response</b> up to two times: once when this card enters play and once when it leaves play.
76. Meneldor's Flight	<p><b>Event, Tactics</b>, The Hills of Eryn Muil x3, Cost: 0</p> <p><b>Action:</b> Choose an <b>Eagle</b> ally. Return that character to its owner's hand.</p>	Even though the cost is 0, you must still have a <b>Tactics Hero</b> under your control (alive and not captured) to play this card. This can not be used on characters such as <b>Vassal of the Windlord</b> (SoM 98) or <b>Winged Guardian</b> (SoM 4) because their forced effect always occurs before you can use this action.
77. The Riddermark's Finest	<p><b>Ally, Spirit</b>, The Hills of Eryn Muil x3, Cost: 2</p> <p><b>Creature. Rohan.</b></p> <p>HP: 2, Willpower: 1, Attack: 1, Defense: 0</p> <p><b>Action:</b> Exhaust and discard The Riddermark's Finest to place 2 progress tokens on any location.</p>	<b>Action:</b> This can be done any time you can take an action. He must be ready in order to exhaust and discard him.
78. Ride to Ruin	<p><b>Event, Spirit</b>, The Hills of Eryn Muil x3, Cost: 1</p> <p><b>Action:</b> Discard a <b>Rohan</b> ally to choose a location. Place 3 progress tokens on that location.</p>	You can't use a discard ability, if present, on the card discarded in addition to the ability Ride to Ruin gives you. You can't place progress tokens on a Quest card with this ability.
79. Gildor Inglorion	<p><b>Ally, Lore</b>, The Hills of Eryn Muil x3, Cost: 5</p> <p><b>Noldor.</b></p> <p>HP: 3, Willpower: 3, Attack: 2, Defense: 3</p> <p><b>Action:</b> Exhaust Gildor Inglorion to look at the top 3 cards of your deck. Switch one of those cards with a card from your hand. Then, return the 3 cards to the top of your deck, in any order.</p>	
80. Gildor's Counsel	<p><b>Event, Lore</b>, The Hills of Eryn Muil x3, Cost: 3</p> <p>Play during the Quest phase, before characters are committed to the Quest.</p> <p><b>Action:</b> Reveal 1 less card from the encounter deck this phase. (To a minimum of 1.)</p>	
81. Song of Travel	<p><b>Attachment, Neutral</b>, The Hills of Eryn Muil x3, Cost: 1</p> <p><b>Song.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains a <b>Spirit</b> resource icon.</p>	Note that this does not grant an extra resource token, it means all resource tokens in the <b>Hero's</b> resource pool are now two types: the <b>Hero's</b> original sphere and <b>Spirit</b> . The <b>Hero</b> officially becomes a "Spirit Hero" for game purposes.
82. The Hills of Eryn Muil	<p><b>Quest</b>, The Hills of Eryn Muil 1, ThoEM x1, Quest Points: 1</p> <p><b>Side A: Setup:</b> Search the encounter deck for Amon Hen and Amon Lhaw, and add them to the staging area. Then shuffle the encounter deck.</p> <p><b>Side B: Forced:</b> If there are no location cards in the staging area, the first treachery card revealed during the quest phase gains surge.</p> <p>Players cannot defeat this stage unless there are no <b>Eryn Muil</b> locations in play, and they have collected at least 20 victory points.</p>	If a card that gains Surge already has Surge then the Surge happens twice.
83. Amon Hen	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x1, <b>Unique Eryn Muil</b>, Threat: X, Quest Points: 5, Victory: 5</p> <p>X is double the number of players in the game.</p> <p>While Amon Hen is the active location, players cannot play events.</p>	
84. Amon Lhaw	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x1, <b>Unique Eryn Muil</b>, Threat: X, Quest Points: 5, Victory: 5</p> <p>X is double the number of players in the game.</p> <p>While Amon Lhaw is the active location, treat all attachments as if their printed text boxes were blank.</p>	This would still not allow multiple <b>Unique</b> attachments to be in-play nor multiple <b>Restricted</b> attachments on one character.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

85. The East Wall of Rohan	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x2</p> <p><b>Eryn Muil.</b>, Threat: <b>4</b>, Quest Points: <b>2</b>, Victory: <b>3</b></p> <p>While The East Wall of Rohan is the active location, non-<b>Rohan</b> characters cost 2 additional matching resources to play.</p>	
86. The North Star	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x2</p> <p><b>Eryn Muil.</b>, Threat: <b>3</b>, Quest Points: <b>3</b>, Victory: <b>3</b></p> <p><b>Forced:</b> After traveling to the North Star, move the top card of the encounter discard pile to the staging area. Resolve any "when revealed" effects on that card.</p>	
87. Rauros Falls	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x2</p> <p><b>Eryn Muil.</b>, Threat: <b>2</b>, Quest Points: <b>4</b>, Victory: <b>3</b></p> <p>While Rauros Falls is the active location, all characters must commit to the current quest during the quest phase.</p> <p><b>Shadow:</b> After this attack resolves, return attacking enemy to the staging area.</p>	<b>Shadow:</b> this effect happens as soon as combat damage is determined and before any possible player actions.
88. The Shores of Nen Hithoel	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x3</p> <p><b>Eryn Muil.</b>, Threat: <b>2</b>, Quest Points: <b>2</b>, Victory: <b>2</b></p> <p><b>Travel:</b> The first player must discard 1 event card from his hand to travel to this location.</p> <p><b>Shadow:</b> After this attack resolves, return attacking enemy to the staging area.</p>	<b>Shadow:</b> this effect happens as soon as combat damage is determined and before any possible player actions.
89. The Outer Ridge	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x3</p> <p><b>Eryn Muil.</b>, Threat: <b>2</b>, Quest Points: <b>2</b>, Victory: <b>2</b></p> <p>While The Outer Ridge is the active location, each location in the staging area gets +1 <b>Threat</b>.</p> <p><b>Shadow:</b> After this attack resolves, return attacking enemy to the staging area.</p>	The active location is not in the staging area. <b>Shadow:</b> this effect happens as soon as combat damage is determined and before any possible player actions.
90. The Highlands	<p><b>Location</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x4</p> <p><b>Eryn Muil.</b>, Threat: <b>1</b>, Quest Points: <b>1</b>, Victory: <b>1</b></p> <p><b>Travel:</b> In order to travel to The Highlands, the players must reveal the top card of the encounter deck, and add it to the staging area.</p>	
91. Impassable Chasm	<p><b>Treachery</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x4</p> <p><b>Hazard.</b></p> <p><b>When Revealed:</b> If there is an active location, remove all progress tokens from that location and return it to the staging area. If no location is moved by this effect, this card gains surge.</p>	
92. Rockslide	<p><b>Treachery</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x3</p> <p><b>Hazard.</b></p> <p><b>When Revealed:</b> Deal 2 damage to each character committed to this quest.</p> <p><b>Shadow:</b> Remove defending character from combat. This attack is considered undefended.</p>	Defender remains exhausted, damage must be assigned to a <b>Hero</b> just like a normal undefended attack.
93. Slick Footing	<p><b>Treachery</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x3</p> <p><b>Hazard.</b></p> <p><b>When Revealed:</b> Remove 1 progress token from each location in play. Then, discard the top card of each player's deck for each progress token removed by this effect.</p>	
94. Orc Horse Thieves	<p><b>Enemy</b>, The Hills of Eryn Muil, The Hills of Eryn Muil x3</p> <p><b>Mordor. Orc.</b>, Threat: <b>3</b>, Engagement Cost: <b>35</b></p> <p>HP: <b>6</b>, Attack: <b>1</b>, Defense: <b>2</b></p> <p>Doomed 2.</p> <p>Orc Horse Thieves get +1 <b>Attack</b> for each location in the staging area.</p>	The active location is not in the staging area.
95. Boromir	<p><b>Hero, Tactics</b>, The Dead Marshes x1, <b>Unique</b>, Threat: <b>11</b></p> <p><b>Gondor. Noble. Warrior.</b></p> <p>HP: <b>5</b> Willpower: <b>1</b>, Attack: <b>3</b>, Defense: <b>2</b></p> <p><b>Action:</b> Raise your threat by 1 to ready Boromir.</p> <p><b>Action:</b> Discard Boromir to deal 2 damage to each enemy engaged with a single player.</p>	Your threat only increases by 1 when you ready him outside of the normal stage when you refresh characters.
96. Dúnedain Watcher	<p><b>Ally, Leadership</b>, The Dead Marshes x3, Cost: <b>3</b></p> <p><b>Hobbit.</b></p> <p>HP: <b>2</b>, Willpower: <b>1</b>, Attack: <b>1</b>, Defense: <b>1</b></p> <p><b>Response:</b> Discard Dúnedain Watcher from play to cancel the shadow effects of a card just triggered.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

97. Dúnedain Cache	<p><b>Attachment, Leadership</b>, The Dead Marshes x3, Cost: 2 <i>Item.</i> Attach to a hero. Attached hero gains ranged. <b>Action:</b> Pay 1 resource from attached hero's pool to attach Dúnedain Cache to another hero.</p>	
98. Vassal of the Windlord	<p><b>Ally, Tactics</b>, The Dead Marshes x3, Cost: 1 <i>Creature. Eagle.</i> HP: 1, Willpower: 0, Attack: 3, Defense: 0 Ranged. Vassal of the Windlord cannot have restricted attachments. <b>Forced:</b> After an attack in which Vassal of the Windlord attacked resolves, discard Vassal of the Windlord from play.</p>	The forced effect occurs immediately after determining combat damage and before any possible player actions.
99. Song of Mocking	<p><b>Attachment, Tactics</b>, The Dead Marshes x3, Cost: 1 <i>Hero.</i> Attach to a hero. <b>Action:</b> Exhaust Song of Mocking to choose another hero. Until the end of the phase, attached hero takes all damage assigned to the chosen hero.</p>	
100. Elfhelm	<p><b>Ally, Spirit</b>, The Dead Marshes x3, Cost: 4 <i>Rohan. Warrior.</i> HP: 3, Willpower: 1, Attack: 2, Defense: 2 While Elfhelm is ready, he gains: "<b>Response:</b> After your threat is raised as the result of questing unsuccessfully, or by an encounter or quest card effect, reduce your threat by 1."</p>	Can reduce the treat as a result of the threat gained from <b>Gollum</b> (SoM 107) since it is an encounter card.
101. We Do Not Sleep	<p><b>Event, Spirit</b>, The Dead Marshes x3, Cost: 5 <b>Action:</b> Until the end of the phase, <b>Rohan</b> characters do not exhaust to commit to quests.</p>	
102. Silvan Tracker	<p><b>Ally, Lore</b>, The Dead Marshes x3, Cost: 3 <i>Silvan.</i> HP: 3, Willpower: 1, Attack: 1, Defense: 1 <b>Response:</b> After a <b>Silvan</b> character readies during the refresh phase, heal 1 damage from that character.</p>	
103. Fast Hitch	<p><b>Attachment, Lore</b>, The Dead Marshes x3, Cost: 1 <i>Skill.</i> Attach to a <b>Hobbit</b> character. <b>Action:</b> Exhaust Fast Hitch to ready attached character.</p>	
104. Song of Battle	<p><b>Attachment, Neutral</b>, The Dead Marshes x3, Cost: 1 <i>Song.</i> Attach to a hero. Attached hero gains a <b>Tactics</b> resource icon.</p>	Note that this does not grant an extra resource token, it means all resource tokens in the <b>Hero's</b> resource pool are now two types: the <b>Hero's</b> original sphere and <b>Tactics</b> . The <b>Hero</b> officially becomes a "Tactics Hero" for game purposes.
105. Into the Marshes	<p><b>Quest</b>, The Dead Marshes 1, TDM x1, Quest Points: 12 <i>Side A:</i> <b>Setup:</b> Search the encounter deck for Gollum, and add it to the staging area. Shuffle the encounter deck, then reveal 1 card per player from the encounter deck and add it to the staging area. <i>Side B:</i> none.</p>	
106. The Capture	<p><b>Quest</b>, The Dead Marshes 2, TDM x1, Quest Points: 3 <i>Side A:</i> none. <i>Side B:</i> <b>Forced:</b> After this stage is defeated, the first player chooses a player. That player must pass an Escape test, dealing 1 card from the encounter deck for each resource token on Gollum, to capture him. If Gollum is not captured at this time, reset the quest deck to stage 1B. <b>If this final Escape test is passed, the players have captured Gollum and won the game.</b></p>	If <b>Gollum</b> (SoM 107) is not in-play when you defeat this stage, you must still take and fail the escape test and then reset the quest deck to stage 1B ( <i>official from Nate</i> ). You do the final escape test on this card before you do the regular escape test mentioned on <b>Gollum</b> (SoM 107).
107. Gollum	<p><b>Objective</b>, The Dead Marshes, The Dead Marshes x1, <b>Unique Gollum.</b> If Gollum ever has 8 or more resource tokens on him, shuffle him back into the encounter deck. <b>Forced:</b> At the end of the quest phase, the party must make an escape test, dealing 1 card per player from the encounter deck. If this test is failed, place 2 resource tokens on Gollum.</p>	An escape test is performed at the end of every quest phase as long as Gollum is in the staging area. If Gollum is dealt as a shadow card you'll need to cycle through the entire encounter deck to get to him again.
108. A Wisp of Pale Sheen	<p><b>Treachery</b>, The Dead Marshes, The Dead Marshes x3 <i>Escape.</i> <b>When Revealed:</b> Place 2 resource tokens on Gollum. Any player may exhaust a <b>Lore</b> hero to reduce this effect to 1 resource token.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

109. Nightfall	<p><b>Treachery</b>, The Dead Marshes, The Dead Marshes x3</p> <p><b>Escape.</b></p> <p><b>When Revealed:</b> The first player makes an escape test, dealing 2 cards from the encounter deck. If this test is failed, place 1 resource token on Gollum and raise each player's threat by 2.</p> <p><b>Escape:</b> 2</p>	
110. Through the Mist	<p><b>Treachery</b>, The Dead Marshes, The Dead Marshes x3</p> <p><b>Escape.</b></p> <p><b>When Revealed:</b> The first player makes an escape test counting <b>Attack</b> instead of <b>Willpower</b>, dealing 2 cards from the encounter deck. If this test is failed, place 1 resource token on Gollum and raise each player's threat by 1.</p> <p><b>Escape:</b> 3</p>	
111. The Lights of the Dead	<p><b>Treachery</b>, The Dead Marshes, The Dead Marshes x4</p> <p><b>Escape.</b></p> <p><b>When Revealed:</b> Each player must make an escape test, dealing 2 cards from the encounter deck for each test. Each player that fails this test places 1 resource token on Gollum, and raises his threat by 1.</p> <p><b>Escape:</b> 5</p>	The escape test occurs even if drawn during setup.
112. Giant Marsh Worm	<p><b>Enemy</b>, The Dead Marshes, The Dead Marshes x4</p> <p><b>Creature.</b>, Threat: <b>1</b>, Engagement Cost: <b>36</b></p> <p>HP: <b>6</b>, Attack: <b>3</b>, Defense: <b>2</b></p> <p><b>Forced:</b> Remove 2 damage from Giant Marsh Worm at the end of each round.</p> <p><b>Escape:</b> 2</p>	
113. Impassable Bog	<p><b>Location</b>, The Dead Marshes, The Dead Marshes x4</p> <p><b>Dead Marshes.</b>, Threat: <b>1</b>, Quest Points: <b>12</b>, Victory: <b>7</b></p> <p><b>When Revealed:</b> Place 1 resource token on Gollum for each location card in the staging area.</p> <p><b>Escape:</b> 2</p>	The card is not considered to be in the staging area while the <b>When Revealed</b> effect is being resolved, it is placed afterwards. The active location is not in the staging area.
114. The Heart of the Marshes	<p><b>Location</b>, The Dead Marshes, The Dead Marshes x4</p> <p><b>Dead Marshes.</b>, Threat: <b>3</b>, Quest Points: <b>4</b></p> <p>While The Heart of the Marshes is the active location, all cards dealt from the encounter deck for escape tests get +1 Escape. <i>(Cards receive this bonus even if they do not have a printed escape value.)</i></p> <p><b>Escape:</b> 1</p>	
115. Fens and Mires	<p><b>Location</b>, The Dead Marshes, The Dead Marshes x4</p> <p><b>Dead Marshes.</b>, Threat: <b>2</b>, Quest Points: <b>2</b></p> <p><b>Forced:</b> After the players travel to this location, place 1 resource token on Gollum.</p> <p><b>Escape:</b> 2</p>	
116. Dáin Ironfoot	<p><b>Hero, Leadership</b>, Return to Mirkwood x1, <b>Unique</b>, Threat: <b>11</b></p> <p><b>Dwarf.</b></p> <p>HP: <b>5</b>, Willpower: <b>1</b>, Attack: <b>2</b>, Defense: <b>3</b></p> <p>While Dáin Ironfoot is ready, <b>Dwarf</b> characters get +1 <b>Attack</b> and +1 <b>Willpower</b>.</p>	If he exhausts himself to attack or quest, the bonus would be lost unless some other effect could be used to ready him.
117. Dúnedain Signal	<p><b>Attachment, Leadership</b>, Return to Mirkwood x3, Cost: <b>1</b></p> <p><b>Signal.</b></p> <p>Attach to a hero.</p> <p>Attached hero gains sentinel.</p> <p><b>Action:</b> Pay 1 resource from attached hero's pool to attach Dúnedain's Signal to another hero.</p>	
118. Dawn Take You All	<p><b>Event, Leadership</b>, Return to Mirkwood x3, Cost: <b>2</b></p> <p>Play after shadow cards have been dealt, before any attacks have resolved.</p> <p><b>Combat Action:</b> Each player may choose and discard 1 facedown shadow card from an enemy with which he is engaged.</p>	The discarded shadow card is removed and never checked for effects. This means that <b>Wargs</b> (CORE 85) does trigger his <b>Forced</b> event.
119. Eagles of the Misty Mountains	<p><b>Ally, Tactics</b>, Return to Mirkwood x3, Cost: <b>4</b></p> <p><b>Creature. Eagle.</b></p> <p>HP: <b>4</b>, Willpower: <b>2</b>, Attack: <b>2</b>, Defense: <b>2</b></p> <p>Eagles of the Misty Mountains cannot have restricted attachments. Eagles of the Misty Mountains gets +1 <b>Attack</b> and +1 <b>Defense</b> for each facedown attachment it has.</p> <p><b>Response:</b> After another <b>Eagle</b> character leaves play, you may attach that card facedown to Eagles of the Misty Mountains.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

120. Support of the Eagles	<p><b>Attachment, Tactics</b>, Return to Mirkwood x3, Cost: 3 <b>Boon.</b> Attach to a <b>Tactics</b> hero. <b>Action:</b> Exhaust Support of the Eagles to choose an <b>Eagle</b> ally. Until the end of the phase, attached hero adds that ally's <b>Attack</b> or <b>Defense</b> (choose 1) to its own.</p>	<b>Action:</b> Chosen hero does not need to be ready nor is it exhausted.
121. West Road Traveller	<p><b>Ally, Spirit</b>, Return to Mirkwood x3, Cost: 2 <b>Rohan.</b> HP: 1, Willpower: 2, Attack: 0, Defense: 0 <b>Response:</b> After you play West Road Traveller from your hand, switch the active location with any other location in the staging area.</p>	<b>Response:</b> this is optional like all responses. The switch may only occur if there is an active location and at least one location in the staging area.
122. Astonishing Speed	<p><b>Event, Spirit</b>, Return to Mirkwood x3, Cost: 3 <b>Action:</b> Until the end of the phase, all <b>Rohan</b> characters get +2 <b>Willpower</b>.</p>	
123. Mirkwood Runner	<p><b>Ally, Lore</b>, Return to Mirkwood x3, Cost: 3 <b>Silvan. Scout.</b> HP: 2, Willpower: 1, Attack: 2, Defense: 0 While Mirkwood Runner is attacking alone, the defending enemy does not count its <b>Defense</b>.</p>	
124. Rumour from the Earth	<p><b>Event, Lore</b>, Return to Mirkwood x3, Cost: 0 <b>Action:</b> Look at the top card of the encounter deck. Then, you may pay 1 <b>Lore</b> resource to return Rumour from the Earth to your hand.</p>	Even though the cost is 0, you must still have a <b>Lore Hero</b> under your control (alive and not captured) to play this card.
125. Shadow of the Past	<p><b>Event, Neutral</b>, Return to Mirkwood x3, Cost: 2 <b>Action:</b> Move the top card of the encounter discard pile to the top of the encounter deck.</p>	
126. Through the Forest	<p><b>Quest</b>, Return to Mirkwood 1, RtM x1, Quest Points: 12 <b>Side A: Setup:</b> Search the encounter deck for Gollum. Choose a player to guard Gollum at the start of the game, and place Gollum in front of that player. Then shuffle the encounter deck. Reveal 1 card per player from the encounter deck, and add it to the staging area. <b>Side B:</b> none.</p>	
127. Escape Attempt	<p><b>Quest</b>, Return to Mirkwood 2, RtM x1, Quest Points: 3 <b>Side A:</b> none. <b>Side B:</b> The player guarding Gollum cannot commit characters to this quest (unless he is the only player remaining in the game). If the players quest unsuccessfully, Gollum escapes and the players have lost the game.</p>	
128. To the Elvin King's Halls	<p><b>Quest</b>, Return to Mirkwood 3, RtM x1, Quest Points: 7 <b>Side A:</b> none. <b>Side B:</b> The player guarding Gollum cannot play cards from his hand.</p>	
129. Ambush	<p><b>Quest</b>, Return to Mirkwood 3, RtM x1, Quest Points: 2 <b>Side A:</b> none. <b>Side B: Forced:</b> At the beginning of the combat phase, all enemies in play engage the player guarding Gollum. <b>Players cannot defeat this stage if there are any enemies in play. If players defeat this stage, they have won the game.</b></p>	
130. Gollum	<p><b>Objective</b>, Return to Mirkwood, Return to Mirkwood x1, <b>Unique Creature.</b> HP: 5, Willpower: -, Attack: -, Defense: - Damage from undefended attacks against you must be dealt to Gollum. If Gollum is destroyed, or if the player guarding Gollum is eliminated, the players have lost the game. <b>Forced:</b> At the end of each round, raise the threat of the player guarding Gollum by 3. Then, than player may choose a new player to guard Gollum.</p>	<p>Gollum cannot be used to attack, defend, or commit to a quest. Otherwise, Gollum is considered an ally character under the control of the player guarding him. Card effects that affect allies do affect him, and any attachment that can be played on an ally can be played on Gollum. <b>Forced:</b> threat is raised by an additional 3 on top of the usual 1.</p>
131. The Spiders' Ring	<p><b>Location</b>, Return to Mirkwood, Return to Mirkwood x4 <b>Forest.</b>, Threat: 3, Quest Points: 2 While The Spider's Ring is the active location, the player guarding Gollum cannot change.. <b>Shadow:</b> If this attack is undefended, return any current active location to the staging area. The Spider's Ring becomes the active location..</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

132. Dry Watercourse	<p><b>Location</b>, Return to Mirkwood, Return to Mirkwood x3</p> <p><b>Forest.</b>, Threat: 2, Quest Points: 2</p> <p>While Dry Watercourse is the active location, all treachery card effects that target the player guarding Gollum also target each other player.</p>
133. Woodman's Glade	<p><b>Location</b>, Return to Mirkwood, Return to Mirkwood x3</p> <p><b>Forest.</b>, Threat: 2, Quest Points: 2</p> <p><b>Travel:</b> The player guarding Gollum must exhaust a hero he controls to travel to Woodman's Glade.</p> <p><b>Response:</b> After exploring Woodman's Glade, reduce the threat of each player not guarding Gollum by 2.</p>
134. Wood Elf Path	<p><b>Location</b>, Return to Mirkwood, Return to Mirkwood x3</p> <p><b>Forest.</b>, Threat: 1, Quest Points: 3</p> <p><b>Response:</b> After the players travel to Wood Elf Path, the player guarding Gollum may choose a new player to guard him.</p>
135. Gollum's Anguish	<p><b>Treachery</b>, Return to Mirkwood, Return to Mirkwood x2</p> <p><b>Tantrum.</b></p> <p><b>When Revealed:</b> Raise the threat of the player guarding Gollum by 8. That player must choose a new player to guard Gollum, if able.</p> <p><b>Shadow:</b> Raise the threat of the player guarding Gollum by 4.</p>
136. Gollum's Bite	<p><b>Treachery</b>, Return to Mirkwood, Return to Mirkwood x2</p> <p><b>Tantrum.</b></p> <p><b>When Revealed:</b> Deal 4 damage to a hero controlled by the player guarding Gollum. That player must choose a new player to guard Gollum, if able.</p> <p><b>Shadow:</b> Deal 2 damage to a hero controlled by the player guarding Gollum.</p>
137. Wasted Provisions	<p><b>Treachery</b>, Return to Mirkwood, Return to Mirkwood x3</p> <p><b>Tantrum.</b></p> <p><b>When Revealed:</b> Discard the top 10 cards from the deck of the player guarding Gollum. That player must choose a new player to guard Gollum, if able.</p> <p><b>Shadow:</b> Discard the top 5 cards from the deck of the player guarding Gollum.</p>
138. Mirkwood Bats	<p><b>Enemy</b>, Return to Mirkwood, Return to Mirkwood x4</p> <p><b>Creature.</b>, Threat: 1, Engagement Cost: 22</p> <p>HP: 1, Attack: 1, Defense: 1</p> <p>Surge.</p> <p><b>Forced:</b> After Mirkwood Bats engages a player, deal 1 damage to each character controlled by the player guarding Gollum.</p>
139. Attercop, Attercop	<p><b>Enemy</b>, Return to Mirkwood, Return to Mirkwood x3</p> <p><b>Creature. Spider.</b>, Threat: 2, Engagement Cost: 44</p> <p>HP: 6, Attack: 8, Defense: 4</p> <p><b>Forced:</b> At the beginning of the encounter phase, Attercop, Attercop automatically engages the player guarding Gollum, regardless of his threat.</p>
	<p>Attercop, Attercop will remain engaged with the same player even if <b>Gollum</b> (SoM 107) later moves to a different player, until the beginning of the next encounter phase.</p>
<b>Khazad-dûm</b>	
1. Dwalin	<p><b>Hero, Spirit</b>, Khazad-dûm x1, <b>Unique</b>, Threat: 9</p> <p><b>Dwarf.</b></p> <p>HP: 4, Willpower: 1, Attack: 2, Defense: 2</p> <p><b>Response:</b> After Dwalin attacks and destroys an <b>Orc</b> enemy, lower your threat by 2.</p>
2. Bifur	<p><b>Hero, Lore</b>, Khazad-dûm x1, <b>Unique</b>, Threat: 7</p> <p><b>Dwarf.</b></p> <p>HP: 3, Willpower: 2, Attack: 1, Defense: 2</p> <p><b>Action:</b> Pay 1 resource from a hero's resource pool to add 1 resource to Bifur's resource pool. Any player may trigger this ability. (Limit once per round.)</p>
3. Narvi's Belt	<p><b>Attachment, Leadership</b>, Khazad-dûm x3, Cost: 2, <b>Unique Item.</b></p> <p>Attach to a <b>Dwarf</b> hero.</p> <p><b>Action:</b> Exhaust Narvi's Belt to give attached hero a resource icon of your choice until the end of the phase.</p>
	<p>Note that this does not grant an extra resource token, it means all resource tokens in the <b>Hero's</b> resource pool are temporarily two types: the <b>Hero's</b> original sphere and the new one you choose. The <b>Hero</b> also temporarily becomes a "X Hero" for game purposes, where X is the sphere you chose.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

4. Durin's Song	<p><b>Event, Leadership</b>, Khazad-dûm x3, Cost: 1</p> <p><b>Action:</b> Choose a <b>Dwarf</b> hero. That hero gets +2 <b>Willpower</b>, +2 <b>Attack</b>, and +2 <b>Defense</b> until the end of the round.</p>	
5. Ever Onward	<p><b>Event, Leadership</b>, Khazad-dûm x3, Cost: 3</p> <p><b>Response:</b> After players quest unsuccessfully, choose a player. That player does not raise his threat.</p>	
6. Veteran of Nanduhirion	<p><b>Ally, Tactics</b>, Khazad-dûm x3, Cost: 4</p> <p><b>Dwarf. Warrior.</b></p> <p>HP: 3, Willpower: 0, Attack: 3, Defense: 2</p> <p>Veteran of Nanduhirion enters play with 1 damage on it.</p>	
7. Dwarrowdelf Axe	<p><b>Attachment, Tactics</b>, Khazad-dûm x3, Cost: 1</p> <p><b>Item. Weapon.</b></p> <p>Attach to a <b>Dwarf</b> character. Restricted.</p> <p>Attached character gets +1 <b>Attack</b>.</p> <p><b>Response:</b> After attached character attacks, deal 1 damage to the defending enemy.</p>	
8. Khazâd! Khazâd!	<p><b>Event, Tactics</b>, Khazad-dûm x3, Cost: 0</p> <p><b>Action:</b> Choose a <b>Dwarf</b> character. Until the end of the phase, that character gets +3 <b>Attack</b>.</p>	Even though the cost is 0, you must still have a <b>Tactics Hero</b> under your control (alive and not captured) to play this card.
9. Zigil Miner	<p><b>Ally, Spirit</b>, Khazad-dûm x3, Cost: 2</p> <p><b>Dwarf.</b></p> <p>HP: 1, Willpower: 1, Attack: 1, Defense: 1</p> <p><b>Action:</b> Exhaust Zigil Miner and name a number to discard the top 2 cards of your deck. If at least one of those cards has a cost equal to the named number, choose a hero you control. That hero adds resources to his resource pool equal to the named number.</p>	<b>Action:</b> Cards with a cost of X have a cost of 0 for this purpose.
10. Untroubled by Darkness	<p><b>Event, Spirit</b>, Khazad-dûm x3, Cost: 2</p> <p><b>Action:</b> Each <b>Dwarf</b> character gets +1 <b>Willpower</b> until the end of the phase. (+2 <b>Willpower</b> instead if the active location is an <b>Underground</b> or <b>Dark</b> location.)</p>	
11. Erebor Record Keeper	<p><b>Ally, Lore</b>, Khazad-dûm x3, Cost: 1</p> <p><b>Dwarf.</b></p> <p>HP: 1, Willpower: 1, Attack: 0, Defense: 0</p> <p>Erebor Record Keeper cannot attack or defend.</p> <p><b>Action:</b> Exhaust Erebor Record Keeper and pay 1 <b>Lore</b> resource to choose and ready a <b>Dwarf</b> character.</p>	
12. Ancestral Knowledge	<p><b>Event, Lore</b>, Khazad-dûm x3, Cost: 1</p> <p><b>Action:</b> Exhaust a <b>Dwarf</b> character to place 2 progress tokens on the active location. (4 progress tokens instead if it is an <b>Underground</b> or <b>Mountain</b> location.)</p>	These progress tokens may never be placed on a <b>Quest</b> card.
13. Boots from Erebor	<p><b>Attachment, Neutral</b>, Khazad-dûm x3, Cost: 0</p> <p><b>Item.</b></p> <p>Attach to a <b>Dwarf</b> or <b>Hobbit</b> character.</p> <p>Limit 1 Boots from Erebor per character.</p> <p>Attached character gets +1 hit point.</p>	
14. Patrol Leader	<p><b>Enemy, Into the Pit</b>, Khazad-dûm x2</p> <p><b>Goblin. Orc.</b>, Threat: 3, Engagement Cost: 30</p> <p>HP: 4, Attack: 4, Defense: 3</p> <p><b>Forced:</b> Before Patrol Leader is dealt damage, discard the top card of the encounter deck. If the discarded card is an enemy, cancel that damage.</p> <p><b>Shadow:</b> <i>Cancel all damage dealt to this enemy.</i></p>	Each time he would be dealt damage, check the top card of the encounter deck. Remember in a normal attack the damage from all attackers is applied all at once, but sometimes damage might occur separately from the main battle (e.g. <b>Dwarrowdelf Axe</b> (D 7)).
15. Signs of Conflict	<p><b>Treachery, Into the Pit</b>, Khazad-dûm x5</p> <p>Doomed 2. Surge.</p> <p><b>Shadow:</b> <i>Defending player raises his threat by 2.</i></p>	
16. East-gate	<p><b>Location, Into the Pit</b>, Khazad-dûm x1, <b>Unique Gate.</b>, Threat: 7, Quest Points: 7, Victory: 1</p> <p>Immune to card effects.</p> <p>Players cannot optionally engage enemies and no engagement checks are made.</p> <p><b>Forced:</b> After East-gate leaves play as an explored location, add First Hall to the staging area.</p>	East gate cannot be selected as the target of any card effect, and it ignores the effect of any card that would <b>directly</b> interact with it. The only way to place progress tokens on it is by questing, and once East-gate is the active location it remains the active location until it is fully explored (even cards like <b>Dreadful Gap</b> (D 52) or <b>Strider's Path</b> (SOM 9) would not be able to move it to the staging area). No regular engagement checks are made, but card effects could still cause enemies to engage players.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

17. First Hall	<p><b>Location</b>, Into the Pit, Khazad-dûm x1, <b>Unique Underground</b>. , Threat: <b>2</b>, Quest Points: <b>2</b>, Victory: <b>1</b></p> <p><b>Travel</b>: Each player must raise his threat by 3 to travel here.</p> <p><b>Forced</b>: After First Hall leaves play as an explored location, add Bridge of Khazad-dûm to the staging area.</p>	
18. Bridge of Khazad-dûm	<p><b>Location</b>, Into the Pit, Khazad-dûm x1, <b>Unique Underground. Bridge.</b>, Threat: <b>3</b>, Quest Points: <b>3</b>, Victory: <b>2</b></p> <p>While Bridge of Khazad-dûm is the active location, players cannot play cards.</p>	
19. Stairs of Náin	<p><b>Location</b>, Into the Pit, Khazad-dûm x2</p> <p><b>Underground</b>. , Threat: <b>2</b>, Quest Points: <b>4</b></p> <p><b>Travel</b>: The first player must exhaust 1 character he controls to travel here.</p> <p><b>Shadow</b>: Defending player must choose and exhaust 1 character he controls.</p>	
20. Cave-troll	<p><b>Enemy</b>, The Seventh Level, Khazad-dûm x2</p> <p><b>Troll</b>. , Threat: <b>4</b>, Engagement Cost: <b>33</b></p> <p>HP: <b>7</b>, Attack: <b>6</b>, Defense: <b>4</b></p> <p>For each excess point of combat damage dealt by Cave-troll (damage that is dealt beyond the remaining hit points of the character damaged by its attack) you must damage another character you control.</p>	If a second character runs out of remaining hit points, continue applying to a third character, etc.
21. Orc Horn Blower	<p><b>Enemy</b>, The Seventh Level, Khazad-dûm x1</p> <p><b>Orc. Summoner</b>. , Threat: <b>2</b>, Engagement Cost: <b>45</b></p> <p>HP: <b>3</b>, Attack: <b>1</b>, Defense: <b>1</b></p> <p>Surge.</p> <p><b>When Revealed</b>: Reveal 1 card from the encounter deck and add it to the staging area.</p>	
22. Hidden Threat	<p><b>Treachery</b>, The Seventh Level, Khazad-dûm x2</p> <p><b>When Revealed</b>: Each player must raise his threat by 1 for each enemy in the staging area. Then, the last player discards an attachment he controls.</p>	The last player is the player sitting directly to the right of the first player. If there is only one player, that player is both the first and last player.
23. Upper Hall	<p><b>Location</b>, The Seventh Level, Khazad-dûm x2</p> <p><b>Underground</b>. , Threat: <b>3</b>, Quest Points: <b>4</b></p> <p>Doomed 2.</p>	
24. Book of Mazarbul	<p><b>Objective</b>, The Seventh Level, Khazad-dûm x1</p> <p><b>Item. Artifact</b>.</p> <p><b>Action</b>: Exhaust a hero to claim this objective. Then, attach Book of Mazarbul to that hero. (If detached, return Book of Mazarbul to the staging area.)</p> <p>Attached hero cannot attack and does not exhaust to commit to a quest.</p>	If detached from a <b>Hero</b> , either through a card effect or due to the hero it is attached to leaving play, then it returns to the staging area, and can be claimed by any player who triggers its action. A hero can also exhaust to claim Book of Mazarbul even if it is attached to another hero. If this card is removed from the game, it should be set aside and ignored for the rest of the game (not placed in the discard pile). Attached hero must be ready to commit to a quest, but doesn't exhaust when doing so.
25. The Nameless Fear	<p><b>Enemy</b>, Flight from Moria, Khazad-dûm x1</p> <p><b>Flame. Shadow</b>. , Threat: <b>X</b>, Engagement Cost: <b>50</b></p> <p>HP: <b>X</b>, Attack: <b>X</b>, Defense: <b>X</b></p> <p>Immune to player card effects. The Nameless Fear cannot engage or be engaged.</p> <p>X is the number of victory points in the victory point display.</p>	Cannot be selected as the target of any card effect and ignores the effect of any card that would directly interact with it. The value "X" is a constant variable that is immediately recalculated whenever victory points are added or removed from the players' victory display.
26. New Devilry	<p><b>Treachery</b>, Flight from Moria, Khazad-dûm x3</p> <p><b>When Revealed</b>: If the players are not on stage 1, shuffle the current quest card into the quest deck, then reveal a new quest card. Otherwise, New Devilry gains surge.</p> <p><b>Shadow</b>: <i>If this attack is undefended, raise your threat by The Nameless Fear's Threat.</i></p>	
27. Shadow of Fear	<p><b>Treachery</b>, Flight from Moria, Khazad-dûm x3</p> <p><b>When Revealed</b>: The first player attaches Shadow of Fear to one of his heroes. (Counts as a <b>Condition</b> attachment with the text: "Limit 1 per hero. Attached hero cannot exhaust or ready and its text box is treated as if it were blank. <b>Action</b>: Pay 3 resources from attached hero's pool to discard this card.")</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

<b>28. A Foe Beyond</b>	<p><b>Treachery</b>, Flight from Moria, Khazad-dûm x4</p> <p><b>When Revealed:</b> The last player deals damage equal to The Nameless Fear's <b>Attack</b> to a hero he controls. This effect cannot be canceled.</p> <p><b>Shadow:</b> Deal damage equal to The Nameless Fear's <b>Attack</b> to the defending character.</p>	<p>The last player is the player sitting directly to the right of the first player. If there is only one player, that player is both the first and last player.</p>
<b>29. Abandoned Tools</b>	<p><b>Objective</b>, Flight from Moria, Khazad-dûm x1</p> <p><b>Tools.</b></p> <p>Guarded. Restricted.</p> <p><b>Action:</b> Exhaust a hero to claim this objective if it has no encounters attached. Then, attach Abandoned Tools to that hero. (If detached, return Abandoned Tools to the staging area.)</p> <p><b>Enemy</b>, Plundering Goblins, Khazad-dûm x1</p> <p><b>Goblin. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>27</b></p> <p>HP: <b>4</b>, Attack: <b>5</b>, Defense: <b>2</b></p> <p><b>When Revealed:</b> Chieftain of the Pit gets +3 <b>Attack</b> until the end of the round.</p> <p><b>Shadow:</b> Attacking enemy attacks again after this attack. Deal it another shadow card for the next attack.</p>	<p>Actions on encounter cards can be triggered by any player, following normal restrictions on triggering abilities.</p>
<b>30. Chieftain of the Pit</b>	<p><b>Enemy</b>, Plundering Goblins, Khazad-dûm x5</p> <p><b>Goblin. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>15</b></p> <p>HP: <b>2</b>, Attack: <b>2</b>, Defense: <b>2</b></p> <p>Goblin Spearman gets +2 <b>Attack</b> if its attack is undefended.</p> <p><b>Shadow:</b> Add Goblin Spearman to the staging area.</p> <p><b>Enemy</b>, Plundering Goblins, Khazad-dûm x2</p> <p><b>Goblin. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>48</b></p> <p>HP: <b>1</b>, Attack: <b>1</b>, Defense: <b>3</b></p> <p>Players cannot optionally engage Goblin Archer.</p> <p>Characters with ranged are eligible to attack Goblin Archer while it is in the staging area.</p> <p><b>Forced:</b> After an enemy is revealed from the encounter deck, the first player must deal 1 damage to 1 character he controls.</p>	<p><b>Shadow:</b> Add Goblin Spearman to the staging area.</p>
<b>31. Goblin Spearman</b>	<p><b>Treachery</b>, Plundering Goblins, Khazad-dûm x3</p> <p><b>When Revealed:</b> Each player must deal X damage to 1 ally he controls. X is the number of allies he controls.</p> <p><b>Shadow:</b> If the defending character is an ally, discard it from play.</p>	<p><b>Shadow:</b> Add Goblin Spearman to the staging area.</p>
<b>32. Goblin Archer</b>	<p><b>Location</b>, Plundering Goblins, Khazad-dûm x2</p> <p><b>Underground.</b> , Threat: <b>3</b>, Quest Points: <b>2</b></p> <p>While Plundered Armoury is in the staging area, enemies get +1 <b>Attack</b>.</p> <p><b>Response:</b> After Plundered Armoury leaves play as an explored location, each player may attach a <b>Weapon</b> or <b>Armour</b> attachment from his hand to 1 character he controls.</p>	<p><b>Shadow:</b> If the defending character is an ally, discard it from play.</p>
<b>33. Undisturbed Bones</b>	<p><b>Enemy</b>, Twists and Turns, Khazad-dûm x4</p> <p><b>Goblin. Orc.</b> , Threat: <b>1</b>, Engagement Cost: <b>33</b></p> <p>HP: <b>4</b>, Attack: <b>3</b>, Defense: <b>2</b></p> <p><b>When Revealed:</b> Goblin Follower engages the last player.</p> <p><b>Shadow:</b> Attacking enemy gets +1 <b>Attack</b>. (+2 <b>Attack</b> instead if attacking the last player.)</p> <p><b>Location</b>, Twists and Turns, Khazad-dûm x3</p> <p><b>Underground. Dark.</b> , Threat: <b>1</b>, Quest Points: <b>3</b></p> <p>While Branching Paths is in the staging area, each <b>Dark</b> location gets +1</p> <p><b>Threat.</b></p> <p><b>Forced:</b> After Branching Paths leaves play as an explored location, look at the top 3 cards of the encounter deck. Players must choose 1 of those to reveal and add to the staging area, moving the other 2 to the bottom of the deck.</p>	<p>The last player is the player sitting directly to the right of the first player. If there is only one player, that player is both the first and last player. Goblin Follower doesn't immediately attack, instead he attacks during the regular combat phase. Goblin Follower remains engaged with that player until destroyed or some other effect causes a disengagement.</p>
<b>34. Plundered Armoury</b>	<p><b>Location</b>, Twists and Turns, Khazad-dûm x2</p> <p><b>Underground. Dark.</b> , Threat: <b>4</b>, Quest Points: <b>4</b></p> <p><b>Travel:</b> Players must exhaust a Cave Torch to travel here.</p> <p><b>Shadow:</b> Cancel all combat damage dealt to attacking enemy.</p>	<p>+1 <b>Threat</b> applies to Branching Paths as well.</p> <p>If <b>Goblin Patrol (KD 65)</b> is in play, and the revealed encounter card is an Enemy, it would be discarded.</p>
<b>35. Goblin Follower</b>	<p><b>Location</b>, Twists and Turns, Khazad-dûm x2</p> <p><b>Underground. Dark.</b> , Threat: <b>4</b>, Quest Points: <b>4</b></p> <p><b>Travel:</b> Players must exhaust a Cave Torch to travel here.</p> <p><b>Shadow:</b> Cancel all combat damage dealt to attacking enemy.</p>	<p><b>Shadow:</b> When you determine combat damage to the enemy later during combat, you cancel that damage instead of applying it.</p>
<b>36. Branching Paths</b>	<p><b>Location</b>, Twists and Turns, Khazad-dûm x3</p> <p><b>Underground. Dark.</b> , Threat: <b>5</b>, Quest Points: <b>5</b></p> <p><b>Action:</b> Raise each player's threat by 1 to place 1 progress token on Zigil Mineshaft.</p>	<p>Actions on encounter cards can be triggered by any player, following normal restrictions on triggering abilities.</p>
<b>37. Lightless Passage</b>	<p><b>Location</b>, Twists and Turns, Khazad-dûm x2</p> <p><b>Underground. Dark.</b> , Threat: <b>4</b>, Quest Points: <b>4</b></p> <p><b>Travel:</b> Players must exhaust a Cave Torch to travel here.</p> <p><b>Shadow:</b> Cancel all combat damage dealt to attacking enemy.</p>	<p><b>Shadow:</b> When you determine combat damage to the enemy later during combat, you cancel that damage instead of applying it.</p>
<b>38. Zigil Mineshaft</b>	<p><b>Location</b>, Twists and Turns, Khazad-dûm x3</p> <p><b>Underground. Dark.</b> , Threat: <b>5</b>, Quest Points: <b>5</b></p> <p><b>Action:</b> Raise each player's threat by 1 to place 1 progress token on Zigil Mineshaft.</p>	<p>Actions on encounter cards can be triggered by any player, following normal restrictions on triggering abilities.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

39. Many Roads	<p><b>Treachery</b>, Twists and Turns, Khazad-dûm x1 Surge. <b>When Revealed:</b> Shuffle all locations in the encounter discard pile back into the encounter deck.</p>	
40. Burning Low	<p><b>Treachery</b>, Twists and Turns, Khazad-dûm x3 <b>When Revealed:</b> Each enemy and location currently in the staging area gets +1 <b>Threat</b> until the end of the phase. (+3 <b>Threat</b> instead if it is a <b>Dark</b> location.) Players may exhaust a Cave Torch to cancel this effect. <b>Shadow:</b> <i>Attacking enemy gets +2 <b>Attack</b>.</i></p>	
41. Cave Torch	<p><b>Objective</b>, Twists and Turns, Khazad-dûm x1 <b>Light.</b> Attach to a hero. Restricted. <b>Action:</b> Exhaust Cave Torch to place up to 3 progress tokens on a <b>Dark</b> location. <b>Forced:</b> After Cave Torch exhausts, discard the top card of the encounter deck. If that card is an enemy, add it to the staging area.</p>	If this card would leave play, either through a card effect or the <b>Hero</b> it is attached to leaving play, then it is removed from the game (set aside and ignored for the rest of the game, not placed in the discard pile).
42. Great Cave-troll	<p><b>Enemy</b>, Deeps of Moria, Khazad-dûm x2 <b>Troll</b>, Threat: <b>2</b>, Engagement Cost: <b>3B</b> HP: <b>10</b>, Attack: <b>7</b>, Defense: <b>3</b> Immune to ranged damage. No attachments can be played on Great Cave-troll.</p>	A character making a ranged attack will not damage this enemy, however a character with the ranged keyword making a normal attack can damage him normally.
43. Orc Drummer	<p><b>Enemy</b>, Deeps of Moria, Khazad-dûm x1 <b>Orc. Summoner</b>, Threat: <b>1</b>, Engagement Cost: <b>50</b> HP: <b>1</b>, Attack: <b>1</b>, Defense: <b>3</b> While Orc Drummer is in the staging area, each enemy gets +X <b>Threat</b>. X is the number of players in the game.</p>	
44. Stray Goblin	<p><b>Enemy</b>, Deeps of Moria, Khazad-dûm x3 <b>Goblin. Orc</b>, Threat: <b>X</b>, Engagement Cost: <b>29</b> HP: <b>2</b>, Attack: <b>X</b>, Defense: <b>X</b> X is the number of players in the game. <b>Shadow:</b> <i>Attacking enemy gets +X <b>Attack</b>. X is the number of players in the game.</i></p>	
45. Chance Encounter	<p><b>Treachery</b>, Deeps of Moria, Khazad-dûm x3 <b>When Revealed:</b> Put the top enemy in the encounter discard pile into play, engaged with the first player. If this effect put no enemies into play, Chance Encounter gains surge. <b>Shadow:</b> <i>Attacking enemy gets +1 <b>Attack</b>. (+3 <b>Attack</b> instead if engaged with the first player.)</i></p>	
46. Massing in the Deep	<p><b>Treachery</b>, Deeps of Moria, Khazad-dûm x2 Doomed 1. <b>When Revealed:</b> Reveal X additional cards from the encounter deck and add them to the staging area. X is the number of players in the game. <b>Shadow:</b> <i>Attacking enemy gets +X <b>Attack</b>. X is the number of players in the game.</i></p>	
47. The Mountains' Roots	<p><b>Location</b>, Deeps of Moria, Khazad-dûm x3 <b>Underground</b>, Threat: <b>X</b>, Quest Points: <b>X</b> X is the number of players in the game. <b>Shadow:</b> <i>Attacking enemy gets +X <b>Attack</b>. X is the number of players in the game.</i></p>	
48. Cave In	<p><b>Treachery</b>, Hazards of the Pit, Khazad-dûm x3 <b>Hazard.</b> <b>When Revealed:</b> Remove all progress tokens from the current quest card and active location. If Cave In removed no progress tokens, it gains surge.</p>	
49. Crumbling Ruin	<p><b>Treachery</b>, Hazards of the Pit, Khazad-dûm x2 <b>Hazard.</b> <b>When Revealed:</b> Each player must exhaust a character and discard the top card of his deck, if able. If the printed cost of the discarded card is equal to or higher than the remaining hit points of the exhausted character, discard the exhausted character.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

50. Dark and Dreadful	<p><b>Treachery</b>, Hazards of the Pit, Khazad-dûm x2</p> <p><b>When Revealed:</b> Deal 1 damage to each exhausted character. (2 damage instead if the active location is a <b>Dark</b> location.)</p> <p><b>Shadow:</b> Deal 1 damage to the defending character. (Attacking enemy gets +2 <b>Attack</b> instead if this attack is undefended.)</p>	
51. Sudden Pitfall	<p><b>Treachery</b>, Hazards of the Pit, Khazad-dûm x1</p> <p><b>When Revealed:</b> The first player must discard 1 questing character he controls, if able. This effect cannot be canceled.</p> <p><b>Shadow:</b> Discard the defending character from play.</p>	
52. Dreadful Gap	<p><b>Location</b>, Hazards of the Pit, Khazad-dûm x1</p> <p><b>Underground. Hazard.</b>, Threat: 2, Quest Points: X</p> <p><b>When Revealed:</b> Immediately travel to Dreadful Gap. If another location is currently active, return it to the staging area.</p> <p>X is the number of characters in play.</p>	
53. Fouled Well	<p><b>Location</b>, Hazards of the Pit, Khazad-dûm x3</p> <p><b>Underground. Dark. Hazard.</b>, Threat: 3, Quest Points: 5</p> <p><b>When Revealed:</b> Each player may choose and discard 1 card at random from his hand. If all players did not discard 1 card, Fouled Well gains surge.</p>	
54. Black Uruks	<p><b>Enemy</b>, Misty Mountains, Khazad-dûm x4</p> <p><b>Uruk. Orc.</b>, Threat: 2, Engagement Cost: 32</p> <p>HP: 2, Attack: 3, Defense: 3</p> <p><b>When Revealed:</b> The first player must choose and discard an attachment from a questing character, if able.</p> <p><b>Shadow:</b> If this attack is undefended, deal 2 additional shadow cards to attacking enemy.</p>	
55. Mountain Warg	<p><b>Enemy</b>, Misty Mountains, Khazad-dûm x3</p> <p><b>Creature.</b>, Threat: 2, Engagement Cost: 30</p> <p>HP: 4, Attack: 4, Defense: 2</p> <p>If Mountain Warg is dealt a shadow card with no effect, return Mountain Warg to the staging area after it attacks.</p> <p><b>Shadow:</b> Attacking enemy gets +1 <b>Attack</b>. (+2 <b>Attack</b> instead if a <b>Mountain</b> is the active location.)</p>	<p>If Mountain Warg is dealt a shadow card with an effect, but that effect is canceled for whatever reason, he was still dealt a shadow card with an effect and would not return to the staging area after it attacks.</p>
56. Bitter Wind	<p><b>Treachery</b>, Misty Mountains, Khazad-dûm x3</p> <p><b>When Revealed:</b> The first player must discard 3 resources from each hero he controls.</p> <p><b>Shadow:</b> Defending player must discard 2 resources from each hero he controls.</p>	<p>If a Hero doesn't have enough resources to discard, you must discard as many as you can from that Hero.</p>
57. Knees of the Mountain	<p><b>Location</b>, Misty Mountains, Khazad-dûm x1</p> <p><b>Mountain.</b>, Threat: 2, Quest Points: 3</p> <p>While Knees of the Mountain is in the staging area, it gains: "<b>Forced:</b> After an enemy engages a player, it gets +1 <b>Attack</b> until the end of the round.</p>	
58. Turbulent Waters	<p><b>Location</b>, Misty Mountains, Khazad-dûm x2</p> <p><b>Mountain.</b>, Threat: 3, Quest Points: 2</p> <p>While Turbulent Waters is the active location, players cannot optionally engage enemies.</p>	
59. Warg Lair	<p><b>Location</b>, Misty Mountains, Khazad-dûm x2</p> <p><b>Mountain.</b>, Threat: 1, Quest Points: 3</p> <p><b>When Revealed:</b> Search the encounter deck and discard pile for 1 copy of Mountain Warg and add it to the staging area, if able. Shuffle the encounter deck.</p> <p><b>Response:</b> After Warg Lair leaves play as an explored location, each player draws 1 card.</p>	
60. Goblin Scout	<p><b>Enemy</b>, Goblins of the Deep, Khazad-dûm x3</p> <p><b>Goblin. Orc. Scout.</b>, Threat: 3, Engagement Cost: 37</p> <p>HP: 2, Attack: 1, Defense: 0</p> <p>Each player with a threat of 25 or higher cannot optionally engage Goblin Scout.</p>	
61. Goblin Swordsman	<p><b>Enemy</b>, Goblins of the Deep, Khazad-dûm x5</p> <p><b>Goblin. Orc.</b>, Threat: 1, Engagement Cost: 20</p> <p>HP: 2, Attack: 3, Defense: 1</p> <p>Goblin Swordsman gets +2 <b>Attack</b> if its attack is undefended.</p> <p><b>Shadow:</b> Add Goblin Swordsman to the staging area.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**Treachery**, Goblins of the Deep, Khazad-dûm x3

### 62. Watchful Eyes

**When Revealed:** The first player attaches Watchful Eyes to one of his heroes. (Counts as a **Condition** attachment with the text: "Limit 1 per hero. **Forced:** If attached hero is exhausted at the end of the combat phase, reveal 1 card from the encounter deck and add it to the staging area.")

**Location**, Goblins of the Deep, Khazad-dûm x2

**Underground. Dark.**, Threat: 2, Quest Points: 7

### 63. Goblin Tunnels

While Goblin Tunnels is in the staging area, it gains: "**Forced:** After a **Goblin** is revealed from the encounter deck, remove a progress token from the current quest card."

**Shadow:** *Attacking enemy gets +1 Attack. (+3 Attack instead if attacking enemy is a **Goblin**.)*

**Quest**, Into the Pit 1, Khazad-dûm x1, Quest Points: 7

**Side A: Setup:** Search the encounter deck for East-gate and Cave Torch.

Put East-gate into play as the active location, and have the first player attach Cave Torch to a hero of his choice. Set First Hall and Bridge of

### 64. Entering the Mines

Khazad-dûm aside, out of play. Shuffle the encounter deck.

**Side B: When Revealed:** Reveal 1 encounter card per player, and add it to the staging area.

**Players cannot advance to the next stage of the scenario unless Bridge of Khazad-dûm is in their victory display.**

**Quest**, Into the Pit 2, Khazad-dûm x1, Quest Points: 11

**Side A:** none.

**Side B: When Revealed:** Each player must search the encounter deck and discard pile for 1 enemy of his choice, and add it to the staging area. One choice must be Patrol Leader, if able.

### 65. Goblin Patrol

**Forced:** After an enemy is revealed from the encounter deck, discard it instead of adding it to the staging area.

**Forced:** does not apply to enemies that are dealt as shadow cards.

**If there are no enemies in play, immediately advance to the next stage of the scenario. (Players can also advance by placing 11 progress tokens on **Goblin Patrol**.)**

**Quest**, Into the Pit 3, Khazad-dûm x1, Quest Points: 12

**Side A:** none.

### 66. A Way Up

**Side B:** Heroes do not collect resources during the resource phase.

**If the players defeat this stage, they win the game.**

**Quest**, The Seventh Level 1, Khazad-dûm x1, Quest Points: 15

**Side A: Setup:** Search the encounter deck for Book of Mazarbul, and have the first player attach it to a hero of his choice. Shuffle the encounter deck.

### 67. Search for the Chamber

**Side B: When Revealed:** Reveal 1 encounter card per player, add it to the staging area.

**Quest**, The Seventh Level 2, Khazad-dûm x1, Quest Points: 17

**Side A:** none.

**Side B: When Revealed:** Remove Book of Mazarbul from the game.

### 68. The Fate of Balin

**Forced:** At the end of the staging step, reveal the top X cards of the encounter deck, adding all enemies to the staging area. Discard the other revealed cards without resolving them. X is the number of players.

**If the players defeat this stage, they win the game.**

**Quest**, Flight from Moria 1, Khazad-dûm x1, Quest Points: -

**Side A: Setup:** Prepare the quest deck. Add The Nameless Fear to the staging area. Remove all copies of A Foe Beyond from the encounter deck. Then, shuffle 1 copy of A Foe Beyond per player back into the encounter deck.

### 69. A Presence in the Dark

**Side B: When Revealed:** Reveal 1 encounter card per player, and add it to the staging area. Then, add A Presence in the Dark to your victory display.

When preparing the quest deck, shuffle all stage 2 quest cards with side 2A face-up and place them beneath stage 1. Players will progress through stage 2 quest cards until they have won the game.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**Quest**, Flight from Moria 2, Khazad-dûm x1, Quest Points: 5, VP 1

*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**

**70. Search for an Exit: Heading Down**

*Side B:* **Forced:** If Heading Up is in the player's victory display at the end of any quest phase, shuffle Heading Up back into the quest deck.

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

**Players may bypass this quest card at the end of the combat phase.**

**Quest**, Flight from Moria 2, Khazad-dûm x1, Quest Points: 7, VP 1

*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**

**72. Search for an Exit: A Wrong Turn**

*Side B:* **Forced:** If Heading Down is in the player's victory display at the end of any quest phase, shuffle Heading Down back into the quest deck.

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

**Players may bypass this quest card at the end of the combat phase.**

**Quest**, Flight from Moria 2, Khazad-dûm x1, Quest Points: 3, VP 1

*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**

**73. Search for an Exit: Narrow Paths**

*Side B:* **When Revealed:** Each player chooses 1 questing character he controls. Each questing character not chosen does not count its **Willpower** until the end of the turn.

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

**Forced:** After placing 1st progress token on Narrow Paths, search the encounter deck and discard pile for Abandoned Tools and add it to the staging area, if able.

**Players may bypass this quest card at the end of the combat phase.**

**Quest**, Flight from Moria 2, Khazad-Dûm x1, Quest Points: -, VP 2

*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**

**74. Search for an Exit: Hasty Council**

*Side B:* **When Revealed:** Shuffle all copies of A Foe Beyond from the encounter discard pile back into the encounter deck. Reveal the top 2 cards of the quest deck. Choose 1 to become the active quest (*flipped to side 2B*) and put the other on the bottom of the quest deck. Then, add Hasty Council to your victory display.

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

**Quest**, Flight from Moria 2, Khazad-dûm x1, Quest Points: 9, VP 2

*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**

**75. Search for an Exit: Blocked by Shadow**

*Side B:* **When Revealed:** The first player chooses 1 of the following:  
\* Each player discards 1 card from the top of the encounter deck. If the card is a treachery card, the discarding player is eliminated from the game.  
\* Reveals the next quest card, putting Blocked by Shadow on the bottom of the quest deck.

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

**Players may bypass this quest card at the end of the combat phase. If the players defeat this stage, they escape and win the game.**

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**76. Search for an Exit: Escape from Darkness**

**Quest**, Flight from Moria 2, Khazad-dûm x1, Quest Points: 4, VP 2  
*Side A:* **While Search for an Exit is the active quest card, only flip it to side 2B at the beginning of the staging step.**  
*Side B:* Abandoned Tools gains: "**Refresh Action:** Exhaust attached hero to put a progress token on Escape from Darkness."

**Players may bypass this quest card at the end of the combat phase.**

**Progress tokens cannot be placed on Escape from Darkness except by Abandoned Tools. If the players defeat this stage, they escape and win the game.**

The only time you immediately flip this to side 2B is through card effects, e.g. **Hasty Council** (D 74). If you choose to bypass this quest card, remove all progress tokens and move it to the bottom of the quest deck with side 2B face-down.

The addition to **Abandoned Tools** does NOT allow you to bypass an active location to put progress tokens directly on Escape from Darkness (*official ruling from Nate*).

### Dwarrowdelf

**1. Elrohir**

**Hero**, **Leadership**, The Redhorn Gate x1, **Unique**, Threat: 10  
**Noldor. Noble. Ranger.**  
 HP: 4, Willpower: 2, Attack: 2, Defense: 1  
 When Elladan is in play, Elrohir gets +2 **Defense**.  
**Response:** After Elrohir is declared as a defender, pay 1 resource from his resource pool to ready him.

**2. Taking Initiative**

**Event**, **Leadership**, The Redhorn Gate x3, Cost: 0  
**Action:** Discard the top card of your deck. If the discarded card's printed cost is equal to or higher than the number of characters you control, draw 2 cards and deal 2 damage to any enemy.

Even though the cost is 0, you still must have a **Leadership** hero under your control (alive and not captured) to play this card.

**3. Timely Aid**

**Event**, **Leadership**, The Redhorn Gate x3, Cost: 4  
 Secrecy 3 **Action:** Reveal the top 5 cards of your deck and put 1 revealed ally into play, if able. Shuffle all other revealed cards back into your deck.

**4. Unseen Strike**

**Event**, **Tactics**, The Redhorn Gate x3, Cost: 0  
**Action:** Choose a character you control. Until the end of the phase, that character gets +3 **Attack** while attacking an enemy with a higher engagement cost than your threat.

Even though the cost is 0, you still must have a **Tactics** hero under your control (alive and not captured) to play this card.

**5. Keeping Count**

**Attachment**, **Tactics**, The Redhorn Gate x3, Cost: 0  
 Attach to a hero. Limit 1 per hero. Attached hero gets +1 **Attack** for each resource token on another copy of Keeping Count that is above the current number of resource tokens on this card.  
**Forced:** After attached hero attacks and destroys an enemy, place 1 resource token on this card.

Even though the cost is 0, you still must have a **Tactics** hero under your control (alive and not captured) to play this card.

**6. Bofur**

**Ally**, **Spirit**, The Redhorn Gate x3, **Unique**, Cost: 3  
**Dwarf.**  
 HP: 3, Willpower: 2, Attack: 1, Defense: 1  
**Quest Action:** Spend 1 **Spirit** resource to put Bofur into play from your hand, exhausted and committed to a guest. If you quest successfully this phase and Bofur is still in play, return him to your hand.

If you quest unsuccessfully, Bofur remains in-play for the cost of only 1 resource. If he is returned to your hand, any "ally leaves play" triggers apply.

**7. Renewed Friendship**

**Event**, **Spirit**, The Redhorn Gate x3, Cost: 0  
**Response:** After another player plays an attachment on a hero you control, you may (choose 1): ready 1 of that player's heroes, have that player draw 1 card, or lower that player's threat by 2.

Even though the cost is 0, you still must have a **Spirit** hero under your control (alive and not captured) to play this card.

**8. Ravenhill Scout**

**Ally**, **Lore**, The Redhorn Gate x3, Cost: 3  
**Dale. Scout.**  
 HP: 3, Willpower: 0, Attack: 1, Defense: 1  
**Action:** Exhaust Ravenhill Scout to move up to 2 progress tokens from 1 location to another location.

**9. Needful to Know**

**Event**, **Lore**, The Redhorn Gate x3, Cost: 2  
 Secrecy 2  
**Action:** Raise your threat by 1 to look at the top card of the encounter deck. Then, reduce your threat by X, where X is the threat of that card.

**10. Good Meal**

**Attachment**, **Neutral**, The Redhorn Gate x3, Cost: 0  
 Attach to a **Hobbit** hero.  
**Action:** Discard Good Meal to lower the cost of the next event you play this round that matches attached hero's sphere by 2.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

11. Up The Pass	<p><b>Quest</b>, The Redhorn Gate 1, The Redhorn Gate x1, Quest Points: 9  <i>Side A</i>: <b>Setup</b>: Add Caradhras to the staging area. Remove all copies of Snowstorm from the encounter deck and set them aside, out of play. Put Arwen Undómíel into play under the control of the first player.  <i>Side B</i>: <b>When Revealed</b>: Reveal 1 card from the encounter deck per player, and add it to the staging area.</p>
12. Snowdrifts	<p><b>Quest</b>, The Redhorn Gate 2, The Redhorn Gate x1, Quest Points: 11  <i>Side A</i>: none  <i>Side B</i>: <b>When Revealed</b>: Shuffle 1 more copy of Snowstorm into the encounter deck than the number of players in the game. <b>Forced</b>: After placing the 11th progress token on Snowdrifts, discard any active location. Caradhras becomes the active location.</p> <p style="text-align: right;">You don't travel to <b>Caradhras</b> (D 15), it just becomes your active location. After reaching 11 tokens on this card, any remaining unplaced progress tokens will then be placed on <b>Caradhras</b> (D 15).</p>
13. The Mountains' Peaks	<p><b>Quest</b>, The Redhorn Gate 3, The Redhorn Gate x1, Quest Points: 13  <i>Side A</i>: none.  <i>Side B</i>: <b>When Revealed</b>: Shuffle all copies of Snowstorm in the encounter discard pile back into the encounter deck. Characters are discarded from play if their <b>Willpower</b> is ever 0.  <b>Players cannot defeat this stage unless they have 5 victory points. If the players defeat this stage, they have won the game.</b></p>
14. Arwen Undómíel	<p><b>Objective</b>, The Redhorn Gate, The Redhorn Gate x1  <b>Noldor. Noble. Ally.</b>            HP: 2, Willpower: 2, Attack: 0, Defense: 1            The first player gains control of Arwen Undómíel, as an ally.  <b>Response</b>: After Arwen Undómíel exhausts, choose a hero. Add 1 resource to the hero's resource pool.  <b>If Arwen Undómíel leaves play, the players are defeated.</b></p>
15. Caradhras	<p><b>Location</b>, The Redhorn Gate, The Redhorn Gate x1, <b>Unique</b>  <b>Mountain. Snow.</b>, Threat: 3, Quest Points: 9, Victory: 3            While Caradhras is the active location, questing characters get -1 <b>Willpower</b>.            Players cannot travel to Caradhras except by quest card effects.</p>
16. Fanuidhol	<p><b>Location</b>, The Redhorn Gate, The Redhorn Gate x1, <b>Unique</b>  <b>Mountain. Snow.</b>, Threat: 3, Quest Points: 7, Victory: 2            While Fanuidhol is the active location, heroes must spend 1 resource pool to count their <b>Willpower</b> during the quest phase.</p>
17. Celebdil	<p><b>Location</b>, The Redhorn Gate, The Redhorn Gate x1, <b>Unique</b>  <b>Mountain. Snow.</b>, Threat: 3, Quest Points: 7, Victory: 2            While Celebdil is the active location, remove 2 progress tokens from it at the end of each round.</p>
18. The Dimrill Stair	<p><b>Location</b>, The Redhorn Gate, The Redhorn Gate x1, <b>Unique</b>  <b>Stair.</b>, Threat: 2, Quest Points: 3, Victory: 1  <b>Travel</b>: Reshuffle all locations in the discard pile and victory display back into the encounter deck. If you reshuffled at least two locations, reduce each player's threat by 11 and discard all copies of Freezing Cold from play.</p>
19. Rocky Crags	<p><b>Location</b>, The Redhorn Gate, The Redhorn Gate x3,  <b>Mountain.</b>, Threat: 4, Quest Points: 2  <b>Travel</b>: Each player must deal 2 damage to 1 character he controls to travel here.  <b>Shadow</b>: Attacking enemy gets +1 <b>Attack</b> for each progress token on the active location.</p>
20. Fell Voices	<p><b>Treachery</b>, The Redhorn Gate, The Redhorn Gate x2  <b>When Revealed</b>: Return the top 2 <b>Snow</b> cards in the encounter discard pile to the top of the encounter deck. If this effect returned less than 2 <b>Snow</b> treachery cards, Fell Voices gains surge.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**21. Fallen Stones**  
**Treachery**, The Redhorn Gate, The Redhorn Gate x2  
**When Revealed:** The first player (choose 1): removes all progress tokens from play, or reveals 2 cards from the encounter deck and adds them to the staging area.  
**Shadow:** *Attacking enemy gets +1 Attack for each progress token on the active location.*

**22. Snowstorm**  
**Treachery**, The Redhorn Gate, The Redhorn Gate x5  
**Snow**  
**When Revealed:** Each questing character gets -1 **Willpower** until the end of the phase.  
**Shadow:** *Until the end of the phase, characters defending this attack get -1 Willpower and are discarded if their Willpower is 0.*

**23. Freezing Cold**  
**Treachery**, The Redhorn Gate, The Redhorn Gate x3  
**Snow**  
**When Revealed:** The first player attaches this card to a hero he controls. Counts as a **Condition** attachment with the text: "Attached hero gets -2 **Willpower** and cannot commit to a quest. If attached hero has more than 1 copy of Freezing Cold attached, discard attached hero from play."

**24. Avalanche!**  
**Treachery**, The Redhorn Gate, The Redhorn Gate x1  
**Snow**  
**When Revealed:** Exhaust each ready character and if it is the quest phase commit then to the quest.

**25. Mountain Goblin**  
**Enemy**, The Redhorn Gate, The Redhorn Gate x3  
**Goblin. Orc.**, Threat: 1, Engagement Cost: 25  
 HP: 3, Attack: 2, Defense: 2  
 Mountain Goblin gets +1 **Attack** for each **Mountain** location in the staging area.  
**Shadow:** *Attacking enemy gets +1 Attack. (+2 Attack instead if the active location is a Mountain.)*

**26. Mountain Troll**  
**Enemy**, The Redhorn Gate, The Redhorn Gate x2  
**Troll.**, Threat: 2, Engagement Cost: 35  
 HP: 7, Attack: 5, Defense: 5  
 Mountain Troll gets +1 **Attack** for each **Mountain** location in the staging area.  
**Shadow:** *Attacking enemy gets +1 Attack. (+2 Attack instead if the active location is a Mountain.)*

**27. Snow Warg**  
**Enemy**, The Redhorn Gate, The Redhorn Gate x3  
**Creature. Snow.**, Threat: 3, Engagement Cost: 28  
 HP: 4, Attack: 3, Defense: 1  
 Allies cannot defend while Snow Warg is attacking.  
**Forced:** When Snow Warg attacks, deal 1 damage to the defending character, if able.

**28. Elladan**  
**Hero, Tactics**, Road to Rivendell x1, **Unique**, Threat: 10  
**Noldor. Noble. Ranger.**  
 HP: 4, Willpower: 2, Attack: 1, Defense: 2  
 While Elrohir is in play, Elladan gets +2 **Attack**.  
**Response:** After Elladan is declared as an attacker, pay 1 resource from his resource pool to ready him.

**29. Dúnedain Wanderer**  
**Ally, Leadership**, Road to Rivendell x3, Cost: 5  
**Dúnedain. Ranger.**  
 HP: 2, Willpower: 1, Attack: 2, Defense: 2  
 Ranged. Sentinel. Secrecy 3

**30. Lure of Moria**  
**Event, Leadership**, Road to Rivendell x3, Cost: 3  
**Action:** Ready all **Dwarf** characters.  
**Attachment, Tactics**, Road to Rivendell x3, Cost: 1  
**Item. Weapon.**

**31. Rivendell Blade**  
 Attach to a **Noldor** or **Silvan** character.  
 Restricted.  
 When attached character attacks an enemy, that enemy gets -2 **Defense** until the end of the phase.

**32. Hail of Stones**  
**Event, Tactics**, Road to Rivendell x3, Cost: 1  
**Action:** Exhaust X characters to deal X damage to an enemy in the staging area.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

33. Rider of the Mark	<p><b>Ally, Spirit</b>, Road to Rivendell x3, Cost: <b>3</b></p> <p><b>Rohan.</b></p> <p>HP: <b>2</b>, Willpower: <b>2</b>, Attack: <b>1</b>, Defense: <b>1</b></p> <p><b>Action:</b> Spend 1 <b>Spirit</b> resource to give control of Rider of the Mark to another player. (Limit once per round.)</p> <p><b>Response:</b> After Rider of the Mark changes control, discard a shadow card dealt to an enemy you are engaged with.</p>
34. Song of Eärendil	<p><b>Attachment, Spirit</b>, Road to Rivendell x3, Cost: <b>1</b></p> <p><b>Song.</b></p> <p>Attach to a <b>Spirit</b> hero.</p> <p><b>Response:</b> After Song of Eärendil enters play, draw 1 card.</p> <p><b>Response:</b> After another player raises his threat, raise your threat by 1 to reduce that player's threat by 1.</p>
35. Bombur	<p><b>Ally, Lore</b>, Road to Rivendell x3, <b>Unique</b> Cost: <b>3</b></p> <p><b>Dwarf.</b></p> <p>HP: <b>3</b>, Willpower: <b>0</b>, Attack: <b>0</b>, Defense: <b>1</b></p> <p><b>Action:</b> Exhaust Bombur to choose a location. That location gets <b>-1 Threat</b> until the end of the phase. (That location does not contribute its <b>Threat</b> instead if it is an <b>Underground</b> location.)</p>
36. Out of the Wild	<p><b>Event, Lore</b>, Road to Rivendell x3, Cost: <b>3</b></p> <p>Secrecy <b>2</b></p> <p><b>Action:</b> Search the top 5 cards of the encounter deck for any 1 non-objective card worth no victory points and add it to your victory display. Shuffle the encounter deck.</p>
37. The End Comes	<p><b>Event, Neutral</b>, Road to Rivendell x3, Cost: <b>0</b></p> <p><b>Response:</b> After a <b>Dwarf</b> character leaves play, shuffle the encounter discard pile back into the encounter deck.</p>
38. Along the Misty Mountains	<p><b>Quest</b>, Road to Rivendell <b>1</b>, Road to Rivendell x1, Quest Points: <b>20</b></p> <p><b>Side A: Setup:</b> Put Arwen Undómiel into play under the control of the first player. Shuffle the encounter deck. Reveal 1 card from the encounter deck per player, and add them to the staging area.</p> <p><b>Side B:</b> none.</p>
39. Orc Outpost	<p><b>Quest</b>, Road to Rivendell <b>2</b>, Road to Rivendell x1, Quest Points: <b>7</b></p> <p><b>Side A:</b> none.</p> <p><b>Side B: When Revealed:</b> Search the encounter deck and discard pile for Goblin Gate and add it to the staging area, if able. Then, if there is no active location, Goblin Gate becomes the active location.</p>
38. Approaching Rivendell	<p><b>Quest</b>, Road to Rivendell <b>3</b>, Road to Rivendell x1, Quest Points: <b>13</b></p> <p><b>Side A:</b> none.</p> <p><b>Side B: When Revealed:</b> Reveal 1 card from the encounter deck per player, and add it to the staging area.</p> <p>Characters cannot be healed.</p> <p><b>If the players defeat this stage, they have won the game.</b></p>
41. Arwen Undómiel	<p><b>Objective</b>, Road to Rivendell, Road to Rivendell x1</p> <p><b>Noldor. Noble. Ally.</b></p> <p>HP: <b>2</b>, Willpower: <b>2</b>, Attack: <b>0</b>, Defense: <b>1</b></p> <p>The first player gains control of Arwen Undómiel, as an ally.</p> <p><b>Response:</b> After Arwen Undómiel exhausts, choose a hero. Add 1 resource to the hero's resource pool.</p> <p><b>If Arwen Undómiel leaves play, the players are defeated.</b></p>
42. Ruined Road	<p><b>Location</b>, Road to Rivendell, Road to Rivendell x2</p> <p><b>Road.</b>, Threat: <b>1</b>, Quest Points: <b>5</b></p> <p><b>Response:</b> After you travel to Ruined Road, the first player places 2 progress tokens on it or readies 1 hero he controls.</p> <p><b>Shadow:</b> Return attacking enemy to the staging area after it attacks.</p>
43. Goblin Gate	<p><b>Location</b>, Road to Rivendell, Road to Rivendell x1</p> <p><b>Gate.</b>, Threat: <b>5</b>, Quest Points: <b>4</b></p> <p>While Goblin Gate is the active location, the first enemy revealed from the encounter deck each round gains ambush. If that enemy engages a player, it makes an immediate attack (deal and resolve a shadow card).</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

44. Pathless Country	<p><b>Location</b>, Road to Rivendell, Road to Rivendell x3  <b>Hills.</b> , Threat: <b>3</b>, Quest Points: <b>5</b>  <b>Forced:</b> After at least 1 progress token is placed on Pathless Country, remove 1 progress token from it.  <b>Shadow:</b> Deal 1 damage to each ally in play.</p>
45. Barren Hills	<p><b>Location</b>, Road to Rivendell, Road to Rivendell x2  <b>Hills.</b> , Threat: <b>2</b>, Quest Points: <b>4</b>                      While Barren Hills is the active location, ignore ambush.  <b>Shadow:</b> Return attacking enemy to the staging area after it attacks.</p>
46. Sleeping Sentry	<p><b>Treachery</b>, Road to Rivendell, Road to Rivendell x2  <b>When Revealed:</b> Deal 1 damage to each exhausted character. Then, exhaust all ready characters.  <b>Shadow:</b> Defending player must discard all exhausted characters he controls.</p>
47. Followed by Night	<p><b>Treachery</b>, Road to Rivendell, Road to Rivendell x3  <b>When Revealed:</b> The first player (choose 1): deals 1 damage to all allies in play and Followed by Night gains surge, or all enemies engaged with players make an immediate attack, if able.  <b>Shadow:</b> Return attacking enemy to the staging area after it attacks.</p>
48. Orc Ambush	<p><b>Treachery</b>, Road to Rivendell, Road to Rivendell x2                      Surge  <b>When Revealed:</b> All <b>Orc</b> enemies in the staging area engage the first player. If there are no <b>Orc</b> enemies in the staging area, return all <b>Orc</b> enemies in the encounter discard pile to the staging area, if able.</p>
49. Goblin Taskmaster	<p><b>Enemy</b>, Road to Rivendell, Road to Rivendell x4  <b>Goblin. Orc.</b> , Threat: <b>2</b>, Engagement Cost: <b>27</b>                      HP: <b>4</b>, Attack: <b>2</b>, Defense: <b>2</b>                      Ambush (After this enemy enters play, each player makes an engagement check against it.)  <b>Forced:</b> After Goblin Taskmaster engages a player, that player deals 2 damage to 1 character he controls.</p>
50. Orc Raiders	<p><b>Enemy</b>, Road to Rivendell, Road to Rivendell x3  <b>Orc.</b> , Threat: <b>1</b>, Engagement Cost: <b>21</b>                      HP: <b>3</b>, Attack: <b>3</b>, Defense: <b>1</b>                      Ambush (After this enemy enters play, each player makes an engagement check against it.)  <b>Forced:</b> After Orc Raiders engages a player, that player discards 2 attachments he controls, if able.</p>
51. Crebain	<p><b>Enemy</b>, Road to Rivendell, Road to Rivendell x3  <b>Creature.</b> , Threat: <b>2</b>, Engagement Cost: <b>35</b>                      HP: <b>3</b>, Attack: <b>0</b>, Defense: <b>0</b>  <b>Surge.</b>                      While Crebain is in the staging area, encounter card effects cannot be canceled.  <b>Shadow:</b> Return attacking enemy to the staging area after it attacks.</p>
52. Wild Bear	<p><b>Enemy</b>, Road to Rivendell, Road to Rivendell x3  <b>Creature.</b> , Threat: <b>0</b>, Engagement Cost: <b>34</b>                      HP: <b>5</b>, Attack: <b>2</b>, Defense: <b>3</b>                      Ambush (After this enemy enters play, each player makes an engagement check against it.)  <b>Forced:</b> After Wild Bear engages a player, it makes an immediate attack.</p>
53. Aragorn	<p><b>Hero, Lore</b>, The Watcher in the Water x1, <b>Unique</b>, Threat: <b>12</b>  <b>Dúnedain. Ranger.</b>                      HP: <b>5</b>, Willpower: <b>2</b>, Attack: <b>3</b>, Defense: <b>2</b>                      Sentinel  <b>Refresh Action:</b> Reduce your threat to your starting threat level. (Limit once per game.)</p>
54. Grave Cairn	<p><b>Event, Leadership</b>, The Watcher in the Water x3, Cost: <b>1</b>  <b>Response:</b> After a character leaves play, add its <b>Defense</b> to another character's <b>Defense</b> until the end of the round.</p>

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

55. Sword that was Broken	<p><b>Attachment, Leadership</b>, The Watcher in the Water x3, Cost: 3</p> <p><b>Artifact.</b> Attach to a hero. Attached hero gains a <b>Leadership</b> resource icon. If attached hero is Aragorn, each character you control gets +1 <b>Willpower</b>.</p>	
56. Watcher of the Bruinen	<p><b>Ally, Tactics</b>, The Watcher in the Water x3, Cost: 2</p> <p><b>Noldor. Warrior.</b> HP: 2, Willpower: 0, Attack: 1, Defense: 2 Sentinel Watcher of the Bruinen does not exhaust to defend. <b>Forced:</b> After Watcher of the Bruinen defends, either discard it from play or discard 1 card from your hand.</p>	
57. Rivendell Bow	<p><b>Attachment, Tactics</b>, The Watcher in the Water x3, Cost: 1</p> <p><b>Item. Weapon.</b> Attach to a <b>Noldor</b> or <b>Silvan</b> character, or to Aragorn. Limit 1 per character. Attached character gains ranged. If attached character has a printed ranged keyword, it gets +1 <b>Attack</b> during a ranged attack.</p>	
58. Arwen Undómiel	<p><b>Ally, Spirit</b>, The Watcher in the Water x3, <b>Unique</b>, Cost: 2</p> <p><b>Noldor. Noble.</b> HP: 2, Willpower: 2, Attack: 0, Defense: 1 <b>Response:</b> After Arwen Undómiel exhausts, choose a character. That character gains sentinel and gets +1 <b>Defense</b> until the end of the round.</p>	
59. Elrond's Counsel	<p><b>Event, Spirit</b>, The Watcher in the Water x3, Cost: 0</p> <p><b>Action:</b> If you control a unique <b>Noldor</b> character, give another character +1 <b>Willpower</b> until the end of the phase and lower your threat by 3.</p>	Even though the cost is 0, you still must have a <b>Spirit</b> hero under your control (alive and not captured) to play this card.
60. Short Cut	<p><b>Event, Lore</b>, The Watcher in the Water x3, Cost: 1</p> <p><b>Response:</b> After a location enters play, exhaust a <b>Hobbit</b> character to shuffle that location back into the encounter deck. Then, reveal 1 card from the encounter deck and add it to the staging area.</p>	
61. Legacy of Durin	<p><b>Attachment, Lore</b>, The Watcher in the Water x3, <b>Unique</b>, Cost: 1</p> <p><b>Condition.</b> Attach to a <b>Dwarf</b> hero. <b>Response:</b> After you play a <b>Dwarf</b> character from your hand, draw 1 card.</p>	
62. Resourceful	<p><b>Attachment, Neutral</b>, The Watcher in the Water x3, Cost: 4</p> <p>Secrecy 3 Attach to a hero you control. Attached hero collects 1 additional resource during the resource phase each round.</p>	
63. To the West-door	<p><b>Quest</b>, The Watcher in the Water 1, TWitW x1, Quest Points: 13</p> <p><b>Side A: Setup:</b> Remove The Watcher and Doors of Durin from the encounter deck and set them aside, out of play. <b>Side B: When Revealed:</b> Reveal cards from the top of the encounter deck and add them to the staging area until there is at least X <b>Threat</b> in the staging area. X is twice the number of players in the game.</p>	
64. The Seething Lake	<p><b>Quest</b>, The Watcher in the Water 2, TWitW x1, Quest Points: 5</p> <p><b>Side A:</b> none. <b>Side B: When Revealed:</b> Add The Watcher to the staging area. Doors of Durin becomes the active location, moving any previous active location to the staging area. Shuffle all Tentacle cards in the encounter discard pile back into the encounter deck. <b>If the players have at least 3 victory points and defeat this stage, they have won the game.</b></p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**Location**, The Watcher in the Water, The Watcher in the Water x1

**Unique**

**Gate**, Threat: **2**, Quest Points: -, Victory **3**.

Progress tokens that would be placed on Doors of Durin are instead placed on the current quest card.

65. Doors of Durin

**Action**: Each player may discard any number of cards from his hand. Then, discard the top card of the encounter deck. If the first letter of the encounter card's title matches that of one of the discarded player cards, add Doors of Durin to your victory display. (Limit once per round.)

**Location**, The Watcher in the Water, The Watcher in the Water x1

**Unique**

**Gate**, Threat: **2**, Quest Points: **4**

**Travel**: The first player must exhaust 2 characters to travel here.

**Shadow**: Remove 1 progress token from the current quest.

66. Stair Falls

**Location**, The Watcher in the Water, The Watcher in the Water x2

**Swamp**, Threat: **4**, Quest Points: **2**

No more than 1 progress token can be placed on Perilous Swamp each round.

**Shadow**: Remove 1 progress token from the current quest.

67. Perilous Swamp

**Location**, The Watcher in the Water, The Watcher in the Water x2

**Swamp**, Threat: **1**, Quest Points: **5**

**Forced**: After you travel to Makeshift Passage, place 2 progress tokens on the current quest card, bypassing any active location.

68. Makeshift Passage

**Location**, The Watcher in the Water, The Watcher in the Water x3

**Swamp**, Threat: **3**, Quest Points: **3**

**When Revealed**: Discard the top card of the encounter deck. If the discarded card is a **Tentacle** enemy, add that card to the staging area and raise each player's threat by 5.

69. Stagnant Creek

**Treachery**, The Watcher in the Water, TWitW x1

**When Revealed**: All enemies in the staging area engage the player with the highest threat. Then, each player raises his threat by the total **Threat** of all cards in the staging area.

**Shadow**: Attacking enemy gets +1 **Attack**. (+3 **Attack** instead of it is a **Tentacle**.)

70. Ill Purpose

**Treachery**, The Watcher in the Water, TWitW x3

Doomed 5

71. Disturbed Waters

**Enemy**, The Watcher in the Water, The Watcher in the Water x1

**Creature. Tentacle**, Threat: **4**, Engagement Cost: **48**

HP: **9**, Attack: **5**, Defense: **7**, Victory **3**

Regenerate 2. While there is another **Tentacle** enemy in play, The Watcher cannot be optionally engaged.

If The Watcher is in the staging area at the end of the combat phase, each player must deal 3 damage to 1 character he controls.

72. The Watcher

**Enemy**, The Watcher in the Water, The Watcher in the Water x4

**Tentacle**, Threat: **2**, Engagement Cost: **12**

HP: **3**, Attack: **3**, Defense: **0**

**Forced**: When Grasping Tentacle is attacked, discard the top card of the encounter deck. If that card has a shadow effect or is a **Tentacle** enemy, attach this card to an attacking character as a **Tentacle** attachment with the text: "Attached character's **Attack** and **Defense** are reduced to 0."

73. Grasping Tentacle

**Enemy**, The Watcher in the Water, The Watcher in the Water x4

**Tentacle**, Threat: **2**, Engagement Cost: **12**

HP: **3**, Attack: **3**, Defense: **0**

**Forced**: When Thrashing Tentacle is attacked, discard the top card of the encounter deck. If that card has a shadow effect or is a **Tentacle** enemy, deal the damage from the attack to 1 character an attacking player controls (ignoring defense).

75. Thrashing Tentacle

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**75. Striking Tentacle**  
**Enemy**, The Watcher in the Water, The Watcher in the Water x4  
**Tentacle.** , Threat: **2**, Engagement Cost: **18**  
 HP: **3**, Attack: **4**, Defense: **1**  
**Forced:** When Striking Tentacle attacks, discard the top card of the encounter deck. If that card has a shadow effect or is a **Tentacle** enemy, this attack is considered undefended.

**76. Wrapped!**  
**Treachery**, The Watcher in the Water, TWitW x4  
**Tentacle.**  
**When Revealed:** The first player attaches Wrapped! to a hero he controls. (Counts as a **Tentacle** attachment with the text: "Limit 1 per hero. Attached hero cannot exhaust or ready. At the end of the round, discard attached hero from play."  
**Combat Action:** Exhaust a hero you control without a **Tentacle** attachment to discard Wrapped!.)

### The Massing at Osgiliath (Print on Demand)

**1. The Witch-king**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x1, **Unique Nazgûl. Captain.** , Threat: **6**, Engagement Cost: **40**  
 HP: **11**, Attack: **6**, Defense: **6**  
 Players cannot play attachments on The Witch-king.  
 While The Witch-king is in the staging area, each character gets -1 **Willpower**.  
**Forced:** After The Witch-king attacks, he returns to the staging area unless the defending player raises his threat by 3.

You can use **Feint** (CORE 34) to prevent him from attacking and thus prevent him from returning to the staging area. The forced effect happens immediately after determining combat damage and before any player actions.

**2. Snaga Scouts**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x4  
**Orc. Scout.** , Threat: **1**, Engagement Cost: **1**  
 HP: **2**, Attack: **1**, Defense: **0**  
**Forced:** At the beginning of the encounter phase, all copies of Snaga Scouts engage the player with the lowest threat. (*The first player chooses in case of a tie.*)

**3. Wolves from Mordor**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x4  
**Creature. Scout.** , Threat: **1**, Engagement Cost: **27**  
 HP: **3**, Attack: **4**, Defense: **1**  
**Forced:** After Wolves from Mordor attack and destroy a character, shuffle Wolves from Mordor into the encounter deck.  
**Shadow:** Deal 2 damage to the defending character.

**4. Wainriders**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x4  
**Easterling. Scout.** , Threat: **2**, Engagement Cost: **35**  
 HP: **4**, Attack: **3**, Defense: **1**  
 Each damage dealt by Wainriders raises the defending player's threat by 1.

If **Frodo** (SoM 25) is damaged, the defending player's threat is still raised by 1 and then if you decide to cancel **Frodo**'s damage you will raise the threat an additional amount equal to the damage being cancelled.

**5. Wainrider Captain**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x3  
**Easterling. Captain.** , Threat: **3**, Engagement Cost: **40**  
 HP: **4**, Attack: **3**, Defense: **3**  
**When Revealed:** Move the top **Scout** enemy from the encounter discard pile to the staging area. (Top 2 **Scout** enemies instead if the players have crossed the Anduin.)  
**Shadow:** If this attack is undefended, attacking enemy gets +2 **Attack** if it is a **Scout**.

Players have crossed the Anduin when they have reached Stage 4 of the quest.

**6. Uruk Vanguard**  
**Enemy**, The Massing at Osgiliath, The Massing at Osgiliath x3  
**Uruk. Orc.** , Threat: **2**, Engagement Cost: **45**  
 HP: **8**, Attack: **2**, Defense: **1**  
 If the players have crossed the Anduin, Uruk Vanguard gets +3 **Attack**.  
**Shadow:** Attacking enemy gets +1 **Attack**. (+2 **Attack** instead if players have crossed the Anduin).

Players have crossed the Anduin when they have reached Stage 4 of the quest.

**7. Captured Watchtower**  
**Location**, The Massing at Osgiliath, The Massing at Osgiliath x3  
**West Bank.** , Threat: **1**, Quest Points: **2**  
 If the players have crossed the Anduin, Captured Watchtower gets +3 **Threat**.  
**Shadow:** Remove all defending characters from combat. This attack is considered undefended.

Players have crossed the Anduin when they have reached Stage 4 of the quest.  
**Shadow:** The attack is undefended which means the damage must be applied to any **Hero**, possibly the same **Hero** that was meant to defend against the attack in the first place. The would-be defenders remain exhausted.

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

8. Eryn Arnem Overlook	<p><b>Location</b>, The Massing at Osgiliath, The Massing at Osgiliath x1  <b>East Bank. Highlands.</b>, Threat: <b>2</b>, Quest Points: <b>5</b>                      The first <b>Scout</b> enemy revealed from the encounter deck each round gains surge and doomed 2.</p>	The effect applies to every <b>Scout</b> enemy revealed while this <b>Location</b> is in-play.
9. Morgulduin	<p><b>Location</b>, The Massing at Osgiliath, The Massing at Osgiliath x2  <b>East Bank. Polluted.</b>, Threat: <b>1</b>, Quest Points: <b>3</b>                      While Morgulduin is the active location, it gains: "<b>Forced</b>: When a character commits to a quest, deal 1 damage to that character."  <b>Shadow</b>: <i>If the players have not yet crossed the Anduin, return any current active location to the staging area. Morgulduin becomes the active location.</i></p>	Players have crossed the Anduin when they have reached Stage 4 of the quest.
10. Pelennor Fields	<p><b>Location</b>, The Massing at Osgiliath, The Massing at Osgiliath x2  <b>West Bank.</b>, Threat: <b>1</b>, Quest Points: <b>7</b>, Victory: <b>1</b>                      If the players have crossed the Anduin, Pelennor Fields gains: "When faced with the option to travel, the players must either travel to Pelennor Fields or raise each player's threat by 3."</p>	Players have crossed the Anduin when they have reached Stage 4 of the quest. If two copies are in-play and you don't travel to either, each players' threat increases by 6. If two copies are in-play and you travel to one of them, each players' threat still raises by 3 because you didn't travel to the other one ( <i>official answer from Nate</i> ).
11. Ruins of Osgiliath	<p><b>Location</b>, The Massing at Osgiliath, The Massing at Osgiliath x3  <b>East Bank.</b>, Threat: <b>1</b>, Quest Points: <b>7</b>, Victory: <b>1</b>                      If the players have crossed the Anduin, Ruins of Osgiliath gets +3 <b>Threat</b>.</p>	Players have crossed the Anduin when they have reached Stage 4 of the quest.
12. Cut Off	<p><b>Treachery</b>, The Massing at Osgiliath, The Massing at Osgiliath x4                      Doomed 1.  <b>When Revealed</b>: Each player must discard all ally cards from his hand, if able.  <b>Shadow</b>: <i>Defending player must discard 1 ally card from his hand or attacking enemy gets +3 <b>Attack</b>. (2 allies instead if this attack is undefended.</i></p>	
13. Dark Pursuit	<p><b>Treachery</b>, The Massing at Osgiliath, The Massing at Osgiliath x2  <b>When Revealed</b>: Raise the total <b>Threat</b> of the staging area by 1 for each <b>Scout</b> enemy in play. If there are no <b>Scout</b> enemies in play, Dark Pursuit gains surge.</p>	
14. Massing at Osgiliath	<p><b>Treachery</b>, The Massing at Osgiliath, The Massing at Osgiliath x3                      Surge.  <b>When Revealed</b>: Until the end of the phase, each card revealed by the encounter deck gains doomed 1. (Doomed 3 instead if the players have crossed the Anduin.)</p>	Players have crossed the Anduin when they have reached Stage 4 of the quest.
15. Ranger of Ithilien	<p><b>Objective</b>, The Massing at Osgiliath, The Massing at Osgiliath x2  <b>Gondor. Ranger. Ally.</b>                      HP: <b>2</b>, Willpower: <b>2</b>, Attack: <b>2</b>, Defense: <b>1</b>  <b>When Revealed</b>: The first player takes control of Ranger of Ithilien, exhausted and committed to the quest. Then, Ranger of Ithilien gains surge.  <b>Shadow</b>: <i>Deal 2 damage to attacking enemy. The defending player may exhaust a character he controls to take control of Ranger of Ithilien.</i></p>	
16. Beyond Expectations	<p><b>Quest</b>, The Massing at Osgiliath 1, TMaO x1, Quest Points: <b>7</b>  <i>Side A</i>: <b>Setup</b>: Search the encounter deck for 12 <b>Scout</b> cards, and add 3 per player (one of each title), to the staging area. Remove The Witch-king from the encounter deck and set him aside, out of play. Shuffle any unused <b>Scout</b> cards back into the encounter deck.  <i>Side B</i>: Players cannot travel to <b>West Bank</b> locations.</p>	
17. Through the Ruins	<p><b>Quest</b>, The Massing at Osgiliath 2, TMaO x1, Quest Points: <b>5</b>  <i>Side A</i>: none.  <i>Side B</i>: Players cannot travel to <b>West Bank</b> locations.                      Each player cannot play or put into play more than 1 card from his hand each round.</p>	

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

**18. Anduin Crossing**

**Quest**, The Massing at Osgiliath 3, TMaO x1, Quest Points: 1  
*Side A*: none.  
*Side B*: Progress tokens from card effects cannot be placed on this quest card or the active location.  
Players cannot travel to **East Bank** or **West Bank** locations.  
**In order to commit characters to the quest, a player must first choose a hero or 1 Ranger of Ithilien card he controls. Discard each chosen card from play.**

**19. Race to Minas Tirith**

**Quest**, The Massing at Osgiliath 4, TMaO x1, Quest Points: 15  
*Side A*: none.  
*Side B: When Revealed*: Add The Witch-king to the staging area.  
Players have now crossed the Anduin. Players cannot travel to **East Bank** locations.  
**If the players defeat this stage, they have won the game.**

## Lord of the Rings LCG Comprehensive Card Reference & Unofficial FAQ (version 6.1)

### Version History & Changes

Version 6.1 2012/05/18	Added Redhorn Gate, Road to Rivendell, and the Watcher in the Water thanks to quite a bit of help from Matthew!
Version 6.0.1 2012/02/24	No new cards, just catching up on new FAQs from the various forums.
Version 6.0 2012/02/03	Added Return to Mirkwood and Khazad-dûm. Corrections by Patrick Leacock.
Version 5.1 2011/11/02	Tons of clarifications and corrections thanks to Robert Hentzel, added The Dead Marshes
Version 5.0 2011/11/02	Updated based on official FAQ 1.2.
Version 4.3 2011/10/27	Added The Massing at Osgiliath and The Hills of Eryn Muil.
Version 4.2 2011/09/17	Added A Journey to Rhosgobel.
Version 4.1 2011/08/18	Added Conflict at the Carrock.
Version 4.0 2011/07/29	Valiant Sacrifice FAQ was completely wrong. Added Hunt for Gollum.
Version 3.1 2011/06/30	Few minor clarifications, particularly on Quick Strike, but no significant changes.
Version 3.0 2011/06/28	Updates based on official FAQ version 1.1 (marked in red), added partial set of cards from The Hunt for Gollum.
Version 2.1 2011/06/10	Updated Thalin per the FAQ (missed it in 2.0) and some cases where I had said that certain keywords don't trigger outside of <b>Quest</b> but the FAQ says they do. Added card types section. Added numbers when referencing other cards.
Version 2.0 2011/06/08	Corrections based on official FAQ and additional forum posts.
Version 1.8 2011/05/19	Forest Snare clarification, explained "Cost: X" cards because there are some FAQs around those.
Version 1.7 2011/05/16	Proof-read card descriptions and stats and fixed a number of errors.
Version 1.6 2011/05/14	Clarified that Actions can't interrupt combat steps, only played at the end of each step. Consistency on using <b>Bold</b> in notes.
Version 1.5 2011/05/14	Additional notes on Jailor, correction on notes for Feint
Version 1.4 2011/05/13	Added this Version History section, updated Théodred based on Zambo's post on page 2 of this forum thread: <a href="http://www.boardgamegeek.com/article/6759381">http://www.boardgamegeek.com/article/6759381</a>