

2
A GREAT DOOM

Doom.

Response: After a player card is drawn or an encounter card is revealed (including a shadow effect), shuffle that card back into its deck and draw a new card.

And he passed through the mazes that Melian wove about the kingdom of Thingol, even as she had foretold; for a great doom lay upon him.

-The Silmarillion

EVENT

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2
A GREAT DOOM

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-The Silmarillion

EVENT

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0
...AND YET A WARNING

Response: After you attack and destroy an enemy, choose one: add 1 resource to the resource pool of a hero you control, draw 1 card, or lower your threat by 1.

A victory it was, and yet a warning...

- The Silmarillion

EVENT

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0
...AND YET A WARNING

Response: After you attack and destroy an enemy, choose one: add 1 resource to the resource pool of a hero you control, draw 1 card, or lower your threat by 1.

A victory it was, and yet a warning...

- The Silmarillion

EVENT

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0
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Response: After you attack and destroy an enemy, choose one: add 1 resource to the resource pool of a hero you control, draw 1 card, or lower your threat by 1.

A victory it was, and yet a warning...

- The Silmarillion

EVENT

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2

ARANRÚTH

Item. Weapon.
 Attach to a hero with a printed *Mastery* icon. Restricted.
Action: Exhaust Aranrúth to give attached hero a *W*, *A*, *T*, or *** icon until the end of the phase.
 If attached hero is Thingol, Aranrúth gains, "Attached hero gets +2 *W*."

ATTACHMENT

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2

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ATTACHMENT

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Action: Exhaust Aranrúth to give attached hero a *W*, *A*, *T*, or *** icon until the end of the phase.
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ATTACHMENT

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3

ARD-GALEN HORSE

Mount.
 Attach to a *Noldor* hero. Limit 1 per hero.
Action: Exhaust Ard-galen Horse to place 1 progress token on each location in the staging area.

ATTACHMENT

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3

ARD-GALEN HORSE

Mount.
 Attach to a *Noldor* hero. Limit 1 per hero.
Action: Exhaust Ard-galen Horse to place 1 progress token on each location in the staging area.

ATTACHMENT

Illus. Unknown ©2014 Middle-earth Enterprises™ ©2011 IFG ©2013 TFC First Age 57

3

ARD-GALEN HORSE

Mount.
 Attach to a *Noldor* hero. Limit 1 per hero.
Action: Exhaust Ard-galen Horse to place 1 progress token on each location in the staging area.

ATTACHMENT

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3
2
1
1

2

⊕ **AREDHEL**

Noldor. House of Fingolfin.
Response: After the active location is explored, discard the top card of your deck. If it is an ally, take it into your hand.
But she wearied of the guarded city of Gondolin, desiring ever the longer the more to ride again in the wide lands and to walk in the forests...
 -The Silmarillion

ALLY

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 29



3
2
1
1

2

⊕ **AREDHEL**

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 -The Silmarillion

ALLY

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3
2
1
1

2

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 -The Silmarillion

ALLY

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 29

3

ARTS OF FELAGUND



Enchantment.

Quest Action: Until the end of the phase, each enemy revealed during staging is discarded and replaced with the next encounter card instead. Add this card to the victory display.

By the arts of Felagund their own forms and faces were changed into the likeness of Orcs.
 -The Silmarillion

EVENT Victory 1.

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3

ARTS OF FELAGUND



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Quest Action: Until the end of the phase, each enemy revealed during staging is discarded and replaced with the next encounter card instead. Add this card to the victory display.

By the arts of Felagund their own forms and faces were changed into the likeness of Orcs.
 -The Silmarillion

EVENT Victory 1.

Illus. Alan Lee ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 73

3

ARTS OF FELAGUND



Enchantment.

Quest Action: Until the end of the phase, each enemy revealed during staging is discarded and replaced with the next encounter card instead. Add this card to the victory display.

By the arts of Felagund their own forms and faces were changed into the likeness of Orcs.
 -The Silmarillion

EVENT Victory 1.

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4

1 ♀

3 ♀

2 ♀

4

⊕ AZAGHÂL

Dwarf. Warrior.

Response: After Azaghâl is destroyed as the result of an enemy attack, deal 3 damage to the attacking enemy.

...with his last stroke Azaghâl drove a knife into his belly, and so wounded him that he fled the field...
-The Silmarillion

ALLY

Illus. mischeviouslittleelf ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TTC First Age 42



4

1 ♀

3 ♀

2 ♀

4

⊕ AZAGHÂL

Dwarf. Warrior.

Response: After Azaghâl is destroyed as the result of an enemy attack, deal 3 damage to the attacking enemy.

...with his last stroke Azaghâl drove a knife into his belly, and so wounded him that he fled the field...
-The Silmarillion

ALLY

Illus. mischeviouslittleelf ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TTC First Age 42



4

1 ♀

3 ♀

2 ♀

4

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Response: After Azaghâl is destroyed as the result of an enemy attack, deal 3 damage to the attacking enemy.

...with his last stroke Azaghâl drove a knife into his belly, and so wounded him that he fled the field...
-The Silmarillion

ALLY

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1

BANNERS AND HORNS

⊕

Response: After a unique ally you control enters play, choose any non-unique enemy in play. That enemy gets -X ♀ and -X ♀ until the end of the round. (X is equal to the cost of that ally.)

But as the host of Fingolfin marched into Mithrim the Sun rose flaming in the West...
-The Silmarillion

EVENT

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1

BANNERS AND HORNS

⊕

Response: After a unique ally you control enters play, choose any non-unique enemy in play. That enemy gets -X ♀ and -X ♀ until the end of the round. (X is equal to the cost of that ally.)

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-The Silmarillion

EVENT

Illus. Jenny Dolfen ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TTC First Age 85



1

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-The Silmarillion

EVENT

Illus. Jenny Dolfen ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TTC First Age 85





3

1 ♀

1 ♀

3 ♀

3

♁ BARAHIR

Edain. House of Bëor.

Sentinel.

Response: After a shadow card is revealed, exhaust Barahir to add his ♀ to the ♀ of the defending character until the end of the phase.

...and he would have been slain or taken, but Barahir came up with the bravest of his men and rescued him, and made a wall of spears about him...

-The Silmarillion

ALLY

Illus. saturnoarg ©2016 Middle-earth Enterprises ©2015 FFG ©2014 TFC First Age 38



3

1 ♀

1 ♀

3 ♀

3

♁ BARAHIR

Edain. House of Bëor.

Sentinel.

Response: After a shadow card is revealed, exhaust Barahir to add his ♀ to the ♀ of the defending character until the end of the phase.

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-The Silmarillion

ALLY

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3

1 ♀

1 ♀

3 ♀

3

♁ BARAHIR

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Sentinel.

Response: After a shadow card is revealed, exhaust Barahir to add his ♀ to the ♀ of the defending character until the end of the phase.

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-The Silmarillion

ALLY

Illus. saturnoarg ©2016 Middle-earth Enterprises ©2015 FFG ©2014 TFC First Age 38



2

1 ♀

1 ♀

1 ♀

2

♁ BËOR

Edain. House of Bëor.

Action: Attach Bëor facedown to a character with the *House of Finarfin* trait. (Counts as a *Vassal* attachment with the text: "Attached character gets +2 ♀.")

In this way he got his name, Bëor, whereas his name before had been Balan; for Bëor signified 'Vassal' in the tongue of his people.

-The Silmarillion

ALLY

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2

1 ♀

1 ♀

1 ♀

2

♁ BËOR

Edain. House of Bëor.

Action: Attach Bëor facedown to a character with the *House of Finarfin* trait. (Counts as a *Vassal* attachment with the text: "Attached character gets +2 ♀.")

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-The Silmarillion

ALLY

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2

1 ♀

1 ♀

1 ♀

2

♁ BËOR

Edain. House of Bëor.

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-The Silmarillion

ALLY

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8

3

2

1

4

BEREN

Edain. House of Bëor. Noble.

While Beren is committed to the quest, he gains: **Response:** After an encounter card with at least 3 is revealed from the encounter deck, add 1 resource to Beren's resource pool.

"He is Beren son of Barahir, lord of Men, mighty foe of Morgoth, the tale of whose deeds is become a song even among the Elves."

-Lúthien, *The Silmarillion*

HERO

Illus. Anke Eissmann ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 1

1

BLUE SHIELD

Item. Armor.

Attach to a hero with the *House of Fingolfin* trait. Restricted.

Attached hero gets +1 (+2 if the attached hero is Fingolfin).

...and his blue shield was set with crystals.

-The Silmarillion

ATTACHMENT

Illus. Peter Xavier Prie ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 63

1

BLUE SHIELD

Item. Armor.

Attach to a hero with the *House of Fingolfin* trait. Restricted.

Attached hero gets +1 (+2 if the attached hero is Fingolfin).

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-The Silmarillion

ATTACHMENT

Illus. Peter Xavier Prie ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 63

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...and his blue shield was set with crystals.

-The Silmarillion

ATTACHMENT

Illus. Peter Xavier Prie ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 63

3

0

2

1

3

CARANTHIR

Noldor. House of Fëanor.

Response: After a treachery is revealed and resolved, attach that card facedown to Caranthir. That attachment gains the *Fury* trait. (Limit once per round.)

Action: Attach a *Fury* attachment to an enemy engaged with you. That enemy gets +1 and -1.

ALLY

Illus. daLomacchi ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 20

3

0

2

1

3

CARANTHIR

Noldor. House of Fëanor.

Response: After a treachery is revealed and resolved, attach that card facedown to Caranthir. That attachment gains the *Fury* trait. (Limit once per round.)

Action: Attach a *Fury* attachment to an enemy engaged with you. That enemy gets +1 and -1.

ALLY

Illus. daLomacchi ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 20



3
0
2
1

3

⊕ CARANTHIR

Noldor. House of Fëanor.

Response: After a treachery is revealed and resolved, attach that card facedown to Caranthir. That attachment gains the *Fury* trait. (Limit once per round.)

Action: Attach a *Fury* attachment to an enemy engaged with you. That enemy gets +1 ♠ and -1 ♣.

ALLY

Illus. daLomacchi ©2016 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 20

3
1
1
1

2

⊕ CELEGORM

Noldor. House of Fëanor.

Celegorm gets +1 ♠ for each non-unique location in the staging area.

Action: Place 1 *Corruption* on Celegorm to search the top 10 cards of the encounter deck for a location and add it to the staging area.

...and a hunter also was Celegorm, who in Valinor was a friend of Oromë, and often followed the Vala's horn.
-The Silmarillion

ALLY

Illus. daLomacchi ©2016 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 18

3
1
1
1

2

⊕ CELEGORM

Noldor. House of Fëanor.

Celegorm gets +1 ♠ for each non-unique location in the staging area.

Action: Place 1 *Corruption* on Celegorm to search the top 10 cards of the encounter deck for a location and add it to the staging area.

...and a hunter also was Celegorm, who in Valinor was a friend of Oromë, and often followed the Vala's horn.
-The Silmarillion

ALLY

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3
1
1
1

2

⊕ CELEGORM

Noldor. House of Fëanor.

Celegorm gets +1 ♠ for each non-unique location in the staging area.

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...and a hunter also was Celegorm, who in Valinor was a friend of Oromë, and often followed the Vala's horn.
-The Silmarillion

ALLY

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2
1
2
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2

⊕ CHIEFTAIN OF MEN

Edain.

Response: After your threat is raised by an encounter card effect, discard Chieftain of Men from play to cancel that effect.

ALLY

Illus. Unknown ©2016 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 25

2
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2
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2

⊕ CHIEFTAIN OF MEN

Edain.

Response: After your threat is raised by an encounter card effect, discard Chieftain of Men from play to cancel that effect.

ALLY

Illus. Unknown ©2016 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 25



2

1

2

0

2

CHIEFTAIN OF MEN

Edain.

Response: After your threat is raised by an encounter card effect, discard Chieftain of Men from play to cancel that effect.

ALLY

Illus. Unknown ©2016 Middle-earth Enterprises ©2016 FFG ©2016 LLC First Age 23

9

3

1

2

4

CÍRDAN

Teleri. Noble.

Círdan gets +1 for each attached character.

Planning Action: Attach a character to Círdan. This character is considered to be out of play. At the end of the round, heal 3 damage on that character and put it back into play. (Limit twice per round.)

*This remnant sailed with Círdan south to the Isle of Balar, and they made a refuge for all that could come thither...
-The Silmarillion*

HERO

Illus. moumou38 ©2016 Middle-earth Enterprises ©2016 FFG ©2016 LLC First Age 13

3

2

2

0

3

CURUFIN

Noldor. House of Fëanor.

While Fëanor is in play, Curufin gains:
Action: Place 1 **Corruption** on Curufin. Until the end of the round, Curufin's and are equal to the printed and of Fëanor."
*...Curufin the crafty, who inherited most his father's skill of hand...
-The Silmarillion*

ALLY

Illus. Galadhen ©2016 Middle-earth Enterprises ©2016 FFG ©2016 LLC First Age 43

3

2

2

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3

CURUFIN

Noldor. House of Fëanor.

While Fëanor is in play, Curufin gains:
Action: Place 1 **Corruption** on Curufin. Until the end of the round, Curufin's and are equal to the printed and of Fëanor."
*...Curufin the crafty, who inherited most his father's skill of hand...
-The Silmarillion*

ALLY

Illus. Galadhen ©2016 Middle-earth Enterprises ©2016 FFG ©2016 LLC First Age 43

3

2

2

0

3

CURUFIN

Noldor. House of Fëanor.

While Fëanor is in play, Curufin gains:
Action: Place 1 **Corruption** on Curufin. Until the end of the round, Curufin's and are equal to the printed and of Fëanor."
*...Curufin the crafty, who inherited most his father's skill of hand...
-The Silmarillion*

ALLY

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2

2

1

1

2

DAERON

Teleri. Minstrel.

Action: Exhaust Daeron to draw 2 cards. Then, discard 1 card from your hand.

*In those days, it is said, Daeron the Minstrel, chief loremaster of the kingdom of Thingol, devised his Runes...
-The Silmarillion*

ALLY

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2

2

1

1

2

DAERON

Teleri. Minstrel.

Action: Exhaust Daeron to draw 2 cards. Then, discard 1 card from your hand.

In those days, it is said, Daeron the Minstrel, chief loremaster of the kingdom of Thingol, devised his Runes...

-The Silmarillion

ALLY

Illus. ebc-kastein ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 33

2

2

1

1

2

DAERON

Teleri. Minstrel.

Action: Exhaust Daeron to draw 2 cards. Then, discard 1 card from your hand.

In those days, it is said, Daeron the Minstrel, chief loremaster of the kingdom of Thingol, devised his Runes...

-The Silmarillion

ALLY

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0

DARK HEART OF THE SMITH

Action: Place 1 *Corruption* on a character with a unique *Weapon* attached. All damage dealt by that character is doubled this round. Only 1 copy of Dark Heart of the Smith may be played on a character each round.

"There is malice in this sword. The dark heart of the smith still dwells in it."

-Thingol, The Silmarillion

EVENT

Illus. Noldomirwen ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 82

0

DARK HEART OF THE SMITH

Action: Place 1 *Corruption* on a character with a unique *Weapon* attached. All damage dealt by that character is doubled this round. Only 1 copy of Dark Heart of the Smith may be played on a character each round.

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EVENT

Illus. Noldomirwen ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 82

0

DARK HEART OF THE SMITH

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-Thingol, The Silmarillion

EVENT

Illus. Noldomirwen ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 82

0

DARK ELF

Action: Place X *Corruption* on heroes you control to draw X cards. (X cannot be greater than the number of heroes you control.)

But Eöl, though stooped by his smithwork, was no Dwarf, but a tall Elf of a high kin of the Teleri, noble though grim of face; and his eyes could see deep into shadows and dark places.

-The Silmarillion

EVENT

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0

DARK ELF

Action: Place X *Corruption* on heroes you control to draw X cards. (X cannot be greater than the number of heroes you control.)

But Eöl, though stooped by his smithwork, was no Dwarf, but a tall Elf of a high kin of the Teleri, noble though grim of face; and his eyes could see deep into shadows and dark places.

-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 159

0

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-The Silmarillion

EVENT

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1

DAY SHALL COME AGAIN

Response: After a character you control destroys an enemy, ready that character. That character gets +1 ♣ until the end of the round. You may pay 1 ♠ resource to return Day Shall Come Again to your hand.

Aure entuluva! Day shall come again!

-Hurin, The Silmarillion

EVENT

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1

DAY SHALL COME AGAIN

Response: After a character you control destroys an enemy, ready that character. That character gets +1 ♣ until the end of the round. You may pay 1 ♠ resource to return Day Shall Come Again to your hand.

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-Hurin, The Silmarillion

EVENT

Illus. Julia Alekseeva ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 98

1

DAY SHALL COME AGAIN

Response: After a character you control destroys an enemy, ready that character. That character gets +1 ♣ until the end of the round. You may pay 1 ♠ resource to return Day Shall Come Again to your hand.

Aure entuluva! Day shall come again!

-Hurin, The Silmarillion

EVENT

Illus. Julia Alekseeva ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 98

1

DEFIED AND MOCKED

Action: Choose an ally. That ally can be assigned damage from undefended attacks until the end of the phase.

...but Hurin defied him, and mocked him.

-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 80



1
DEFIED AND MOCKED

Action: Choose an ally. That ally can be assigned damage from undefended attacks until the end of the phase.
...but Hurin defied him, and mocked him.
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 80

1
DEFIED AND MOCKED

Action: Choose an ally. That ally can be assigned damage from undefended attacks until the end of the phase.
...but Hurin defied him, and mocked him.
-The Silmarillion

EVENT

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3
DRAGON-HELM

Item. Armor. Artifact.
Attach to a hero with the *House of Hador* trait.
Restricted.

Response: After attached hero is damaged, exhaust Dragon-helm and raise your threat by 3 to cancel all damage from that attack.

If attached hero is Túrin, Dragon-helm gains:
Response: After an enemy engages with you, it gets -1 ♠ and -1 ♣ until the end of the round.

ATTACHMENT

Illus. M.M.Mehrnegar ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 64

3
DRAGON-HELM

Item. Armor. Artifact.
Attach to a hero with the *House of Hador* trait.
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ATTACHMENT

Illus. M.M.Mehrnegar ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 64

3
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Restricted.

Response: After attached hero is damaged, exhaust Dragon-helm and raise your threat by 3 to cancel all damage from that attack.

If attached hero is Túrin, Dragon-helm gains:
Response: After an enemy engages with you, it gets -1 ♠ and -1 ♣ until the end of the round.

ATTACHMENT

Illus. M.M.Mehrnegar ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 64

0
DREADFUL DEATH

Response: After a corrupted character destroys a hero or ally, remove all **Corruption** from that character and place it under your control.
Then Túrin stood stone-still and silent, staring on that dreadful death, knowing what he had done...
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 81



0
DREADFUL DEATH

Response: After a corrupted character destroys a hero or ally, remove all **Corruption** from that character and place it under your control.

Then Túrin stood stone-still and silent, staring on that dreadful death, knowing what he had done...
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 81

0
DREADFUL DEATH

Response: After a corrupted character destroys a hero or ally, remove all **Corruption** from that character and place it under your control.

Then Túrin stood stone-still and silent, staring on that dreadful death, knowing what he had done...
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 81

1
DREAMS FROM ULMO

Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Dreams from Ulmo by 1.

Action: Choose one character you control. Shuffle the encounter deck and look at its top card. Until the end of the phase, the chosen character gets +X. X is equal to the revealed card's **W**.

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 90

1
DREAMS FROM ULMO

Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Dreams from Ulmo by 1.

Action: Choose one character you control. Shuffle the encounter deck and look at its top card. Until the end of the phase, the chosen character gets +X. X is equal to the revealed card's **W**.

EVENT

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1
DREAMS FROM ULMO

Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Dreams from Ulmo by 1.

Action: Choose one character you control. Shuffle the encounter deck and look at its top card. Until the end of the phase, the chosen character gets +X. X is equal to the revealed card's **W**.

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 90

2
1
1
2

DWARF OF THE BLUE MOUNTAINS

Dwarf.
Dwarf of the Blue Mountains gets +1 hit point for each unique attachment you control.

ALLY

Illus. David Gaillet ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 30





2

1

1

2

2

DWARF OF THE BLUE MOUNTAINS

Dwarf.

Dwarf of the Blue Mountains gets +1 hit point for each unique attachment you control.

ALLY

Illus. David Gaillet ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 30



2

1

1

2

2

DWARF OF THE BLUE MOUNTAINS

Dwarf.

Dwarf of the Blue Mountains gets +1 hit point for each unique attachment you control.

ALLY

Illus. David Gaillet ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 30



8

4

1

1

3

EÄRENDIL

Half-elven. Noble.

Response: After Eärendil commits to the quest, shuffle the encounter deck and discard the top card. If it is a treachery, deal 1 damage to Eärendil. Otherwise, reduce your threat by 1 and draw 1 card.

Yet Eärendil saw now no hope left in the lands of Middle-earth, and he turned again in despair and came not home, but sought back once more to Valinor...

-The Silmarillion

HERO

Illus. Jenny Dolfen ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 5



11

1

4

3

4

ECTHELION

Noldor. Warrior.

When Ecthelion attacks alone, the defending enemy does not count its **W**.

...Ecthelion of the Fountain, the warden of the great gate at the end of the climbing road.

-The Silmarillion

HERO

Illus. Jan Pospisil ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 12



1

ELF-FRIEND

Title.

Attach to an **Edain** hero.

Attached hero gains the **Noldor** trait.

Thus Beren came before King Finrod Felagund; and Felagund knew him, needing no ring to remind him of the kin of Bëor and of Barahir.

-The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 45



1

ELF-FRIEND

Title.

Attach to an **Edain** hero.

Attached hero gains the **Noldor** trait.

Thus Beren came before King Finrod Felagund; and Felagund knew him, needing no ring to remind him of the kin of Bëor and of Barahir.

-The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TFC First Age 45



1

ELF-FRIEND

Title.
Attach to an *Edain* hero.

Attached hero gains the *Noldor* trait.

Thus Beren came before King Finrod Felagund; and Felagund knew him, needing no ring to remind him of the kin of Bëor and of Barahir.
-The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 45

3

3

0

0

1

ELWING

Half-elven.

While Eärendil is in play, Elwing gains:
"Response: After Elwing is destroyed, you may immediately put her back into play for 1 * resource. (Limit once per round.)"

For Ulmo bore up Elwing out of the waves, and he gave her the likeness of a great white bird...
-The Silmarillion

ALLY

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 34

3

3

0

0

1

ELWING

Half-elven.

While Eärendil is in play, Elwing gains:
"Response: After Elwing is destroyed, you may immediately put her back into play for 1 * resource. (Limit once per round.)"

For Ulmo bore up Elwing out of the waves, and he gave her the likeness of a great white bird...
-The Silmarillion

ALLY

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 34

3

3

0

0

1

ELWING

Half-elven.

While Eärendil is in play, Elwing gains:
"Response: After Elwing is destroyed, you may immediately put her back into play for 1 * resource. (Limit once per round.)"

For Ulmo bore up Elwing out of the waves, and he gave her the likeness of a great white bird...
-The Silmarillion

ALLY

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 34

4

2

1

3

2

EÖL

Teleri.

Action: Place 1 *Corruption* on Eööl to search the top 15 cards of your deck for an attachment and add it to your hand.

"No right have you or any of your kin in this land to seize realms or to set bounds, either here or there. This is the land of the Teleri..."
-The Silmarillion

ALLY

Illus. C.S. Marks ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 17

4

2

1

3

2

EÖL

Teleri.

Action: Place 1 *Corruption* on Eööl to search the top 15 cards of your deck for an attachment and add it to your hand.

"No right have you or any of your kin in this land to seize realms or to set bounds, either here or there. This is the land of the Teleri..."
-The Silmarillion

ALLY

Illus. C.S. Marks ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 17



4
2
1
3

2

EÖL

Teleri.

Action: Place 1 **Corruption** on Eöl to search the top 15 cards of your deck for an attachment and add it to your hand.

"No right have you or any of your kin in this land to seize realms or to set bounds, either here or there. This is the land of the Teleri..."
-The Silmarillion

ALLY

Illus. C.S. Marks ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 17

3

ERCHAMION

Condition.

Response: After a character is destroyed, put that character back into play under its owner's control. Attach Erchamion to that character. (Counts as a **Condition** attachment with the text: "The attached character gets -1 and -1.")

Thereafter Beren was named Erchamion, which is the One-handed; and suffering was graven in his face.
-The Silmarillion

EVENT

Illus. Dylan Palmer ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 69

3

ERCHAMION

Condition.

Response: After a character is destroyed, put that character back into play under its owner's control. Attach Erchamion to that character. (Counts as a **Condition** attachment with the text: "The attached character gets -1 and -1.")

Thereafter Beren was named Erchamion, which is the One-handed; and suffering was graven in his face.
-The Silmarillion

EVENT

Illus. Dylan Palmer ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 69

3

ERCHAMION

Condition.

Response: After a character is destroyed, put that character back into play under its owner's control. Attach Erchamion to that character. (Counts as a **Condition** attachment with the text: "The attached character gets -1 and -1.")

Thereafter Beren was named Erchamion, which is the One-handed; and suffering was graven in his face.
-The Silmarillion

EVENT

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12
3
4
1

5

FÉANOR

Noldor. House of Fëanor. Noble.

Action: Place 1 **Corruption** on Fëanor to place 3 progress tokens on the quest. (Limit once per round).

Action: Place 1 **Corruption** on Fëanor to play an attachment from any sphere of influence for no cost.

Fëanor was the mightiest in skill of word and of hand, more learned than his brothers; his spirit burned as a flame.
-The Silmarillion

HERO

Illus. Vishal ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 7

3

FEAST OF REUNITING

Action: All characters gain ranged and sentinel until the end of the phase.

At Mereth Aderthad many counsels were taken in good will, and oaths were sworn of league and friendship...
-The Silmarillion

EVENT

Illus. Pieter Claesz ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 84



3
FEAST OF REINITING

Action: All characters gain ranged and sentinel until the end of the phase.
*At Mereth Aderthad many counsels were taken in good will, and oaths were sworn of league and friendship...
 -The Silmarillion*

EVENT

Illus. Pieter Claesz ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 84

3
FEAST OF REINITING

Action: All characters gain ranged and sentinel until the end of the phase.
*At Mereth Aderthad many counsels were taken in good will, and oaths were sworn of league and friendship...
 -The Silmarillion*

EVENT

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1
2
0
0

2
FINDUILAS

Noldor. House of Finarfin.
Forced: Damage from undefended attacks must be assigned to Finduilas. After Finduilas leaves play, raise your threat by 2.
*And this last I say to thee: she alone stands between thee and thy doom. If thou fail her, it shall not fail to find thee.
 -Gwindor, The Silmarillion*

ALLY

Illus. Finduilas80 ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 41

1
2
0
0

2
FINDUILAS

Noldor. House of Finarfin.
Forced: Damage from undefended attacks must be assigned to Finduilas. After Finduilas leaves play, raise your threat by 2.
*And this last I say to thee: she alone stands between thee and thy doom. If thou fail her, it shall not fail to find thee.
 -Gwindor, The Silmarillion*

ALLY

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1
2
0
0

2
FINDUILAS

Noldor. House of Finarfin.
Forced: Damage from undefended attacks must be assigned to Finduilas. After Finduilas leaves play, raise your threat by 2.
*And this last I say to thee: she alone stands between thee and thy doom. If thou fail her, it shall not fail to find thee.
 -Gwindor, The Silmarillion*

ALLY

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11
1
1
4

6
FINGOLFIN

Noldor. House of Fingolfin. Noble.
 Sentinel.
Action: Raise your threat by 3 to choose an enemy in play. Engage the chosen enemy. Until the end of the round, Fingolfin does not exhaust to defend against the chosen enemy.
*Fingolfin was the strongest, the most steadfast, and the most valiant.
 -The Silmarillion*

HERO

Illus. Valadrel ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 10





11

3

1

2

5

FINGON

Noldor. House of Fingolfin. Noble.

Action: Exhaust Fingon to remove 1 **Corruption** from a character in play. (Limit once per round.)

Then Fingon the valiant, son of Fingolfin, resolved to heal the feud that divided the Noldor, before their Enemy should be ready for war...

-The Silmarillion

HERO

Illus. Venlian

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First Age 3



10

3

3

1

4

FINROD FELAGUND

Noldor. House of Finarfin. Noble.

While Finrod Felagund is in play, each character with the **Edain** trait gets +1.

But Felagund dwelt among them and taught them true knowledge, and they loved him, and took him for their lord, and were ever after loyal to the house of Finarfin.

-The Silmarillion

HERO

Illus. niyochara

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First Age 2



0

FIRE OF LIFE

Condition.

Response: After a character with the **House of Fëanor** trait is damaged, cancel 1 point of that damage and attach Fire of Life to that character. (Counts as a **Condition** attachment with the text: "Limit 1 per character. Attached character gets +1.")

There Maedhros in time was healed; for the fire of life was hot...

-The Silmarillion

EVENT

Illus. rinthoog

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First Age 79



0

FIRE OF LIFE

Condition.

Response: After a character with the **House of Fëanor** trait is damaged, cancel 1 point of that damage and attach Fire of Life to that character. (Counts as a **Condition** attachment with the text: "Limit 1 per character. Attached character gets +1.")

There Maedhros in time was healed; for the fire of life was hot...

-The Silmarillion

EVENT

Illus. rinthoog

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First Age 79



0

FIRE OF LIFE

Condition.

Response: After a character with the **House of Fëanor** trait is damaged, cancel 1 point of that damage and attach Fire of Life to that character. (Counts as a **Condition** attachment with the text: "Limit 1 per character. Attached character gets +1.")

There Maedhros in time was healed; for the fire of life was hot...

-The Silmarillion

EVENT

Illus. rinthoog

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First Age 79



1

FLAME LIGHT! FLEE NIGHT!

Play only if you control a hero with the **Edain** trait.

Action: Search your deck for a character with the **Edain** trait and put it into play. That character does not exhaust to quest, attack, or defend until the end of the round. Discard that character at the end of the round.

EVENT

Illus. John Howe

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First Age 96



1
FLAME LIGHT! FLEE NIGHT!



Play only if you control a hero with the **Edain** trait.

Action: Search your deck for a character with the **Edain** trait and put it into play. That character does not exhaust to quest, attack, or defend until the end of the round. Discard that character at the end of the round.

EVENT

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1
FLAME LIGHT! FLEE NIGHT!



Play only if you control a hero with the **Edain** trait.

Action: Search your deck for a character with the **Edain** trait and put it into play. That character does not exhaust to quest, attack, or defend until the end of the round. Discard that character at the end of the round.

EVENT

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2
FRIENDSHIP OF ULMO



Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Friendship of Ulmo by 2.

Action: Reveal all shadow cards in play. Then, choose two shadow cards from different enemies and switch them.

...and Morgoth feared and hated the house of Fingolfin, because they had the friendship of Ulmo his foe.
-The Silmarillion

EVENT

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2
FRIENDSHIP OF ULMO



Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Friendship of Ulmo by 2.

Action: Reveal all shadow cards in play. Then, choose two shadow cards from different enemies and switch them.

...and Morgoth feared and hated the house of Fingolfin, because they had the friendship of Ulmo his foe.
-The Silmarillion

EVENT

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2
FRIENDSHIP OF ULMO



Vala.
If the active location is a **River** or **Water** location, reduce the cost to play Friendship of Ulmo by 2.

Action: Reveal all shadow cards in play. Then, choose two shadow cards from different enemies and switch them.

...and Morgoth feared and hated the house of Fingolfin, because they had the friendship of Ulmo his foe.
-The Silmarillion

EVENT

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2
GALVORN ARMOR



Item. Armor.
Attach to a **Mastery** hero. Limit 1 per hero.

Attached hero gets +1 ♠. Attached hero gets an additional +1 ♠ for each **Corruption** on the attached hero.

...he devised a metal as hard as the steel of the Dwarves, but so malleable that he could make it thin and supple...
-The Silmarillion

ATTACHMENT

Illus. Unknown ©2014 Middle-earth Enterprises™ ©2014 FFG ©2014 TTC First Age 58



2

GALVORN ARMOR

Item. Armor.
Attach to a **Mastery** hero. Limit 1 per hero.

Attached hero gets +1 ♠. Attached hero gets an additional +1 ♠ for each **Corruption** on the attached hero.

*...he devised a metal as hard as the steel of the Dwarves, but so malleable that he could make it thin and supple...
-The Silmarillion*

ATTACHMENT

Illus. Unknown ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 58

2

GALVORN ARMOR

Item. Armor.
Attach to a **Mastery** hero. Limit 1 per hero.

Attached hero gets +1 ♠. Attached hero gets an additional +1 ♠ for each **Corruption** on the attached hero.

*...he devised a metal as hard as the steel of the Dwarves, but so malleable that he could make it thin and supple...
-The Silmarillion*

ATTACHMENT

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2

0 ♠

1 ♣

4 ♠

1

GONDOLIN GUARD

Noldor.

Sentinel.

*"Longest of all the realms of the Eldalië shall Gondolin stand against Melkor..."
-Ulmo, The Silmarillion*

ALLY

Illus. Unknown ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 27

2

0 ♠

1 ♣

4 ♠

1

GONDOLIN GUARD

Noldor.

Sentinel.

*"Longest of all the realms of the Eldalië shall Gondolin stand against Melkor..."
-Ulmo, The Silmarillion*

ALLY

Illus. Unknown ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 27

2

0 ♠

1 ♣

4 ♠

1

GONDOLIN GUARD

Noldor.

Sentinel.

*"Longest of all the realms of the Eldalië shall Gondolin stand against Melkor..."
-Ulmo, The Silmarillion*

ALLY

Illus. Unknown ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 27

2

1 ♠

1 ♣

0 ♠

2

GREEN-ELF RANGER

Nandor. Ranger.

Ranged.

Quest Action: Exhaust Green-elf Ranger to choose enemy or location. The next encounter card of the chosen type that is added to the staging area gets -3 ♠ until the end of the phase.

ALLY

Illus. Paolo Puggioni ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TFC First Age 32





2

1

1

0

2

GREEN-ELF RANGER

Nandor, Ranger.

Ranged.

Quest Action: Exhaust Green-elf Ranger to choose enemy or location. The next encounter card of the chosen type that is added to the staging area gets -3 until the end of the phase.

ALLY

Illus. Paolo Puggioni ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 LLC First Age 32



2

1

1

0

2

GREEN-ELF RANGER

Nandor, Ranger.

Ranged.

Quest Action: Exhaust Green-elf Ranger to choose enemy or location. The next encounter card of the chosen type that is added to the staging area gets -3 until the end of the phase.

ALLY

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2

GURTHANG

Item. Weapon.

Attach to a hero with a printed *Mastery* resource icon. Restricted.

Attached hero gets +1.

Response: After attached hero damages an enemy, shuffle the encounter deck and discard the top card. If it is a treachery, cancel all damage from the attack and discard a hero. Otherwise, the enemy is destroyed.

ATTACHMENT

Illus. Elena Kukanova ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 LLC First Age 65



2

GURTHANG

Item. Weapon.

Attach to a hero with a printed *Mastery* resource icon. Restricted.

Attached hero gets +1.

Response: After attached hero damages an enemy, shuffle the encounter deck and discard the top card. If it is a treachery, cancel all damage from the attack and discard a hero. Otherwise, the enemy is destroyed.

ATTACHMENT

Illus. Elena Kukanova ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 LLC First Age 65



2

GURTHANG

Item. Weapon.

Attach to a hero with a printed *Mastery* resource icon. Restricted.

Attached hero gets +1.

Response: After attached hero damages an enemy, shuffle the encounter deck and discard the top card. If it is a treachery, cancel all damage from the attack and discard a hero. Otherwise, the enemy is destroyed.

ATTACHMENT

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3

1

2

1

2

HADOR

Edain, House of Hador.

Action: Discard Hador to reveal the top 5 cards of your deck. Put up to 2 revealed allies with the *Edain* trait into play, if able. Shuffle all other revealed cards back into your deck.

ALLY

Illus. Unknown ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 LLC First Age 37



3

1

2

1

2

HADOR

Edain. House of Hador.

Action: Discard Hador to reveal the top 5 cards of your deck. Put up to 2 revealed allies with the *Edain* trait into play, if able. Shuffle all other revealed cards back into your deck.

ALLY

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3

1

2

1

2

HADOR

Edain. House of Hador.

Action: Discard Hador to reveal the top 5 cards of your deck. Put up to 2 revealed allies with the *Edain* trait into play, if able. Shuffle all other revealed cards back into your deck.

ALLY

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2

1

1

2

2

HALADIN WOODSMAN

Edain. House of Haleth.

Response: After a shadow effect resolves on an enemy engaged with you, Haladin Woodsman gets +1 and +1 until the end of the round. (Limit twice per round.)

ALLY

Illus. Declane ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 160

2

1

1

2

2

HALADIN WOODSMAN

Edain. House of Haleth.

Response: After a shadow effect resolves on an enemy engaged with you, Haladin Woodsman gets +1 and +1 until the end of the round. (Limit twice per round.)

ALLY

Illus. Declane ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 160

2

1

1

2

2

HALADIN WOODSMAN

Edain. House of Haleth.

Response: After a shadow effect resolves on an enemy engaged with you, Haladin Woodsman gets +1 and +1 until the end of the round. (Limit twice per round.)

ALLY

Illus. Declane ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 160

6

2

1

1

4

HAELETH

Edain. House of Haleth. Noble.

Haleth gets +1 for each enemy engaged with you.

If Haleth did not commit to the quest this round, she may use instead of when defending.

Then Haleth held the people together, though they were without hope...

-The Silmarillion

HERO

Illus. Zavgo-Spb ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 6



2 **HARD OF FINGON**

Instrument.
Attach to a hero with the *House of Fingolfin* trait.

Action: After a *Corruption* token is removed from play, exhaust Harp of Fingon to add 1 resource to the attached hero's resource pool.

Then in defiance of the Orcs, who covered still in the dark vaults beneath the earth, he took his harp and sang a song of Valinor...

-The Silmarillion

ATTACHMENT

Illus. egor-ursus ©2014 Middle-earth Enterprises™/©2013 IFG ©2013 JTC First Age 48

2 **HARD OF FINGON**

Instrument.
Attach to a hero with the *House of Fingolfin* trait.

Action: After a *Corruption* token is removed from play, exhaust Harp of Fingon to add 1 resource to the attached hero's resource pool.

Then in defiance of the Orcs, who covered still in the dark vaults beneath the earth, he took his harp and sang a song of Valinor...

-The Silmarillion

ATTACHMENT

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2 **HARD OF FINGON**

Instrument.
Attach to a hero with the *House of Fingolfin* trait.

Action: After a *Corruption* token is removed from play, exhaust Harp of Fingon to add 1 resource to the attached hero's resource pool.

Then in defiance of the Orcs, who covered still in the dark vaults beneath the earth, he took his harp and sang a song of Valinor...

-The Silmarillion

ATTACHMENT

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1 **HAUDH-EN-NDENGIN**

Condition.
Attach to a location in play.

While Haudh-en-Ndengin has at least one facedown attachment, the of the attached location is reduced to 0.

Response: After a character is destroyed, attach that card facedown to Haudh-en-Ndengin.

ATTACHMENT

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1 **HAUDH-EN-NDENGIN**

Condition.
Attach to a location in play.

While Haudh-en-Ndengin has at least one facedown attachment, the of the attached location is reduced to 0.

Response: After a character is destroyed, attach that card facedown to Haudh-en-Ndengin.

ATTACHMENT

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1 **HAUDH-EN-NDENGIN**

Condition.
Attach to a location in play.

While Haudh-en-Ndengin has at least one facedown attachment, the of the attached location is reduced to 0.

Response: After a character is destroyed, attach that card facedown to Haudh-en-Ndengin.

ATTACHMENT

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1 **HIDDEN HOUSE**

Hideout.
Attach to a location in play.

While the attached location is the active location, enemies do not make engagement checks.

...and he pleaded for his life before Turin, and offered as ransom to lead them to his hidden halls which none might find without his aid.
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 54

1 **HIDDEN HOUSE**

Hideout.
Attach to a location in play.

While the attached location is the active location, enemies do not make engagement checks.

...and he pleaded for his life before Turin, and offered as ransom to lead them to his hidden halls which none might find without his aid.
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 54

1 **HIDDEN HOUSE**

Hideout.
Attach to a location in play.

While the attached location is the active location, enemies do not make engagement checks.

...and he pleaded for his life before Turin, and offered as ransom to lead them to his hidden halls which none might find without his aid.
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 54

2 **HIGH KINGSHIP OF THE NOLDOR**

Title.
Attach to a *Noldor* hero.

Action: Exhaust High Kingship of the Noldor to add 2 resources to attached hero's resource pool.

Now Fingolfin, King of the North, and High King of the Noldor, seeing that his people were become numerous and strong...pondered once more an assault upon Angband.
-The Silmarillion

ATTACHMENT

Illus. Mathia Arkoniel ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 44

2 **HIGH KINGSHIP OF THE NOLDOR**

Title.
Attach to a *Noldor* hero.

Action: Exhaust High Kingship of the Noldor to add 2 resources to attached hero's resource pool.

Now Fingolfin, King of the North, and High King of the Noldor, seeing that his people were become numerous and strong...pondered once more an assault upon Angband.
-The Silmarillion

ATTACHMENT

Illus. Mathia Arkoniel ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 44

2 **HIGH KINGSHIP OF THE NOLDOR**

Title.
Attach to a *Noldor* hero.

Action: Exhaust High Kingship of the Noldor to add 2 resources to attached hero's resource pool.

Now Fingolfin, King of the North, and High King of the Noldor, seeing that his people were become numerous and strong...pondered once more an assault upon Angband.
-The Silmarillion

ATTACHMENT

Illus. Mathia Arkoniel ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 IFG First Age 44



1
HOLD TO THE OATH

Oath.

Action: Each character with an attached **Oath** gets +1 ♣, +1 ♠, and +1 ♣ until the end of the round.

They swore an oath which none shall break, and none should take, by the name even of Ilúvatar...
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 87

1
HOLD TO THE OATH

Oath.

Action: Each character with an attached **Oath** gets +1 ♣, +1 ♠, and +1 ♣ until the end of the round.

They swore an oath which none shall break, and none should take, by the name even of Ilúvatar...
-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 87

1
HOLD TO THE OATH

Oath.

Action: Each character with an attached **Oath** gets +1 ♣, +1 ♠, and +1 ♣ until the end of the round.

They swore an oath which none shall break, and none should take, by the name even of Ilúvatar...
-The Silmarillion

EVENT

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2
HOUR OF NEED

Response: If at least X enemies are engaged with players (X being equal to twice the number of players), each player may put 1 ally into play from his hand, if able.

...and in the hour of need the Elves of the Falas came upon the host of Morgoth from the west.
-The Silmarillion

EVENT

Illus. Justin Gerard ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 77

2
HOUR OF NEED

Response: If at least X enemies are engaged with players (X being equal to twice the number of players), each player may put 1 ally into play from his hand, if able.

...and in the hour of need the Elves of the Falas came upon the host of Morgoth from the west.
-The Silmarillion

EVENT

Illus. Justin Gerard ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 77

2
HOUR OF NEED

Response: If at least X enemies are engaged with players (X being equal to twice the number of players), each player may put 1 ally into play from his hand, if able.

...and in the hour of need the Elves of the Falas came upon the host of Morgoth from the west.
-The Silmarillion

EVENT

Illus. Justin Gerard ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 77





4

1

4

1

4

HUAN

Hound.

Action: Huan gets +5 until the end of the phase. At the end of the phase in which you trigger this effect, discard Huan. (Limit once per round.)

Action: Attach Huan to Beren or Lúthien. (Counts as a *Mount* attachment with the text: "While attached hero is committed to the quest, deal 2 damage to each enemy revealed during staging.")

ALLY

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4

1

4

1

4

HUAN

Hound.

Action: Huan gets +5 until the end of the phase. At the end of the phase in which you trigger this effect, discard Huan. (Limit once per round.)

Action: Attach Huan to Beren or Lúthien. (Counts as a *Mount* attachment with the text: "While attached hero is committed to the quest, deal 2 damage to each enemy revealed during staging.")

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4

1

4

1

4

HUAN

Hound.

Action: Huan gets +5 until the end of the phase. At the end of the phase in which you trigger this effect, discard Huan. (Limit once per round.)

Action: Attach Huan to Beren or Lúthien. (Counts as a *Mount* attachment with the text: "While attached hero is committed to the quest, deal 2 damage to each enemy revealed during staging.")

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3

1

1

2

3

HUOR

Edain. House of Hador. Warrior.

Huor may be assigned damage from undefended attacks.

This I say to you, lord, with the eyes of death: though we part here for ever, and I shall not look on your white walls again, from you and from me a new star shall arise.

-Huor, The Silmarillion

ALLY

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3

1

1

2

3

HUOR

Edain. House of Hador. Warrior.

Huor may be assigned damage from undefended attacks.

This I say to you, lord, with the eyes of death: though we part here for ever, and I shall not look on your white walls again, from you and from me a new star shall arise.

-Huor, The Silmarillion

ALLY

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3

1

1

2

3

HUOR

Edain. House of Hador. Warrior.

Huor may be assigned damage from undefended attacks.

This I say to you, lord, with the eyes of death: though we part here for ever, and I shall not look on your white walls again, from you and from me a new star shall arise.

-Huor, The Silmarillion

ALLY

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8

2 ♣
2 ♠
2 ♣

4

HÚRIN

Edain. House of Hador. Warrior.

Húrin gets +1 ♠ for each enemy engaged with you.

Húrin was of less stature than his fathers, or his son after him; but he was tireless and enduring in body, lithe and swift...

-The Silmarillion

HERO

Illus. kimberly80 ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 11

7

3 ♣
1 ♠
1 ♣

3

IDRIL CELEBRINDAL

Noldor. House of Fingolfin. Noble.

Response: After the active location is explored, return 1 ally of X cost from your discard pile to your hand. X is the ♣ of the active location.

Then Tuor and Idril led such remnants of the people of Gondolin as they could gather in the confusion of the burning down the secret way which Idril had prepared...

-The Silmarillion

HERO

Illus. liga-marta ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 15

0

LEAGUER

Action: Exhaust characters with X points of total ♣ to choose enemies with up to X points of total ♠. Those enemies cannot attack this round.

...the princes took heed of it, and thereafter drew closer their leaguer, and strengthened and ordered their watch, setting the Siege of Angband.

-The Silmarillion

EVENT

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0

LEAGUER

Action: Exhaust characters with X points of total ♣ to choose enemies with up to X points of total ♠. Those enemies cannot attack this round.

...the princes took heed of it, and thereafter drew closer their leaguer, and strengthened and ordered their watch, setting the Siege of Angband.

-The Silmarillion

EVENT

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0

LEAGUER

Action: Exhaust characters with X points of total ♣ to choose enemies with up to X points of total ♠. Those enemies cannot attack this round.

...the princes took heed of it, and thereafter drew closer their leaguer, and strengthened and ordered their watch, setting the Siege of Angband.

-The Silmarillion

EVENT

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8

5 ♣
0 ♠
1 ♣

3

LÚTHIEN

Teleri. Noble.

Action: Exhaust Lúthien and pay 2 resources from her pool to place an enemy facedown (4 resources instead if the enemy is unique). That enemy is considered to be out of play for all purposes (except victory and advancement conditions) until the end of the phase.

As the light upon the leaves of trees, as the voice of clear waters, as the stars above the mists of the world, such was her glory and her loveliness...

-The Silmarillion

HERO

Illus. moon-blossom ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 4





4

2 ♣

2 ♠

2 ♠

3

♣ MABLUNG

Teleri. Warrior.

Response: After Mablung commits to a quest, choose a character. That character gets +1 ♣ and +1 ♠ until the end of the round.

Alone of the messengers Mablung, chief captain of the King, escaped, and he brought the dread tidings to Thingol.
-The Silmarillion

ALLY

Illus. Cherif Fortin ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 23



4

2 ♣

2 ♠

2 ♠

3

♣ MABLUNG

Teleri. Warrior.

Response: After Mablung commits to a quest, choose a character. That character gets +1 ♣ and +1 ♠ until the end of the round.

Alone of the messengers Mablung, chief captain of the King, escaped, and he brought the dread tidings to Thingol.
-The Silmarillion

ALLY

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4

2 ♣

2 ♠

2 ♠

3

♣ MABLUNG

Teleri. Warrior.

Response: After Mablung commits to a quest, choose a character. That character gets +1 ♣ and +1 ♠ until the end of the round.

Alone of the messengers Mablung, chief captain of the King, escaped, and he brought the dread tidings to Thingol.
-The Silmarillion

ALLY

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0

MADNESS OF RAGE

♠

Action: Choose a character you control. Until the end of the phase, that character gets +3 ♠ and must attack alone.

...for a great madness of rage was upon him, so that his eyes shone like the eyes of the Valar.
-The Silmarillion

EVENT

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0

MADNESS OF RAGE

♠

Action: Choose a character you control. Until the end of the phase, that character gets +3 ♠ and must attack alone.

...for a great madness of rage was upon him, so that his eyes shone like the eyes of the Valar.
-The Silmarillion

EVENT

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0

MADNESS OF RAGE

♠

Action: Choose a character you control. Until the end of the phase, that character gets +3 ♠ and must attack alone.

...for a great madness of rage was upon him, so that his eyes shone like the eyes of the Valar.
-The Silmarillion

EVENT

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5

3

3

2

3

MAEDHROS

Noldor. House of Fëanor.

While Maedhros has no **Corruption** on him, all **Noldor** characters get +1.

While Maedhros has at least 1 **Corruption** on him, all characters with the *House of Fëanor* trait get +1.

Action: Place 1 **Corruption** on Maedhros.

ALLY

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5

3

3

2

3

MAEDHROS

Noldor. House of Fëanor.

While Maedhros has no **Corruption** on him, all **Noldor** characters get +1.

While Maedhros has at least 1 **Corruption** on him, all characters with the *House of Fëanor* trait get +1.

Action: Place 1 **Corruption** on Maedhros.

ALLY

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5

3

3

2

3

MAEDHROS

Noldor. House of Fëanor.

While Maedhros has no **Corruption** on him, all **Noldor** characters get +1.

While Maedhros has at least 1 **Corruption** on him, all characters with the *House of Fëanor* trait get +1.

Action: Place 1 **Corruption** on Maedhros.

ALLY

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3

0

2

1

2

MAEGLIN

Noldor. Teleri.

Response: After the active location is explored, add 1 resource to a hero's resource pool (2 resources instead if you place 1 **Corruption** on that hero).

...and he sought in the Echoriath (which are the Encircling Mountains), and found rich lodes of ore of divers metals. -The Silmarillion

ALLY

Illus. Virginie Carquin ©2014 Middle-earth Enterprises™/©2014 FFG/©2014 TFC First Age 21



3

0

2

1

2

MAEGLIN

Noldor. Teleri.

Response: After the active location is explored, add 1 resource to a hero's resource pool (2 resources instead if you place 1 **Corruption** on that hero).

...and he sought in the Echoriath (which are the Encircling Mountains), and found rich lodes of ore of divers metals. -The Silmarillion

ALLY

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3

0

2

1

2

MAEGLIN

Noldor. Teleri.

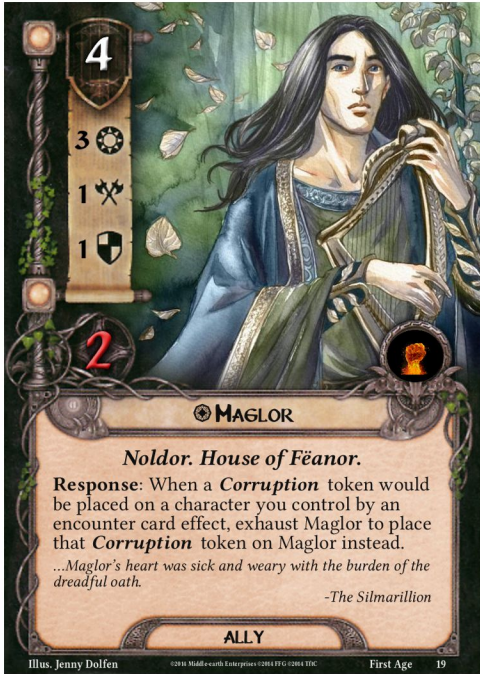
Response: After the active location is explored, add 1 resource to a hero's resource pool (2 resources instead if you place 1 **Corruption** on that hero).

...and he sought in the Echoriath (which are the Encircling Mountains), and found rich lodes of ore of divers metals. -The Silmarillion

ALLY

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4
3
1
1

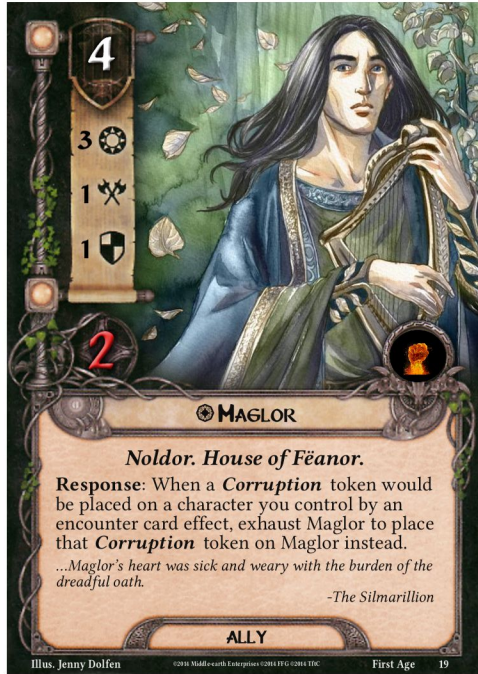
2

MAGLOR

Noldor. House of Fëanor.
Response: When a **Corruption** token would be placed on a character you control by an encounter card effect, exhaust Maglor to place that **Corruption** token on Maglor instead.
...Maglor's heart was sick and weary with the burden of the dreadful oath.
-The Silmarillion

ALLY

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4
3
1
1

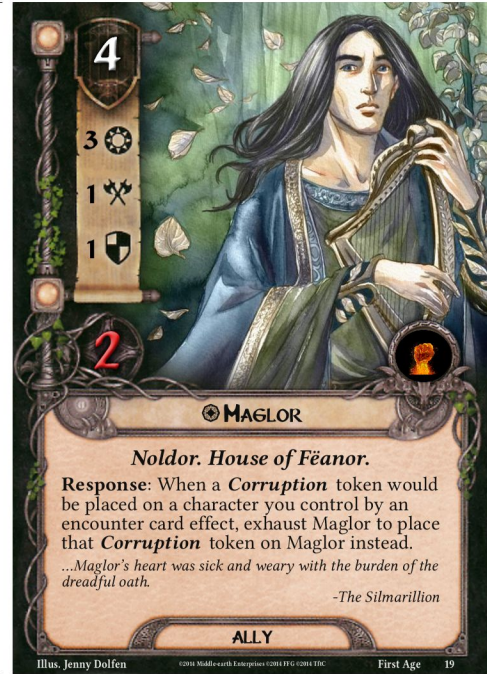
2

MAGLOR

Noldor. House of Fëanor.
Response: When a **Corruption** token would be placed on a character you control by an encounter card effect, exhaust Maglor to place that **Corruption** token on Maglor instead.
...Maglor's heart was sick and weary with the burden of the dreadful oath.
-The Silmarillion

ALLY

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4
3
1
1

2

MAGLOR

Noldor. House of Fëanor.
Response: When a **Corruption** token would be placed on a character you control by an encounter card effect, exhaust Maglor to place that **Corruption** token on Maglor instead.
...Maglor's heart was sick and weary with the burden of the dreadful oath.
-The Silmarillion

ALLY

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0

MANWË'S PITY

Vala.
Response: After a unique **Noldor** ally you control is destroyed by an enemy attack, immediately put into play another copy of that ally from your hand.
...for Manwë still had pity for the exiled Elves.
- The Silmarillion

EVENT

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0

MANWË'S PITY

Vala.
Response: After a unique **Noldor** ally you control is destroyed by an enemy attack, immediately put into play another copy of that ally from your hand.
...for Manwë still had pity for the exiled Elves.
- The Silmarillion

EVENT

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0

MANWË'S PITY

Vala.
Response: After a unique **Noldor** ally you control is destroyed by an enemy attack, immediately put into play another copy of that ally from your hand.
...for Manwë still had pity for the exiled Elves.
- The Silmarillion

EVENT

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3

4

0

0

3

MELIAN

Maia.

At the end of the round, discard Melian from play.
Melian cannot attack or defend.

Response: After you play Melian from hand, choose a player and (choose 1): enemies do not make engagement checks against the chosen player until the end of the round, enemies cannot attack the chosen player this round, or the chosen player may look at the top 3 cards of the encounter deck.

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3

4

0

0

3

MELIAN

Maia.

At the end of the round, discard Melian from play.
Melian cannot attack or defend.

Response: After you play Melian from hand, choose a player and (choose 1): enemies do not make engagement checks against the chosen player until the end of the round, enemies cannot attack the chosen player this round, or the chosen player may look at the top 3 cards of the encounter deck.

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3

4

0

0

3

MELIAN

Maia.

At the end of the round, discard Melian from play.
Melian cannot attack or defend.

Response: After you play Melian from hand, choose a player and (choose 1): enemies do not make engagement checks against the chosen player until the end of the round, enemies cannot attack the chosen player this round, or the chosen player may look at the top 3 cards of the encounter deck.

ALLY

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1

MORMEGIL

Name.

Attach to Túrin Turambar. Limit one *Name* in play.

Túrin Turambar gains a † resource icon.

All enemies get -1 ♣ and -10 engagement cost.

ATTACHMENT

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1

MORMEGIL

Name.

Attach to Túrin Turambar. Limit one *Name* in play.

Túrin Turambar gains a † resource icon.

All enemies get -1 ♣ and -10 engagement cost.

ATTACHMENT

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1

MORMEGIL

Name.

Attach to Túrin Turambar. Limit one *Name* in play.

Túrin Turambar gains a † resource icon.

All enemies get -1 ♣ and -10 engagement cost.

ATTACHMENT

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3

2

0

1

2

MORWEN

Edain. House of Bëor.

Action: Raise your threat by 1 to give Morwen +1 until the end of the round. (Limit twice per round.)

...that light still gleamed in them that long ago had earned for her the name Eledhwen, proudest and most beautiful of mortal women in the days of old.
-The Silmarillion

ALLY

Illus. edarlein ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 39



3

2

0

1

2

MORWEN

Edain. House of Bëor.

Action: Raise your threat by 1 to give Morwen +1 until the end of the round. (Limit twice per round.)

...that light still gleamed in them that long ago had earned for her the name Eledhwen, proudest and most beautiful of mortal women in the days of old.
-The Silmarillion

ALLY

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3

2

0

1

2

MORWEN

Edain. House of Bëor.

Action: Raise your threat by 1 to give Morwen +1 until the end of the round. (Limit twice per round.)

...that light still gleamed in them that long ago had earned for her the name Eledhwen, proudest and most beautiful of mortal women in the days of old.
-The Silmarillion

ALLY

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6

NAUGLAMIR

YŊŊŦŦBĪŦ

Item. Artifact. Silmaril.

Lower the cost to play Nauglamir by 1 for each **Dwarf** in play. Attach to a hero.

Each hero you control gets +1, +1, and +1.

Forced: At the start of the combat phase, discard a resource from the attached hero's resource pool for each **Dwarf** in play. Any **Dwarf** for which you did not discard a resource immediately becomes corrupted.

ATTACHMENT

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6

NAUGLAMIR

YŊŊŦŦBĪŦ

Item. Artifact. Silmaril.

Lower the cost to play Nauglamir by 1 for each **Dwarf** in play. Attach to a hero.

Each hero you control gets +1, +1, and +1.

Forced: At the start of the combat phase, discard a resource from the attached hero's resource pool for each **Dwarf** in play. Any **Dwarf** for which you did not discard a resource immediately becomes corrupted.

ATTACHMENT

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6

NAUGLAMIR

YŊŊŦŦBĪŦ

Item. Artifact. Silmaril.

Lower the cost to play Nauglamir by 1 for each **Dwarf** in play. Attach to a hero.

Each hero you control gets +1, +1, and +1.

Forced: At the start of the combat phase, discard a resource from the attached hero's resource pool for each **Dwarf** in play. Any **Dwarf** for which you did not discard a resource immediately becomes corrupted.

ATTACHMENT

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0 NIMHELOS

Item. Artifact.
Attach to a hero.

Action: Pay 1 resource from attached hero's resource pool to give attached hero +1 ♣ until the end of the phase. (Limit three times per phase.)

One there was as great as a dove's egg, and its sheen was as starlight on the foam of the sea...
-The Silmarillion

ATTACHMENT

Illus. US-Pixelstory ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 67

0 NIMHELOS

Item. Artifact.
Attach to a hero.

Action: Pay 1 resource from attached hero's resource pool to give attached hero +1 ♣ until the end of the phase. (Limit three times per phase.)

One there was as great as a dove's egg, and its sheen was as starlight on the foam of the sea...
-The Silmarillion

ATTACHMENT

Illus. US-Pixelstory ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 67

0 NIMHELOS

Item. Artifact.
Attach to a hero.

Action: Pay 1 resource from attached hero's resource pool to give attached hero +1 ♣ until the end of the phase. (Limit three times per phase.)

One there was as great as a dove's egg, and its sheen was as starlight on the foam of the sea...
-The Silmarillion

ATTACHMENT

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1 NO BETTER HOPE

Action: Exhaust a hero you control to discard a corrupted character from play.

Maedhros therefore, being in anguish without hope, begged Fingon to shoot him with his bow...
-The Silmarillion

EVENT

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1 NO BETTER HOPE

Action: Exhaust a hero you control to discard a corrupted character from play.

Maedhros therefore, being in anguish without hope, begged Fingon to shoot him with his bow...
-The Silmarillion

EVENT

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1 NO BETTER HOPE

Action: Exhaust a hero you control to discard a corrupted character from play.

Maedhros therefore, being in anguish without hope, begged Fingon to shoot him with his bow...
-The Silmarillion

EVENT

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1 OATH OF FĒANOR



Oath.
Attach to a character with the *House of Fēanor* trait. Limit 1 per character.

Corruption on the attached character cannot be removed.

Planning Action: Exhaust Oath of Fēanor to switch the printed ♣ and ♠ of the attached character until the end of the round.

ATTACHMENT

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1 OATH OF FĒANOR



Oath.
Attach to a character with the *House of Fēanor* trait. Limit 1 per character.

Corruption on the attached character cannot be removed.

Planning Action: Exhaust Oath of Fēanor to switch the printed ♣ and ♠ of the attached character until the end of the round.

ATTACHMENT

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1 OATH OF FĒANOR



Oath.
Attach to a character with the *House of Fēanor* trait. Limit 1 per character.

Corruption on the attached character cannot be removed.

Planning Action: Exhaust Oath of Fēanor to switch the printed ♣ and ♠ of the attached character until the end of the round.

ATTACHMENT

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1 OATH OF FRIENDSHIP



Oath.
Attach to a hero. Limit 2 in play.

Action: Move any number of resources from the attached hero's resource pool to the resource pool of another hero with Oath of Friendship attached.

Response: After you play Oath of Friendship, you may immediately search your deck for another copy of Oath of Friendship and add it to your hand. Then, shuffle your deck.

ATTACHMENT

Illus. Catherine Karina Chmiel ©2014 Middle-earth Enterprises™/©2014 IFG ©2014 TFC First Age 49

1 OATH OF FRIENDSHIP



Oath.
Attach to a hero. Limit 2 in play.

Action: Move any number of resources from the attached hero's resource pool to the resource pool of another hero with Oath of Friendship attached.

Response: After you play Oath of Friendship, you may immediately search your deck for another copy of Oath of Friendship and add it to your hand. Then, shuffle your deck.

ATTACHMENT

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1 OATH OF FRIENDSHIP



Oath.
Attach to a hero. Limit 2 in play.

Action: Move any number of resources from the attached hero's resource pool to the resource pool of another hero with Oath of Friendship attached.

Response: After you play Oath of Friendship, you may immediately search your deck for another copy of Oath of Friendship and add it to your hand. Then, shuffle your deck.

ATTACHMENT

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0

OATH OF SILENCE

Oath.
Attach to a hero. Limit 1 per player.

Forced: Discard one card from your hand at the end of each round.

Response: After Oath of Silence is attached to a hero you control, search your deck for 2 cards and add them to your hand. Then, shuffle your deck.

ATTACHMENT

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0

OATH OF SILENCE

Oath.
Attach to a hero. Limit 1 per player.

Forced: Discard one card from your hand at the end of each round.

Response: After Oath of Silence is attached to a hero you control, search your deck for 2 cards and add them to your hand. Then, shuffle your deck.

ATTACHMENT

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OATH OF SILENCE

Oath.
Attach to a hero. Limit 1 per player.

Forced: Discard one card from your hand at the end of each round.

Response: After Oath of Silence is attached to a hero you control, search your deck for 2 cards and add them to your hand. Then, shuffle your deck.

ATTACHMENT

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2

OATH OF VENGEANCE

Oath.
Attach to a hero. Limit 1 per hero.

Response: After a character you control is destroyed, place 1 resource on Oath of Vengeance.

Action: Spend 1 resource from Oath of Vengeance to give attached hero +1 ♣ or +1 ♠ until the end of the phase.

ATTACHMENT

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2

OATH OF VENGEANCE

Oath.
Attach to a hero. Limit 1 per hero.

Response: After a character you control is destroyed, place 1 resource on Oath of Vengeance.

Action: Spend 1 resource from Oath of Vengeance to give attached hero +1 ♣ or +1 ♠ until the end of the phase.

ATTACHMENT

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2

OATH OF VENGEANCE

Oath.
Attach to a hero. Limit 1 per hero.

Response: After a character you control is destroyed, place 1 resource on Oath of Vengeance.

Action: Spend 1 resource from Oath of Vengeance to give attached hero +1 ♣ or +1 ♠ until the end of the phase.

ATTACHMENT

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OPEN BATTLE

Plan.

Doomed 2.

Action: Each player may search his deck for a **Weapon** or **Armor** attachment and add it to his hand.

In those days the Elves of Nargothrond forsook their secrecy and went openly to battle, and great store of weapons were made.

-The Silmarillion

EVENT

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OPEN BATTLE

Plan.

Doomed 2.

Action: Each player may search his deck for a **Weapon** or **Armor** attachment and add it to his hand.

In those days the Elves of Nargothrond forsook their secrecy and went openly to battle, and great store of weapons were made.

-The Silmarillion

EVENT

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OPEN BATTLE

Plan.

Doomed 2.

Action: Each player may search his deck for a **Weapon** or **Armor** attachment and add it to his hand.

In those days the Elves of Nargothrond forsook their secrecy and went openly to battle, and great store of weapons were made.

-The Silmarillion

EVENT

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ORODRETH

Noldor. House of Finarfin. Noble.

Response: After a unique character with the **House of Finarfin** trait leaves play, put Orodreth into play from your hand.

Then Felagund gave the crown of Nargothrond to Orodreth his brother to govern in his stead...

-The Silmarillion

ALLY

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ORODRETH

Noldor. House of Finarfin. Noble.

Response: After a unique character with the **House of Finarfin** trait leaves play, put Orodreth into play from your hand.

Then Felagund gave the crown of Nargothrond to Orodreth his brother to govern in his stead...

-The Silmarillion

ALLY

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ORODRETH

Noldor. House of Finarfin. Noble.

Response: After a unique character with the **House of Finarfin** trait leaves play, put Orodreth into play from your hand.

Then Felagund gave the crown of Nargothrond to Orodreth his brother to govern in his stead...

-The Silmarillion

ALLY

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