





2 RING OF BARAHIR

Item. Artifact.
 Attach to an **Edain** hero.

Action: Discard Ring of Barahir to put a unique **Noldor** ally into play from your hand.

...but he swore an oath of abiding friendship and aid in every need to Barahir and all his kin, and in token of his vow he gave to Barahir his ring.
 -The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 60

2 RING OF BARAHIR

Item. Artifact.
 Attach to an **Edain** hero.

Action: Discard Ring of Barahir to put a unique **Noldor** ally into play from your hand.

...but he swore an oath of abiding friendship and aid in every need to Barahir and all his kin, and in token of his vow he gave to Barahir his ring.
 -The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 60

2 RING OF BARAHIR

Item. Artifact.
 Attach to an **Edain** hero.

Action: Discard Ring of Barahir to put a unique **Noldor** ally into play from your hand.

...but he swore an oath of abiding friendship and aid in every need to Barahir and all his kin, and in token of his vow he gave to Barahir his ring.
 -The Silmarillion

ATTACHMENT

Illus. Anke-Katrin Eissman ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 60

2 RINGIL

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

Attached hero gets +1 ♠ (+2 ♠ if Fingolfin).

If the attached hero is Fingolfin, Ringil gains:
Response: After the attached character attacks alone, cancel all damage from that attack and reduce your threat by that amount instead."

ATTACHMENT

Illus. Sarafiel ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 61

2 RINGIL

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

Attached hero gets +1 ♠ (+2 ♠ if Fingolfin).

If the attached hero is Fingolfin, Ringil gains:
Response: After the attached character attacks alone, cancel all damage from that attack and reduce your threat by that amount instead."

ATTACHMENT

Illus. Sarafiel ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 61

2 RINGIL

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

Attached hero gets +1 ♠ (+2 ♠ if Fingolfin).

If the attached hero is Fingolfin, Ringil gains:
Response: After the attached character attacks alone, cancel all damage from that attack and reduce your threat by that amount instead."

ATTACHMENT

Illus. Sarafiel ©2014 Middle-earth Enterprises™/2014 IFG ©2014 IFG First Age 61



2

ROCHALLOR

Mount.
Attach to Fingolfin.

Combat Action: Choose an enemy in the staging area. Exhaust Rochallor and the attached hero to make an attack on that enemy. The attached hero gets +1 ♣ (+2 ♣ if the enemy is unique).
*...and filled with wrath and despair he mounted upon Rochallor his great horse and rode forth alone...
-The Silmarillion*

ATTACHMENT

Illus. Hector Hanoteau ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 62

2

ROCHALLOR

Mount.
Attach to Fingolfin.

Combat Action: Choose an enemy in the staging area. Exhaust Rochallor and the attached hero to make an attack on that enemy. The attached hero gets +1 ♣ (+2 ♣ if the enemy is unique).
*...and filled with wrath and despair he mounted upon Rochallor his great horse and rode forth alone...
-The Silmarillion*

ATTACHMENT

Illus. Hector Hanoteau ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 62

2

ROCHALLOR

Mount.
Attach to Fingolfin.

Combat Action: Choose an enemy in the staging area. Exhaust Rochallor and the attached hero to make an attack on that enemy. The attached hero gets +1 ♣ (+2 ♣ if the enemy is unique).
*...and filled with wrath and despair he mounted upon Rochallor his great horse and rode forth alone...
-The Silmarillion*

ATTACHMENT

Illus. Hector Hanoteau ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 62

1

SECRET TOIL

Action: Exhaust 2 heroes you control to reveal the top 5 cards of your deck. Choose one attachment or ally and put it into play for no cost. Shuffle all other revealed cards back into your deck.
*But Turgon dwelt still for the most part in Nevrast, until it came to pass that at last the city was full-wrought, after two and fifty years of secret toil.
-The Silmarillion*

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 93

1

SECRET TOIL

Action: Exhaust 2 heroes you control to reveal the top 5 cards of your deck. Choose one attachment or ally and put it into play for no cost. Shuffle all other revealed cards back into your deck.
*But Turgon dwelt still for the most part in Nevrast, until it came to pass that at last the city was full-wrought, after two and fifty years of secret toil.
-The Silmarillion*

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 93

1

SECRET TOIL

Action: Exhaust 2 heroes you control to reveal the top 5 cards of your deck. Choose one attachment or ally and put it into play for no cost. Shuffle all other revealed cards back into your deck.
*But Turgon dwelt still for the most part in Nevrast, until it came to pass that at last the city was full-wrought, after two and fifty years of secret toil.
-The Silmarillion*

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 LLC First Age 93





1

SECRETS OF CRAFT

Action: Choose a player. That player draws 1 card for each *Item* attachment you control.

Nevertheless since both peoples feared and hated Morgoth they made alliance, and had of it great profit...

-The Silmarillion

EVENT

Illus. steamey

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 89



1

SECRETS OF CRAFT

Action: Choose a player. That player draws 1 card for each *Item* attachment you control.

Nevertheless since both peoples feared and hated Morgoth they made alliance, and had of it great profit...

-The Silmarillion

EVENT

Illus. steamey

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 89



1

SECRETS OF CRAFT

Action: Choose a player. That player draws 1 card for each *Item* attachment you control.

Nevertheless since both peoples feared and hated Morgoth they made alliance, and had of it great profit...

-The Silmarillion

EVENT

Illus. steamey

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 89



2

SHADOWY CLOAK

Enchantment.

Attach to Lúthien.

Resources on Shadowy Cloak can only be used to pay for Lúthien's ability.

Action: Exhaust Shadowy Cloak to either add 1 resource to Shadowy Cloak or ready Lúthien.

...for she put forth her arts of enchantment, and caused her hair to grow to great length, and of it she wove a dark robe that wrapped her beauty like a shadow...

-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 46



2

SHADOWY CLOAK

Enchantment.

Attach to Lúthien.

Resources on Shadowy Cloak can only be used to pay for Lúthien's ability.

Action: Exhaust Shadowy Cloak to either add 1 resource to Shadowy Cloak or ready Lúthien.

...for she put forth her arts of enchantment, and caused her hair to grow to great length, and of it she wove a dark robe that wrapped her beauty like a shadow...

-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 46



2

SHADOWY CLOAK

Enchantment.

Attach to Lúthien.

Resources on Shadowy Cloak can only be used to pay for Lúthien's ability.

Action: Exhaust Shadowy Cloak to either add 1 resource to Shadowy Cloak or ready Lúthien.

...for she put forth her arts of enchantment, and caused her hair to grow to great length, and of it she wove a dark robe that wrapped her beauty like a shadow...

-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith

©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC

First Age 46



0 SOLITARY OUTLAW

Condition.
Limit 1 per hero.

Setup: Attach to a hero. This hero must be the only hero you control.

Attached hero gets +2 ♣, +2 ♠, +2 ♣, +2 hit points and does not exhaust to quest.

Thereafter for four years more Beren wandered...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 55

0 SOLITARY OUTLAW

Condition.
Limit 1 per hero.

Setup: Attach to a hero. This hero must be the only hero you control.

Attached hero gets +2 ♣, +2 ♠, +2 ♣, +2 hit points and does not exhaust to quest.

Thereafter for four years more Beren wandered...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 55

0 SOLITARY OUTLAW

Condition.
Limit 1 per hero.

Setup: Attach to a hero. This hero must be the only hero you control.

Attached hero gets +2 ♣, +2 ♠, +2 ♣, +2 hit points and does not exhaust to quest.

Thereafter for four years more Beren wandered...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 55

0 SONG OF GLADNESS

Song.
Play only if there are no enemies engaged with you.

Action: Reduce your threat by 3.

...and they sang because they were glad, and believed that they had escaped from all perils and had come at last to a land without fear.

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 95

0 SONG OF GLADNESS

Song.
Play only if there are no enemies engaged with you.

Action: Reduce your threat by 3.

...and they sang because they were glad, and believed that they had escaped from all perils and had come at last to a land without fear.

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 95

0 SONG OF GLADNESS

Song.
Play only if there are no enemies engaged with you.

Action: Reduce your threat by 3.

...and they sang because they were glad, and believed that they had escaped from all perils and had come at last to a land without fear.

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 95



2

SONG OF LÚTHIEN



Song.

Action: If you control Lúthien or a unique **Maia** character, reduce each player's threat by 3.

...and the song of Lúthien released the bonds of winter, and the frozen waters spoke, and flowers sprang from the cold earth where her feet had passed.

-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 71

2

SONG OF LÚTHIEN



Song.

Action: If you control Lúthien or a unique **Maia** character, reduce each player's threat by 3.

...and the song of Lúthien released the bonds of winter, and the frozen waters spoke, and flowers sprang from the cold earth where her feet had passed.

-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 71

2

SONG OF LÚTHIEN



Song.

Action: If you control Lúthien or a unique **Maia** character, reduce each player's threat by 3.

...and the song of Lúthien released the bonds of winter, and the frozen waters spoke, and flowers sprang from the cold earth where her feet had passed.

-The Silmarillion

EVENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 71

1

SONG OF STAYING



Song.

Response: After a treachery with doomed or surge is revealed, cancel the effects of all keywords on that treachery.

*Then sudden Felagund there swaying,
Sang in a song of staying,
Resisting, battling against power*

-The Silmarillion

EVENT

Illus. fangornspirit ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 72

1

SONG OF STAYING



Song.

Response: After a treachery with doomed or surge is revealed, cancel the effects of all keywords on that treachery.

*Then sudden Felagund there swaying,
Sang in a song of staying,
Resisting, battling against power*

-The Silmarillion

EVENT

Illus. fangornspirit ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 72

1

SONG OF STAYING



Song.

Response: After a treachery with doomed or surge is revealed, cancel the effects of all keywords on that treachery.

*Then sudden Felagund there swaying,
Sang in a song of staying,
Resisting, battling against power*

-The Silmarillion

EVENT

Illus. fangornspirit ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 72



3

STRENGTH OF MEN



Action: Exhaust an ally with the *Edain* trait. Add the ♠, ♣, and ♠ of that ally to all characters with the *Noldor* trait you control until the end of the round.

*And in those days the strength of Men was added to the power of the Noldor, and their hope was high...
-The Silmarillion*

EVENT

Illus. sancient ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 68

3

STRENGTH OF MEN



Action: Exhaust an ally with the *Edain* trait. Add the ♠, ♣, and ♠ of that ally to all characters with the *Noldor* trait you control until the end of the round.

*And in those days the strength of Men was added to the power of the Noldor, and their hope was high...
-The Silmarillion*

EVENT

Illus. sancient ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 68

3

STRENGTH OF MEN



Action: Exhaust an ally with the *Edain* trait. Add the ♠, ♣, and ♠ of that ally to all characters with the *Noldor* trait you control until the end of the round.

*And in those days the strength of Men was added to the power of the Noldor, and their hope was high...
-The Silmarillion*

EVENT

Illus. sancient ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 68

0

STRENGTHEN THE WATCH



Encounter Action: Exhaust a character. All enemies that engaged you this phase get -1 ♣ until the end of the round.

Thereafter the watch was redoubled along the northern fences of Aman...

-The Silmarillion

EVENT

Illus. Felix Sotomayor ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 92

0

STRENGTHEN THE WATCH



Encounter Action: Exhaust a character. All enemies that engaged you this phase get -1 ♣ until the end of the round.

Thereafter the watch was redoubled along the northern fences of Aman...

-The Silmarillion

EVENT

Illus. Felix Sotomayor ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 92

0

STRENGTHEN THE WATCH



Encounter Action: Exhaust a character. All enemies that engaged you this phase get -1 ♣ until the end of the round.

Thereafter the watch was redoubled along the northern fences of Aman...

-The Silmarillion

EVENT

Illus. Felix Sotomayor ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 92





3

1 ♀

1 ♀

1 ♀

3

♣ TELCHAR THE SMITH

Dwarf.

Action: Exhaust Telchar the Smith to choose an *Armor* or *Weapon* attachment in play. Until the end of the round, if the chosen attachment is *Armor*, it gains: "Attached character gets +1 ♣." Until the end of the round, if the chosen attachment is a *Weapon*, it gains: "Attached character gets +1 ♀."

ALLY

Illus. Omuk ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 31



3

1 ♀

1 ♀

1 ♀

3

♣ TELCHAR THE SMITH

Dwarf.

Action: Exhaust Telchar the Smith to choose an *Armor* or *Weapon* attachment in play. Until the end of the round, if the chosen attachment is *Armor*, it gains: "Attached character gets +1 ♣." Until the end of the round, if the chosen attachment is a *Weapon*, it gains: "Attached character gets +1 ♀."

ALLY

Illus. Omuk ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 31



3

1 ♀

1 ♀

1 ♀

3

♣ TELCHAR THE SMITH

Dwarf.

Action: Exhaust Telchar the Smith to choose an *Armor* or *Weapon* attachment in play. Until the end of the round, if the chosen attachment is *Armor*, it gains: "Attached character gets +1 ♣." Until the end of the round, if the chosen attachment is a *Weapon*, it gains: "Attached character gets +1 ♀."

ALLY

Illus. Omuk ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 31



2

THE DAY HAS COME!

Action: Until the end of the phase, all *Noldor* characters get +1 ♀.

Then when Fingon heard afar the great trumpet of Turgon his brother, the shadow passed and his heart was uplifted.

-The Silmarillion

EVENT

Illus. Lady Elleth ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 70



2

THE DAY HAS COME!

Action: Until the end of the phase, all *Noldor* characters get +1 ♀.

Then when Fingon heard afar the great trumpet of Turgon his brother, the shadow passed and his heart was uplifted.

-The Silmarillion

EVENT

Illus. Lady Elleth ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 70



2

THE DAY HAS COME!

Action: Until the end of the phase, all *Noldor* characters get +1 ♀.

Then when Fingon heard afar the great trumpet of Turgon his brother, the shadow passed and his heart was uplifted.

-The Silmarillion

EVENT

Illus. Lady Elleth ©2014 Middle-earth Enterprises™/©2014 FFG ©2014 TTC First Age 70





7

3

1

2

4

THINGOL

Teleri. Noble.

While at least 1 character with the *House of Fëanor* trait is in play, Thingol's is treated as 1 for the purposes of *Corruption*.

Setup: Choose 10 different cards from your deck and shuffle them into a separate Menegroth deck. After an enemy engages you, draw 1 card from the Menegroth deck.

HERO

Illus. korstemplar ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 8



5

2

4

1

4

THORONDOR

Creature. Eagle. Noble.

Cannot have restricted attachments.

Response: After you play Thorondor from hand, put a character from any player's discard pile into play under its owner's control.

ALLY

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 26



5

2

4

1

4

THORONDOR

Creature. Eagle. Noble.

Cannot have restricted attachments.

Response: After you play Thorondor from hand, put a character from any player's discard pile into play under its owner's control.

ALLY

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 26



5

2

4

1

4

THORONDOR

Creature. Eagle. Noble.

Cannot have restricted attachments.

Response: After you play Thorondor from hand, put a character from any player's discard pile into play under its owner's control.

ALLY

Illus. Ted Nasmith ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 26



4

3

1

1

3

TUOR

Edain. House of Hador.

Action: Exhaust Tuor to choose a player. That player looks at the top 3 cards of his deck. He may discard 1 to discard the top card of the encounter deck, returning the remaining cards to the top of his deck in any order.

...for his words were the words of the Lord of Waters...
-The Silmarillion

ALLY

Illus. Luca Michelucci ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 40



4

3

1

1

3

TUOR

Edain. House of Hador.

Action: Exhaust Tuor to choose a player. That player looks at the top 3 cards of his deck. He may discard 1 to discard the top card of the encounter deck, returning the remaining cards to the top of his deck in any order.

...for his words were the words of the Lord of Waters...
-The Silmarillion

ALLY

Illus. Luca Michelucci ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TTC First Age 40



4
3
1
1

3

TUOR
Edain. House of Hador.

Action: Exhaust Tuor to choose a player. That player looks at the top 3 cards of his deck. He may discard 1 to discard the top card of the encounter deck, returning the remaining cards to the top of his deck in any order.

*...for his words were the words of the Lord of Waters...
-The Silmarillion*

ALLY

Illus. Luca Michelucci ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 40

11
2
2
3

5

TURGON
Noldor. House of Fingolfin. Noble.

Response: After raising your threat, name an encounter card type. Look at the top card of the encounter deck. If it matches the type you named, draw 1 card. If not, shuffle the encounter deck. (Limit once per phase.)

*But if this peril draweth nigh indeed, then even from Nevrast one shall come to warn thee...
-Ulmo, The Silmarillion*

HERO

Illus. Sattaroy ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 14

9
1
2
2

4

TURIN TURAMBAR
Edain. House of Hador. Warrior.

Action: Raise your threat by 1 to give Túrin Turambar +1 until the end of the round.

Response: After Túrin Turambar is dealt any amount of damage, discard a character you control to cancel that damage. (Limit once per phase.)

HERO

Illus. Alan Lee ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 9

1
UNDISMAYED

1

Response: After a character is destroyed by an enemy attack, put that character back into play. That character gets +3 and is discarded at the end of the phase.

*Long he fought on, and undismayed, though he was wrapped in fire and wounded with many wounds...
-The Silmarillion*

EVENT

Illus. guisadong-gulay ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 83

1
UNDISMAYED

1

Response: After a character is destroyed by an enemy attack, put that character back into play. That character gets +3 and is discarded at the end of the phase.

*Long he fought on, and undismayed, though he was wrapped in fire and wounded with many wounds...
-The Silmarillion*

EVENT

Illus. guisadong-gulay ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 83

1
UNDISMAYED

1

Response: After a character is destroyed by an enemy attack, put that character back into play. That character gets +3 and is discarded at the end of the phase.

*Long he fought on, and undismayed, though he was wrapped in fire and wounded with many wounds...
-The Silmarillion*

EVENT

Illus. guisadong-gulay ©2016 Middle-earth Enterprises ©2016 FFG ©2016 TTC First Age 83



2 VINGILOT

Ship.
Attach to a hero with the *Half-elven* trait.

Action: Exhaust Vingilot to use the attached hero's instead of (or , if attached hero is Eärendil) until the end of the phase.

But Eärendil came, shining with white flame, and about Vingilot were gathered all the great birds of heaven...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises®/©2014 IFG ©2014 IFG First Age 47

2 VINGILOT

Ship.
Attach to a hero with the *Half-elven* trait.

Action: Exhaust Vingilot to use the attached hero's instead of (or , if attached hero is Eärendil) until the end of the phase.

But Eärendil came, shining with white flame, and about Vingilot were gathered all the great birds of heaven...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises®/©2014 IFG ©2014 IFG First Age 47

2 VINGILOT

Ship.
Attach to a hero with the *Half-elven* trait.

Action: Exhaust Vingilot to use the attached hero's instead of (or , if attached hero is Eärendil) until the end of the phase.

But Eärendil came, shining with white flame, and about Vingilot were gathered all the great birds of heaven...
-The Silmarillion

ATTACHMENT

Illus. Ted Nasmith ©2014 Middle-earth Enterprises®/©2014 IFG ©2014 IFG First Age 47

