

BRIDGE TO THE ISLE

3

6

13/24

Bridge. Water.
Immune to player card effects.

While Bridge to the Isle is the active location, enemies with the **Werewolf** trait get +1 ♣ and +1 ♠.

Forced: After Bridge to the Isle is explored, add Draugluin to the staging area.

In that hour Lúthien came, and standing upon the bridge that led to Sauron's Isle she sang a song that no walls of stone could hinder.
-The Silmarillion

Victory 2.

LOCATION

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28

1 ♣
2 ♠
1 ♠

3

23/24

CRAZED THRALL

Thrall.
Forced: Reveal 1 encounter card at the end of the round.

Forced: After Crazed Thrall is destroyed by an attack, place 1 **Corruption** on each participating character.

Response: After questing successfully, cancel all progress and instead remove Crazed Thrall from play.

ENEMY

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28

1 ♣
2 ♠
1 ♠

3

23/24

CRAZED THRALL

Thrall.
Forced: Reveal 1 encounter card at the end of the round.

Forced: After Crazed Thrall is destroyed by an attack, place 1 **Corruption** on each participating character.

Response: After questing successfully, cancel all progress and instead remove Crazed Thrall from play.

ENEMY

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28

1 ♣
2 ♠
1 ♠

3

23/24

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Forced: Reveal 1 encounter card at the end of the round.

Forced: After Crazed Thrall is destroyed by an attack, place 1 **Corruption** on each participating character.

Response: After questing successfully, cancel all progress and instead remove Crazed Thrall from play.

ENEMY

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DARK HILLS

3

6

11/24

Hills.
While Dark Hills is in play, players cannot use player card effects that allow them to look at cards in the encounter deck or player decks.

Shadow: Attacking enemy gets +1 ♠ for each shadow card it has been dealt.

LOCATION

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DARK HILLS

3

6

11/24

Hills.
While Dark Hills is in play, players cannot use player card effects that allow them to look at cards in the encounter deck or player decks.

Shadow: Attacking enemy gets +1 ♠ for each shadow card it has been dealt.

LOCATION

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DEEP PIT

2

7

Dungeon.

Response: After Deep Pit is explored, the first player chooses one: add 1 resource to Eyes in the Dark or move one hero to the pit area.

He cast them therefore into a deep pit, dark and silent, and threatened to slay them cruel, unless one would betray the truth to him.

-The Silmarillion

LOCATION

7/24

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DEEP PIT

2

7

Dungeon.

Response: After Deep Pit is explored, the first player chooses one: add 1 resource to Eyes in the Dark or move one hero to the pit area.

He cast them therefore into a deep pit, dark and silent, and threatened to slay them cruel, unless one would betray the truth to him.

-The Silmarillion

LOCATION

7/24

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1

3

6

3

10

DEVOURING WEREWOLF

Creature. Werewolf.

Immune to player card effects. Cannot leave the pit area.

Forced: Characters destroyed by Devouring Werewolf are removed from the game.

From time to time they saw two eyes kindled in the dark, and a werewolf devoured one of the companions...

-The Silmarillion

ENEMY

24/24

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45

4

7

4

12

DRAUGLUIN

Creature. Werewolf.

Relentless.

Forced: After Draugluin is damaged by an attack, deal 1 damage to each character that participated in that attack.

Then Sauron sent Draugluin, a dread beast, old in evil lord and sire of the werewolves of Angband.

-The Silmarillion

Victory 3.

ENEMY

16/24

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EYES IN THE DARK

THE ISLE OF WEREWOLVES

8

Devoured.

Place 8 resource tokens on Eyes in the Dark.

At the end of each round, discard 1 resource token from Eyes in the Dark.

If there are no resource tokens to discard, remove Eyes in the Dark from play and put Devouring Werewolf into play in the pit area, engaged with the prisoners.

OBJECTIVE

14/24

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FINROD FELAGUND

THE ISLE OF WEREWOLVES

3

3

1

4

Noldor. House of Finarfin. Noble.

The first player gains control of Finrod Felagund.

Action: Discard Finrod Felagund to deal 5 points of damage to an engaged enemy.

...and he wrestled with the werewolf, and slew it with his hands and teeth; yet he himself was wounded to the death.

-The Silmarillion

OBJECTIVE-ALLY

15/24

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FOUL VAPOUR

6/24

When Revealed: Each character in play gets -X ♠ and -X ♣ until the end of the round. X is the number of enemies with the **Werewolf** trait engaged with the controlling player. If there are no engaged enemies with the **Werewolf** trait, Foul Vapour gains surge.

Shadow: The defending character gets -1 ♣ until the end of the phase.

TREACHERY

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FOUL VAPOUR

6/24

When Revealed: Each character in play gets -X ♠ and -X ♣ until the end of the round. X is the number of enemies with the **Werewolf** trait engaged with the controlling player. If there are no engaged enemies with the **Werewolf** trait, Foul Vapour gains surge.

Shadow: The defending character gets -1 ♣ until the end of the phase.

TREACHERY

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GATES OF TOL-IN-GAURHOTH

4 ♠

2

8/24

Fortification.
Immune to player card effects.
The first enemy with the **Werewolf** trait revealed each turn gains surge.

LOCATION

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GATES OF TOL-IN-GAURHOTH

4 ♠

2

8/24

Fortification.
Immune to player card effects.
The first enemy with the **Werewolf** trait revealed each turn gains surge.

LOCATION

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25

2 ♠

2 ♣

3 ♣

5

21/24

GUARD WOLF

Creature. Werewolf.
When Revealed: Choose one character committed to the quest and remove him from the quest. If Guard Wolf is not destroyed by the end of the round, that character does not ready during the refresh phase.

Shadow: Attacking enemy gets +1 ♠. (+2 ♠ instead if the enemy is a **Werewolf**.)

ENEMY

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25

2 ♠

2 ♣

3 ♣

5

21/24

GUARD WOLF

Creature. Werewolf.
When Revealed: Choose one character committed to the quest and remove him from the quest. If Guard Wolf is not destroyed by the end of the round, that character does not ready during the refresh phase.

Shadow: Attacking enemy gets +1 ♠. (+2 ♠ instead if the enemy is a **Werewolf**.)

ENEMY

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25

2 ♠
2 ♣
3 ♠

5

21/24

GUARD WOLF

Creature. Werewolf.

When Revealed: Choose one character committed to the quest and remove him from the quest. If Guard Wolf is not destroyed by the end of the round, that character does not ready during the refresh phase.

Shadow: Attacking enemy gets +1 ♣. (+2 ♣ instead if the enemy is a Werewolf.)

ENEMY

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High Tower

5 ♠

5

10/24

Fortification.

While High Tower is the active location, all enemies get -20 engagement cost.

Response: After High Tower is explored as the active location, remove one **Condition** attachment from play.

LOCATION

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32

3 ♠
3 ♣
2 ♠

4

22/24

HUNTING WOLF

Creature. Werewolf.

Forced: After Hunting Wolf engages a player, raise that player's threat by 3.

Shadow: Raise the defending player's threat by 2.

ENEMY

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32

3 ♠
3 ♣
2 ♠

4

22/24

HUNTING WOLF

Creature. Werewolf.

Forced: After Hunting Wolf engages a player, raise that player's threat by 3.

Shadow: Raise the defending player's threat by 2.

ENEMY

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32

3 ♠
3 ♣
2 ♠

4

22/24

HUNTING WOLF

Creature. Werewolf.

Forced: After Hunting Wolf engages a player, raise that player's threat by 3.

Shadow: Raise the defending player's threat by 2.

ENEMY

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32

3 ♠
3 ♣
2 ♠

4

22/24

HUNTING WOLF

Creature. Werewolf.

Forced: After Hunting Wolf engages a player, raise that player's threat by 3.

Shadow: Raise the defending player's threat by 2.

ENEMY

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THE ISLE OF WEREWOLVES
FIRST AGE

Corruption
When a character takes **Corruption**, place a progress token on it. If a character ever has **Corruption** greater than its willpower, it has become **Corrupted**. A **Corrupted** character loses the "ally" or "hero" trait and gains the "enemy" trait, immediately engaging the player that used to control it. The **W** of the **Corrupted** character becomes its **W** and its engagement cost is 0.

Relentless
An enemy with Relentless cannot have its attack canceled or be prevented from attacking by any player card effect.

SCENARIO

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LORD OF WEREWOLVES

3/24

When Revealed: Each player must search the encounter deck and discard pile for one enemy with the **Werewolf** trait and add it to the staging area.

Shadow: The attacking enemy returns to the staging area after this attack.

TREACHERY

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LORD OF WEREWOLVES

3/24

When Revealed: Each player must search the encounter deck and discard pile for one enemy with the **Werewolf** trait and add it to the staging area.

Shadow: The attacking enemy returns to the staging area after this attack.

TREACHERY

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MASTER OF SHADOWS

4/24

Maia.
When Revealed: Attach to the current quest stage. (Counts as a **Condition** attachment with the text: "Each enemy is dealt an additional shadow card at the beginning of the combat phase.")
*Sauron was become now a sorcerer of dreadful power, master of shadows and of phantoms...
-The Silmarillion*

TREACHERY

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MASTER OF SHADOWS

4/24

Maia.
When Revealed: Attach to the current quest stage. (Counts as a **Condition** attachment with the text: "Each enemy is dealt an additional shadow card at the beginning of the combat phase.")
*Sauron was become now a sorcerer of dreadful power, master of shadows and of phantoms...
-The Silmarillion*

TREACHERY

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20

2 **W**
4 **A**
1 **H**

4

20/24

MONSTROUS BAT

Creature. Vampire.
Forced: After Monstrous Bat deals damage to a character, raise its **W** by X until the end of the round, where X equals the amount of damage dealt.
*And immediately he took the form of a vampire, great as a dark cloud across the moon...
-The Silmarillion*

ENEMY

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The Pit Area

Stage 2A instructs players to create a pit area. The pit area is a new play area, separate from the staging area, that represents the captives and their battle for survival against the Devouring Werewolf sent by Sauron. The pit area consists of stage 2 of the quest deck, The Pits of Sauron, as well as the Finrod Felagund and Eyes in the Dark objectives. The players decide on one hero to be placed in the pit area as a captive. The player that controls that hero immediately chooses a hero to replace this captive, adjusting his starting threat to reflect this change.

Heroes in the pit area are immune to player card effects and cannot leave the pit area except through specific quest and encounter card effects. The captive hero cannot quest and does not collect resources. In addition, players cannot play attachments or allies into the pit area.



20

2 ♠
4 ✂
1 ♣

4

20/24

MONSTROUS BAT

Creature. Vampire.

Forced: After Monstrous Bat deals damage to a character, raise its ♣ by X until the end of the round, where X equals the amount of damage dealt.

*And immediately he took the form of a vampire, great as a dark cloud across the moon...
-The Silmarillion*

ENEMY

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No LIVING CREATURE

5/24

Maia.

When Revealed: Each player must choose one: raise your threat by 1 for each character you control or place 1 **Corruption** on each character you control.

*No living creature could pass through that vale that Sauron did not espy from the tower where he sat.
-The Silmarillion*

TREACHERY

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No LIVING CREATURE

5/24

Maia.

When Revealed: Each player must choose one: raise your threat by 1 for each character you control or place 1 **Corruption** on each character you control.

*No living creature could pass through that vale that Sauron did not espy from the tower where he sat.
-The Silmarillion*

TREACHERY

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30

1 ♠
2 ✂
1 ♣

5

18/24

RAVENOUS WEREWOLF

Creature. Werewolf.

Ravenous Werewolf gets +1 ✂ for each damage token on characters you control.

Shadow: Attacking enemy gets +X ✂. X is the number of damage tokens on the defending character.

ENEMY

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30

1 ♠
2 ✂
1 ♣

5

18/24

RAVENOUS WEREWOLF

Creature. Werewolf.

Ravenous Werewolf gets +1 ✂ for each damage token on characters you control.

Shadow: Attacking enemy gets +X ✂. X is the number of damage tokens on the defending character.

ENEMY

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30

1 ♠
2 ✂
1 ♣

5

18/24

RAVENOUS WEREWOLF

Creature. Werewolf.

Ravenous Werewolf gets +1 ✂ for each damage token on characters you control.

Shadow: Attacking enemy gets +X ✂. X is the number of damage tokens on the defending character.

ENEMY

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30

1 ♣
2 ✖
1 ♠

5

18/24

RAVENOUS WEREWOLF

Creature. Werewolf.

Ravenous Werewolf gets +1 ✖ for each damage token on characters you control.

Shadow: Attacking enemy gets +X ✖. X is the number of damage tokens on the defending character.

ENEMY

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SONG OF WIZARDRY

1/24

Song.

When Revealed: Each player must discard the top card of his deck and place **Corruption** among his characters equal to its cost.

Shadow: Place 1 Corruption on the defending character if it is an ally.

TREACHERY

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SONG OF WIZARDRY

1/24

Song.

When Revealed: Each player must discard the top card of his deck and place **Corruption** among his characters equal to its cost.

Shadow: Place 1 Corruption on the defending character if it is an ally.

TREACHERY

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33

3 ♣
5 ✖
1 ♠

6

19/24

THURINGWETHIL

Vampire.

Forced: After Thuringwethil damages a character, remove an equal amount of damage from Thuringwethil.

Shadow: Remove all damage from the attacking enemy.

ENEMY

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VACANT PIT

2 ♣

4

12/24

Dungeon.

Forced: Remove 1 resource from Eyes in the Dark at the end of the round.

Shadow: If this attack destroys a character, remove 1 resource from Eyes in the Dark.

LOCATION

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VACANT PIT

2 ♣

4

12/24

Dungeon.

Forced: Remove 1 resource from Eyes in the Dark at the end of the round.

Shadow: If this attack destroys a character, remove 1 resource from Eyes in the Dark.

LOCATION

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WALLS OF STONE

2 

3  9/24

Fortification.

While Walls of Stone is in the staging area, progress cannot be placed on the current quest stage.

Shadow: If a character is destroyed by this attack, remove 5 progress tokens from the quest.

LOCATION

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WALLS OF STONE

2 

3  9/24

Fortification.

While Walls of Stone is in the staging area, progress cannot be placed on the current quest stage.

Shadow: If a character is destroyed by this attack, remove 5 progress tokens from the quest.

LOCATION

Illus. Unknown ©2014 Middle-earth Enterprises ©2014 FFG ©2014 TFC First Age 107

WALLS OF STONE

2 

3  9/24

Fortification.

While Walls of Stone is in the staging area, progress cannot be placed on the current quest stage.

Shadow: If a character is destroyed by this attack, remove 5 progress tokens from the quest.

LOCATION

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WEIGHT OF HORROR

  

 2/24

Condition.

When Revealed: Attach to the hero with the highest . (Counts as a **Condition** attachment with the text: "The attached hero must spend 1 resource from his pool to commit to the quest. Limit 1 per hero.")

*In the time when Sauron cast Beren into the pit a weight of horror came upon Lúthien's heart...
-The Silmarillion*

TREACHERY

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WEIGHT OF HORROR

  

 2/24

Condition.

When Revealed: Attach to the hero with the highest . (Counts as a **Condition** attachment with the text: "The attached hero must spend 1 resource from his pool to commit to the quest. Limit 1 per hero.")

*In the time when Sauron cast Beren into the pit a weight of horror came upon Lúthien's heart...
-The Silmarillion*

TREACHERY

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48   

20  17/24

WOLF-SAURON

Maia. Werewolf.

Relentless.

Forced: After Wolf-Sauron attacks, place 1 **Corruption** on a random ally controlled by the engaged player.

*Therefore he took upon himself the form of a werewolf, and made himself the mightiest that had yet walked the world...
-The Silmarillion*

ENEMY Victory 5.

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1A

UPON THE BRIDGE
THE ISLE OF WEREWOLVES

Thingol, the King of Doriath, has tasked you with recovering one of the Silmarils from the crown of Morgoth himself. Such a quest seems certain to end in death, but you cannot be dissuaded from this course. You set off north to Angband, but must first pass Tol-in-Gaurhoth, known as the Isle of Werewolves.

You seek to pass by undetected, but Morgoth's foremost lieutenant, Sauron, holds power here. Several of your number are captured, including Finrod Felagund, the King of Nargothrond. You must rescue the prisoners from the clutches of Sauron.

Setup: Set aside Devouring Werewolf, Draugluin, Bridge to the Isle and Wolf-Sauron. Create a pit area with stage 2A and follow the setup instructions on that card.

illus. Roger Garland

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First Age 113

2A

THE PITS OF SAURON
THE ISLE OF WEREWOLVES

You have been captured by Sauron and thrown into a dark pit, far from light and hope. However, it seems that you are not alone, as there are eyes in the dark...

When Revealed: Search the encounter deck for Finrod Felagund and Eyes in the Dark and add both to the pit area. Choose one hero to be placed in the pit area. That hero is captured. The controlling player may immediately replace the captured hero with another of his choice.

illus. Cloiste

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First Age 114

3A

TOL-IN-GAURHOTH
THE ISLE OF WEREWOLVES

Although Draugluin, the fiercest of Sauron's werewolves, lies slain at your feet, you have no time to savor the victory. A huge wolf, larger and more ferocious than any you have ever seen emerges from the tower of Tol-in-Gaurhoth. It is Sauron in wolf form, and he will not let you leave the isle alive.

When Revealed: Add Wolf-Sauron to the staging area. Reveal 1 encounter card per player.

illus. Htogram

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First Age 115

2 **THE PITS OF SAURON**
THE ISLE OF WEREWOLVES

Heroes at this stage do not collect resources or commit to the quest and are immune to player card effects. Players cannot play or put into play allies or attachments into the pit area.

Forced: If the players quest unsuccessfully, remove 1 resource from Eyes in the Dark, if able.

If the captured hero is destroyed, the players lose the game. If Devouring Werewolf is destroyed, discard this stage from play and return all characters to their owner's control.

Illus. Cloiser
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1 **UPON THE BRIDGE**
THE ISLE OF WEREWOLVES

20

As you approach the Isle, the tortured cry of some poor soul can be heard. Steeling your resolve, you step onto the bridge leading to the isle. Suddenly, the howling of countless wolves rends the night air. It appears you will have to fight your way to the fortress.

When Revealed: Add Bridge to the Isle to the staging area. Reveal X encounter cards where X equals the number of players in the game minus 1.

When this stage is completed, advance to stage 3A. This stage cannot be completed until Draugluin is in the victory display.

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3 **TOL-IN-GAURHOTH**
THE ISLE OF WEREWOLVES

You must defeat Sauron if you hope to escape with your friends and continue your quest for the Silmaril.

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

Planning Action: Exhaust a hero with X. Wolf-Sauron gets -X until the end of the round. (Limit once per round.)

If the players destroy Wolf-Sauron, they have rescued the prisoners and won the game.

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