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ATHELSTAN
Rohan. Outlaw. Fellowship.
Sentinel.
Response: After Athelstan commits to a quest, put one card from your discard pile into play (paying all costs). Remove that card from the game at the end of the round.
"I'm not proud of what I've done, but I will atone for it."
HERO
Player: Grimbold ©2011 Middle-earth Enterprises ©2011 FFG 1/32

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CADORAN
Dunedain. Ranger. Fellowship.
Ranged.
Quest Action: Ready Cadoran and remove him from the quest, negate the of any location in the staging area till the end of the phase.
"He does not speak often, as words are important and cannot be wasted." - Beravor
HERO
Player: covnor ©2011 Middle-earth Enterprises ©2011 FFG 2/32

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FALADRIL
Noldor. Noble. Fellowship.
You may spend resources from Faladril's resource pool to pay for Ψ , \star , and \dagger events.
Response: After a card effect allows you to draw cards, draw 1 additional card. (Limit once per round).
"He was stabbed by a Morgul Blade, but to think him diminished would be a mistake." - Elrond
HERO
Player: Tringlor ©2011 Middle-earth Enterprises ©2011 FFG 3/32

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DOBOMAR STONEKEG
Dwarf. Warrior. Fellowship.
Dobomar ignores all on Orc and Goblin enemies.
Response: Before a "When Revealed" effect on a card exhausts Dobomar, exhaust a weapon on Dobomar instead.
"My beard!"
HERO
Player: TetNak ©2011 Middle-earth Enterprises ©2011 FFG 4/32

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RIV LIGHTFOOT
Hobbit. Burglar. Fellowship.
Action: Remove two event cards from your discard pile from the game to give Riv +1 till the end of the turn.
Action: Remove two attachment cards from your discard pile from the game to give Riv until the end of the turn.
Action: Remove two ally cards from your discard pile from the game to reduce your threat by 1.
"Hey look what I found!"
HERO
Player: Chaur ©2011 Middle-earth Enterprises ©2011 FFG 5/32

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SAELIRBETH
Sylvan. Ranger. Fellowship.
Ranged. Sentinel.
Response: After Saelirbeth makes a ranged attack that deals damage to an enemy, add 1 resource to any hero that participated in that attack.
"She is young and eager to please." - Celemir
HERO
Player: Hayabusa ©2011 Middle-earth Enterprises ©2011 FFG 6/7

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TAVEON
Dunlending. Warrior. Fellowship.
Taveon may never have the Ranged ability.
Response: Raise your threat by one to give Taveon +1 till the end of the phase. This effect may be triggered by each player (Limit once per round).
"Try to remember that we too have brothers and sisters who have taken up arms with Saruman."
HERO
Player: Eilandor ©2011 Middle-earth Enterprises ©2011 FFG 7/32

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CELEMIR

Sylvan. Fellowship.

If you control Saelimeth Celemir gains +1 and can be targeted by cards that can only target heroes.

Action: Exhaust Celemir to give a hero with the Fellowship trait 1 resource. (Limit once per turn)

"I can not thank you enough, but if you ever find yourselves in Rivendell or Lothlorien look for me and I shall reward your service."

ALLY

Illus. Mathia Arkomel ©2011 Middle-earth Enterprises ©2011 FFG 8/32

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GWITHA

Rohan. Creature. Fellowship.

If you control Athelstan Gwitha gains +1, +1, and +1 Hit Point.

Response: After a hero with the Fellowship trait is assigned any amount of damage place that damage on Gwitha instead.

She is the only family Athelstan has left.

ALLY

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 9/32

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HECTOR

Bree-folk. Constable.

Action: Exhaust Hector to increase a non-unique enemy's engagement threat by 5 until the end of the turn.

"My name is known around this parts as someone who can be very vicious when needed..."

ALLY

Illus. Donato Giancola ©2011 Middle-earth Enterprises ©2011 FFG 10/32

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2 **AEGLIN**



Item. Weapon.
 Attach to a hero. Restricted.
 Aeglin attaches to Athelstan for 2 less resources.
 Attached hero gets +2.

This blade is the sister blade of Glamdring the Foehammer and Orcrist the Goblin-clever, first wielded by Penlod of Gondolin. Penlod perished in Gondolin in a lane with his back to the wall, and about him many of the men of the Pillar and many of the Tower of the Snow.

ATTACHMENT

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ATTACHMENT

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2 **ALDARION'S BOW**



Item. Weapon.
 Attach to a hero. Restricted.
 Cadoran treats this card as not Restricted.
 Attached hero gains ranged.
 When attached character makes a ranged attack against an enemy, that enemy gets -1 until the end of the phase.
A bow of ancient Númenórean design.

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 12/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 12/32

2 **BREWING CUP**



Item. Artifact.
 Attach to a hero. Restricted.
 Faladril treats this card as not Restricted.
Response: Exhaust Brewing Cup and discard X cards from your hand when a character with the Fellowship Trait takes damage to reduce that damage by X.
"I was injured in a battle with one of the Nine... What skills I retained will serve me well in these lands." - Faladril

ATTACHMENT

Illus. Teves ©2011 Middle-earth Enterprises ©2011 FFG 13/32

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ATTACHMENT

Illus. Teves ©2011 Middle-earth Enterprises ©2011 FFG 13/32

1 DAGGERS OF WESTERNESSE



Item. Weapon.
Attach to a character.

Response: If you control Riv Lightfoot when Daggers enters play draw 1 card.

Action: Discard Daggers of Westernesse and target an enemy in the staging area, that enemy does not make engagement checks this turn.

While in the discard pile this card counts as two.
The blades are sharp even after all these centuries.

ATTACHMENT

Illus. Merikar ©2011 Middle-earth Enterprises ©2011 FFG 14/32

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ATTACHMENT

Illus. Merikar ©2011 Middle-earth Enterprises ©2011 FFG 14/32

2 DAGNIRDRAUG



Item. Weapon.
Attach to a hero. Restricted.

Taveon treats this card as not Restricted.

Attached hero gets +2 \heartsuit when attacking an enemy with the Creature trait.

Action: Exhaust Dagnirdraug to treat the text box of any enemy with the creature trait as blank until the end of the round.

ATTACHMENT

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Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 15/32

2 HAERAHT



Item. Weapon.
Attach to a hero. Restricted.

Attached hero gains ranged.
Faladril gain +2 \heartsuit while Haeraht is attached.

Response: After attached hero participates in an attack that destroys an enemy, draw 1 card.

His bow "Far Reach" was kept in Rivendell under the care of Elrond while Faladril recovered from his wound.

ATTACHMENT

Illus. Heidi Fury ©2011 Middle-earth Enterprises ©2011 FFG 17/32

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Illus. Heidi Fury ©2011 Middle-earth Enterprises ©2011 FFG 17/32

2 HELM OF EREBOR



Item. Armor.
 Attach to a hero. Restricted.
 Dobomar treats this card as not Restricted.
 Attached hero gains +2 ♣.

This thick dwarven helm was forged in the heyday of the dwarven Kingdom Under the Mountain. It was recovered in the horde of Smaug by Gloin, and worn during the Battle of Five Armies. Gloin gifted it to Dobomar in Rivendell before setting out with the Fellowship west.

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 18/32

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ATTACHMENT

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2 LALAITH'S BROOCH



Item. Artifact.
 Attach to a hero.

Response: Discard the Brooch to cancel any Treachery card just revealed from the encounter deck. If attached hero is Saelimeth you may also cancel any Surge or Doom trait on that card.

"Lalaith protect us! We need your guiding light!" - Saelimeth

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 19/32

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Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 19/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 19/32

2 MITHRIL CHAIN SHIRT



Item. Armor.
 Attach to a hero. Restricted.

Mithril Chain Shirt attaches to Saelimeth for 2 less resources.

Attached hero gains +1 ♣ and +1 ♠.

"Mithril! All folk desired it. It could be beaten like copper, and polished like glass; and the Dwarves could make of it a metal, light and yet harder than tempered steel. Its beauty was like to that of common silver, but the beauty of mithril did not tarnish or grow dim." - Gandalf

ATTACHMENT

Illus. Kerem Beyit ©2011 Middle-earth Enterprises ©2011 FFG 20/32

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Illus. Kerem Beyit ©2011 Middle-earth Enterprises ©2011 FFG 20/32

0 OATH OF FELLOWSHIP

Oath. Fellowship.
Attach to a character.
Attached character gains the Fellowship trait.

"Let this fellowship be born here. Sword and bow, for Bree and for the free people." - Cadoran

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 21/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 21/32

2 SHIELD OF AMON SUL

Item. Armor.
Attach to a hero. Restricted.
Athelstan treats this card as not Restricted.

Combat Action: Exhaust Shield to add attached hero's \heartsuit to another hero's \heartsuit until the end of the phase. You may move Shield of Amon Sul to that hero.

Found beneath the ancient watchtower of Weathertop, it has once more found purpose in the defense of the land.

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 22/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 22/32

1 SKULLSPLITTER

Item. Weapon.
Attach to a hero.
Attached hero gains ranged.

Action: Remove Skullsplitter from the game to deal 2 damage to any enemy in play. If attached to Dobomar pay 2 \dagger to put Skullsplitter back into your hand instead.

It always finds its way back into dwarven hands.

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 23/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 23/32

2

VAMBRACES OF ARTHEDAIN

Item. Armor.
 Attach to a hero. Restricted.
 Vambraces attach to Taveon for 2 less resources.
 Attached hero gains +1 and +1 Hit Point.

"Give me those!" - Taveon

ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 24/32

2

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Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 24/32

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ATTACHMENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 24/32

1

DIPLOMACY

Action: Target two different heroes with the Fellowship trait. Each hero gains the sphere of the other until the end of the round. If you control Faladril both heroes also gain the sphere and +2 until the end of the round.

"We have reached a point, where we can no longer afford to indulge in prior prejudices. We will gladly do what we can to preserve any of the free peoples of Middle-earth." - Faladril

EVENT

Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 25/32

1

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EVENT

Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 25/32

0

I KNOW A BETTER DATH

Response: After a location is revealed from the encounter deck, exhaust a character with the Fellowship trait to move that location to the bottom of the encounter deck. Cadoran may pay this cost without exhausting. Then place two progress on any location.

"Hurry, we could be at the cache before night falls." - Cadoran

EVENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 26/32

0

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EVENT

Illus. Unknown ©2011 Middle-earth Enterprises ©2011 FFG 26/32

2

I'VE SAID IT BEFORE...

Action: Ready any character in play with the Fellowship trait. They may use any printed ability with the "Limit once per round" stipulation one additional time this turn. If you target Taveon with is effect reduce the cost of this card by 2 resources.

"Like I said before, I can take you to the edge of the Barrow-downs, but I have been no further." - Taveon

EVENT

Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 27/32

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Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 27/32

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0

STICKY FINGERS

Action: Target a player who controls a character with the Fellowship trait. You may treat his discard pile as your own until the end of the round. If you control Riv Lightfoot return one card from target player's discard to its owner's hand.

"Here is that key you misplaced and the coins that I uh found." - Riv

EVENT

Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 28/32

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Illus. Jon Hodgson ©2011 Middle-earth Enterprises ©2011 FFG 28/32

0

STICKY FINGERS

Action: Target a player who controls a character with the Fellowship trait. You may treat his discard pile as your own until the end of the round. If you control Riv Lightfoot return one card from target player's discard to its owner's hand.

"Here is that key you misplaced and the coins that I uh found." - Riv

EVENT

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1

STONEKEG SONGS

Song.

Action: Exhaust a character with the Fellowship trait to draw X cards where X is equal to the character's current remaining hit points. Dobomar may pay this cost without exhausting. Then raise your threat by the number of Song cards in your discard pile (Including this one).

*"Far over the misty mountains cold,
To dungeons deep and caverns old..."*

EVENT

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EVENT

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1
STRENGTH IN NUMBERS

Fellowship.

Action: Give one character with the Fellowship trait +X where X is the number of other characters in play with the Fellowship trait.

"Dobo, Athelstan...c'mon, let's give the wargs a target and keep them off the archers!" - Taveon

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2
TRAD FINDING

Action: Discard any Condition card attached to a character with the Fellowship trait. You may exhaust Riv Lightfoot to put this card back into your hand.

Reaction: Cancel a shadow effect just triggered during an attack involving a character with the Fellowship trait. If you control Riv Lightfoot this costs 2 less resources to play.

EVENT

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2
TRAD FINDING

Action: Discard any Condition card attached to a character with the Fellowship trait. You may exhaust Riv Lightfoot to put this card back into your hand.

Reaction: Cancel a shadow effect just triggered during an attack involving a character with the Fellowship trait. If you control Riv Lightfoot this costs 2 less resources to play.

EVENT

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Reaction: Cancel a shadow effect just triggered during an attack involving a character with the Fellowship trait. If you control Riv Lightfoot this costs 2 less resources to play.

EVENT

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5
WHILE THE FELLOWSHIP HOLDS TRUE

Fellowship.

Action: Ready all characters in play with the Fellowship trait.

"We must now come together, despite our past disagreements. For it is only as a unified force that we can hope to prevail against the forces that Saruman has assembled." - Galadriel

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