

## Middle-earth: The Wizards

Card-list (484 cards)

Sold in starters and boosters (no cards from other sets needed to play). A booster (15 cards, 36 boosters per display) holds 1 rare, 3 uncommons, and 11 commons. A starter holds a fixed set (at random), 3 rares, 9 uncommons, and 40 commons. R: rare; U: uncommon; CA1: once on general common sheet; CA2: twice on general common sheet; CB1: once on booster-only common sheet; CB2: twice on booster-only common sheet; F#: in # different fixed sets (out of 5). Look at the *Fixed pack specs* to see what cards are in in which fixed set.



### Characters (hero)

Adrazar	F1	Thorin II	R	Gwaihir	R	Risky Blow	CA
Alatar	F2	Thranduil	F1	Halfling Stealth	CB2	Roïc the Raven	R
Anborn	U	Vöteli	CB	Halfling Strength	CB2	Sacrifice of Form	R
Annalena	F2	Vygavril	R	Hauberk of Bright Mail	CA	Sapling of the White Tree	U
Aragorn II	F1	Wacho	U	Healing Herbs	CA2	Scroll of Isildur	U
Arinmîr	U	<b>Resources (hero)</b>		Hiding	R	Secret Entrance	R
Arwen	R	A Chance Meeting	CB	Hillmen	U	Secret Passage	CA
Balin	U	A Friend or Three	CB2	Hobbits	R	Shadowfax	R
Bard Bowman	F2	Align Palantir	U	Horn of Anor	CB	Shield of Iron-bound Ash	CA2
Barliman Butterbur	U	Anduin River	CB2	Horses	CA	Skinbark	R
Beorn	F1	Anduril	R	Iron Hill Dwarves	F1	Southrons	R
Beregond	F1	Army of the Dead	R	Kindling of the Spirit	CA	Star-glass	U
Beretar	U	Ash Mountains	CB	Knights of Dol Amroth	U	Stars	U
Bergil	U	Athelas	U	Lapse of Will	U	Stealth	CA
Bifur	CB	Beautiful Gold Ring	CA2	Leaflock	U	Sting	U
Bilbo	R	Beornings	F1	Lesser Ring	U	Stone of Erech	R
Bofur	CB	Bill the Pony	U	Lordly Presence	CB2	Sun	U
Bombur	U	Block	CA	Lossoth	U	Sword of Gondolin	CA2
Boromir II	F2	Blue Mountain Dwarves	U	Lucky Search	R	Tempering Friendship	CB2
Celeborn	F1	Book of Mazarbul	U	Lucky Strike	CA	Test of Form	CA2
Cirdan	R	Bridge	U	Magic Ring of Courage	U	Test of Lore	CA2
Dain II	R	Clear Skies	R	Magic Ring of Lore	U	The Arkenstone	R
Damrod	U	Concealment	CA	Magic Ring of Nature	U	The Cock Crows	U
Denethor II	R	Cracks of Doom	U	Magic Ring of Stealth	U	The Evenstar	U
Dori	U	Dagger of Westernesse	CA2	Magic Ring of Words	U	The Great Eagles	U
Dwalin	CB	Dark Quarrels	CA2	Men of Anfalas	U	The Mithril-coat	R
Elladan	F1	Dodge	CA	Men of Anorien	F1	The Old Thrush	U
Elrohir	F1	Dreams of Lore	CA2	Men of Dorwinion	U	The One Ring	R
Elrond	R	Dunlendings	F1	Men of Lamedon	U	The White Tree	R
Éomer	U	Durin's Axe	U	Men of Lebennin	U	Thorough Search	CA
Éowyn	U	Dw. Ring of Barin's Tribe	R	Men of Northern Rhovanion	U	Tom Bombadil	R
Erkenbrand	F1	Dw. Ring of Bávor's Tribe	R	Mirror of Galadriel	U	Torque of Hues	U
Faramir	F1	Dw. Ring of Drúin's Tribe	R	Miruvor	CA	Tower Guard of Minas Tirith	F1
Fili	U	Dw. Ring of Durin's Tribe	R	Misty Mountains	CB2	Treebeard	U
Forlong	CB	Dw. Ring of Dwalin's Tribe	R	Moon	U	True Fána	R
Frodo	R	Dw. Ring of Thélor's Tribe	U	Morannon	R	Use Palantir	U
Galadriel	R	Dw. Ring of Thrár's Tribe	U	Mountains of Shadow	CB	Vanishment	CA
Galva	R	Eagle-mounts	R	Muster	CA	Variags of Khand	R
Gamling the Old	U	Earth of Galadriel's Orchard	U	Narsil	U	Vilya	R
Gandalf	F2	Easterlings	R	Narya	R	White Mountains	CB
Ghan-buri-Ghan	U	Elf-song	R	Nenya	R	Wizard's Fire	R
Gildor Inglorion	F1	Elf-stone	CB2	New Friendship	CB	Wizard's Flame	U
Gimli	F1	Elven Cloak	CA2	Old Friendship	CB	Wizard's Laughter	U
Gloin	U	Elves of Lindon	R	Old Road	CB2	Wizard's Ring	R
Glorfindel II	F1	Ent-draughts	U	Orcrest	U	Wizard's River-horses	U
Halbarad	U	Ents of Fangorn	F1	Palantir of Amon Sûl	R	Wizard's Test	CA
Haldalam	R	Escape	CA	Palantir of Annuminas	R	Wizard's Voice	R
Haldir	U	Fair Gold Ring	CA2	Palantir of Elostirion	U	Wood-elves	F1
Háma	CB	Fair Sailing	R	Palantir of Minas Tirith	U	Woodmen	U
Imrahil	U	Fair Travels in Border-lands	CA	Palantir of Orthanc	U	Woses of Old Pukel-land	R
Kili	F2	Fair Travels in Dark-domains	R	Palantir of Osgiliath	R	Woses of the Drúadan Forest	U
Legolas	U	Fair Travels in Free-domains	R	Paths of the Dead	R		
Mablung	U	Fair Travels in Shadow-lands	CA	Persuasive Words	CB	<b>Hazards</b>	
Merry	U	Fair Travels in Wilderness	CA	Potion of Prowess	CA	"Bert" (Burat)	U
Nori	CB	Far-sight	CA	Praise to Elbereth	U	"Tom" (Tûma)	U
Oin	U	Favor of the Valar	R	Precious Gold Ring	CA2	"William" (Wûluag)	U
Ori	CB	Fellowship	CA2	Quickbeam	U	Abductor	CA
Orophin	CB	Fog	U	Quiet Lands	U	Adûnaphel	R
Pallando	F2	Ford	CA	Rangers of Ithilien	F1	Agburanar	R
Peath	F1	Gates of Morning	F5	Rangers of the North	F1	Akhôrahil	R
Pippin	U	Glamdring	U	Red Arrow	U	Ambusher	CA
Radagast	F2	Goldberry	U	Red Book of Westmarch	U	Arouse Denizens	CA2
Robin Smallburrow	F2	Gollum	U	Reforging	CA	Arouse Minions	CA2
Sam Gamgee	U	Gollum's Fate	R	Rescue Prisoners	CA2	Assassin	R
Saruman	F2	Great Ship	R	Return of the King	R	Awaken Denizens	CA2
Theoden	F1	Great-road	CA	Riders of Rohan	F1	Awaken Minions	CA2
		Great-shield of Rohan	U	Ringlore	U	Awaken the Earth's Fire	U
						Balrog of Moria	R

Bane of the Ithil-stone	R	The Burden of Time	U	The Lonely Mountain	F2
Barrow-wight	U	The Great Goblin	R	The Stones	R
Brigands	CA2	The Nazgul are Abroad	R	The White Towers	U
Call of Home	CA2	The Pale Sword	R	The Wind Throne	F5
Call of the Sea	U	The Precious	R	Thranduil's Halls	F1
Cave-drake	CA2	The Ring's Betrayal	U	Tolfalas	R
Choking Shadows	CA	The Will of Sauron	R	Vale of Erech	R
Clouds	R	The Will of the Ring	R	Variag Camp	R
Corpse-candle	CA	Thief	R	Weathertop	F4
Corsairs of Umbar	U	Tookish Blood	CB	Wellinghall	F1
Crebain	CA	Traitor	R	Woodmen-town	CB
Daelomin	R	Twilight	CA2	Wose Passage-hold	CB
Despair of the Heart	CA	Uvatha the Horseman	R		
Doors of Night	F5	Wake of War	U		
Dragon's Desolation	U	Wargs	CA2	<b>Regions</b>	
Drowning Seas	U	Watcher in the Water	U	Andrast	CB
Dwar of Waw	R	Weariness of the Heart	CA2	Andrast Coast	CB
Eye of Sauron	R	Witch-king of Angmar	R	Anduin Vales	CB2
Fell Beast	R	Wolves	CA2	Anfalas	CB2
Fell Turtle	R	Words of Power and Terror	R	Angmar	CB
Fell Winter	CA			Anorien	CB2
Foul Fumes	CA	<b>Sites (hero)</b>		Arthedain	CB2
Ghosts	CA	Amon Hen	CA	Bay of Belfalas	CB
Ghouls	CA	Bag End	F2	Belfalas	CB
Giant	CA2	Bandit Lair	F3	Brown Lands	CB
Giant Spiders	CA2	Barad-dur	R	Cardolan	CB2
Gloom	CA	Barrow-downs	F1	Dagorlad	CB
Greed	CA	Beorn's House	F1	Dorwinion	CB
Half-trolls of Far Harad	CA	Blue Mountain Dwarf-hold	CB	Dunland	CB
Hoarmûrath of Dir	R	Bree	F1	Elven Shores	CB
Huorn	CA	Cameth Brin	CB	Enedhwaith	CB
Indûr Dawndeath	R	Carn Dûm	R	Eriadoran Coast	CB
Khamûl the Easterling	R	Caves of Ulund	U	Fangorn	CB
Leucaruth	R	Cirith Ungol	R	Forochel	CB
Long Winter	CA	Dancing Spire	U	Gap of Isen	CB2
Lost at Sea	R	Dead Marshes	U	Gorgoroth	CB
Lost in Border-lands	CA	Dimrill Dale	U	Grey Mountain Narrows	CB
Lost in Dark-domains	R	Dol Amroth	CB	Gundabad	CB
Lost in Free-domains	CA	Dol Guldur	R	Harondor	CB
Lost in Shadow-lands	CA	Drúadan Forest	CB	Heart of Mirkwood	CB
Lost in the Wilderness	CA	Dunharrow	R	High Pass	CB2
Lure of Creation	U	Dunnish Clan-hold	F1	Hollin	CB2
Lure of Expedience	CA	Eagles' Eyrie	CB	Horse Plains	CB
Lure of Nature	CA2	Easterling Camp	R	Imlad Morgul	CB
Lure of Power	R	Edhellond	CB	Iron Hills	CB
Lure of the Senses	CA	Edoras	F1	Ithilien	CB
Minions Stir	U	Ettenmoors	CA	Khand	CB
Morgul Night	R	Gladden Fields	CA	Lamedon	CB
Morgul-horse	R	Glittering Caves	U	Lebennin	CB2
Morgul-knife	R	Goblin-gate	F2	Lindon	CB2
Mouth of Sauron	R	Grey Havens	CB	Mouths of the Anduin	CB
Mûmak (Oliphant)	R	Henneth Annûn	F1	Northern Rhovanion	CB2
Muster Disperses	CA	Himring	U	Numeriador	CB
New Moon	U	Irerock	U	Nurn	CB
Night	CA	Iron Hill Dwarf-hold	F1	Old Pûkel Gap	CB
Old Man Willow	U	Isengard	F2	Old Pûkel-land	CB
Olog-hai (Trolls)	U	Isles of the Dead that Live	R	Redhorn Gate	CB2
Orc-guard	CA	Lake-town	CB	Rhudaur	CB2
Orc-lieutenant	U	Lond Galen	CB	Rohan	CB2
Orc-patrol	CA2	Lorien	CB	Southern Mirkwood	CB2
Orc-raiders	CA2	Lossadan Cairn	CA	Southern Rhovanion	CB
Orc-warband	CA	Lossadan Camp	CB	The Shire	CB
Orc-warriors	CA2	Minas Morgul	R	Udûn	CB
Orc-watch	CA	Minas Tirith	F2	Western Mirkwood	CB
Pick-pocket	U	Moria	F3	Withered Heath	CB
Plague of Wights	U	Mount Doom	U	Wold & Foothills	CB2
Pûkel-men	R	Mount Gram	F2	Woodland Realm	CB2
Ren the Unclean	R	Mount Gundabad	U		
River	CA2	Old Forest	CA		
Rogrog	R	Ost-in-Edhil	U		
Shelob	R	Pelargir	CB		
Siege	R	Rhosgobel	F2		
Silent Watcher	R	Rivendell	CB		
Slayer	CA	Ruined Signal Tower	F2		
Smaug	R	Sarn Goriwing	CA		
Snowstorm	R	Shelob's Lair	R		
Storms of Ossë	R	Shrel-Kain	CB		
The Balance of Things	R	Southron Oasis	R		
		Stone-circle	R		

**Some errata** (as of July 28, 2000):  
*Akhôrahil*: "...modifies any one character's body by -1 for the rest of the turn." *Alatar*: "he must make a corruption check immediately following the attack, and, if untapped, he must tap." *Army of the Dead*: "May not be influenced by an opponent." *Assassin*: Gives 2MP *Bill the Pony*: his body is 10 *Book of Mazarbul*: "tap *Book of Mazarbul*..." (not the bearer) *Corsairs of Umbar*: Add "May also be played at any sites in regions that are normally coastal sea." *Cracks of Doom*: "Only playable during the site phase." *Dodge*: "his body is modified by -1 for the resulting body check." *Great Goblin*: "Unique. Orc. One Strike." *Great Ship*: "Tap a character in target company during the organization phase to play *Great Ship* on that company." "...contains a coastal sea region and no consecutive non-coastal sea regions." *Gwaihir*: "You may discard *Gwaihir* during the organization phase to..." *Horses*: "Playable only at the end of the organization phase." *Lucky Search*: "Reshuffle all revealed cards except the item back into the play deck." "Discard the item if the scout is wounded by this attack." *Mouth of Sauron*: "Man" *Muster*: Should read "Warrior only. An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5." *The Old Thrush*: "Cannot be duplicated on a given attack." *Rescue Prisoners*: Gives (2)MP. "You receive the marshalling points for this card only when it is stored." *Ringlore*: "Playable only during the site phase. Tap the sage and the site." *River*: Should read "Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during the site phase." *Sacrifice of Form*: "+3 to any body checks." (not -3) *Slayer*: Gives 2MP *Thorough search*: "except a greater item" *Tolfalas*: "...greater") *Scroll of Isildur* only." *Twilight*: "This card may be played at any time during any players turn." *Vilya*: Should read "Playable on Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck had at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn." *The White Tree*: "Discard the Sapling of the White Tree." *Wizard's Ring*: Replace "Ignore..." with "Cannot be stored, stolen, or transferred."

**Council of the Isles of the Dead that Live  
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