Middle-earth: The Lidless Eye
Card-list (417 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, 4 uncommons, and 10 commons. A starter holds a fixed set (you can choose), an equivalent of 3 boosters, and 7 extra commons. F#: appears in # different fixed sets (out of five); R: rare; U: uncommon; CB: once on the booster only common sheet. CS#: # times on the starter only common sheet. Look at the Fixed pack specs to see what cards are in in which fixed set.

Ringwraith Character

Adûnaphel the Ringwraith  F1
Akhôrahil the Ringwraith  F1
Dwar the Ringwraith  F1
Hoarmûrath the Ringwraith  F1
Indûr the Ringwraith  F1
Khamûl the Ringwraith  F1
Ren the Ringwraith  F1
Úvatha the Ringwraith  F1
The Witch-king  F2

Characters (minion)

Akhôrahil  R
Adûnaphel  R
Dwar  R
Hoarmûrath  R
Indûr  R
Khamûl  R
Ren  R
Úvatha  R
The Witch-king  R

Resource Events (minion)

A Malady Without Healing  U
A Nice Place to Hide  U
Adinaphiel Unleashed  R
Akhôrahil Unleashed  R
All Thought Bent Upon It  U
An Untimely Whisper  U
Awaiting the Call  U
Back to the Fray  U
Bade to Rule  U
Bitter Gold  U
Black Rain  U
Black Rider  U
Blow Turned  U
Bold Thrust  U
Burning Rick, Cot, and Tree  U
By the Ringwraith’s Word  U
Catch an Elusive Scent  U
Come By Night Upon Them  U
Crooked Promotions  U
Deeper Shadow  U

Items (minion)

A Little Gold Ring  CB+CS1
Binding-ring  R
Black Mace  CB+CS1
Black-hide Shield  CB+CS1
Black-mail Coat  CB+CS1
Blazon of the Eye  CB+CS1
Bright Gold Ring  CB+CS1
Broad-headed Spear  CB+CS1
Dwarven Ring of Durin’s Tribe  CB+CS1
Dwarven Ring of Dowin’s Tribe  CB+CS1
Dwarven Ring of Bóvar’s Tribe  CB+CS1
Dwarven Ring of Druin’s Tribe  CB+CS1
Dwarven Ring of Barin’s Tribe  CB+CS1
Foul-smelling Paste  CB+CS1
Gleaming Gold Ring  CB+CS1
Gold Ring that Sauron Fancies  CB+CS1
High Helm  CB+CS1
The Iron Crown  CB+CS1
The Least of Gold Rings  CB+CS1
Magic Ring of Lies  CB+CS1
Magic Ring of Fury  CB+CS1
Magic Ring of Guile  CB+CS1
Magic Ring of Enigma  CB+CS1
Magic Ring of Savagery  CB+CS1
Magic Ring of Weals  CB+CS1
Magic Ring of Delusion  CB+CS1
Magic Ring of Shadows  CB+CS1
Minor Ring  CB+CS1
The Mithril-coat  CB+CS1
The One Ring  CB+CS1
The Oracle’s Ring  CB+CS1
Orc-draughts  CB+CS1
Orc-liquor  CB+CS1
Palauntir of Oglistagh  CB+CS1
Palauntir of Amor Stil  CB+CS1
Palauntir of Elrostirion  CB+CS1
Palauntir of Amnimas  CB+CS1
Palauntir of Orthanc  CB+CS1
Palauntir of Minus Tirth  CB+CS1
Paltry Ring  CB+CS1
Perfect Gold Ring  CB+CS1
Poison  CB+CS1
Red Book of Westmarch  CB+CS1
The Reviled Ring  CB+CS1
Sable Shield  CB+CS1
Saw-toothed Blade  CB+CS1
Scroll of Isildur  CB+CS1
Shadow-cloak  CB+CS1
Strange Rations  CB+CS1
Trifling Ring  CB+CS1
The Warding Ring  CB+CS1
Whip  CB+CS1
Diversion  CB+CS1
Down Down to Goblin-town  CB+CS1
Dwar Unleashed  CB+CS1
Fell Rider  CB+CS1
Focus Palantir  CB+CS1
Forced March  CB+CS1
Foul Trophies  CB+CS1
Freeze the Flesh  CB+CS1
Gifts as Given of Old  CB+CS1
Gold Chams in the Wind  CB+CS1
Heralded Lord  CB+CS1
Hide in Dark Places  CB+CS1
Hoarmûrath Unleashed  CB+CS1
Honey on the Tongue  CB+CS1
I’ll Be At Your Heels  CB+CS1
I’ll Report You  CB+CS1
In the Name of Mordor  CB+CS1
Indûr Unleashed  CB+CS1
Iron Road  CB+CS1
Khamûl Unleashed  CB+CS1
Kill All But NOT the Halflings  CB+CS1
Leg It Double Quick  CB+CS1
The Lidless Eye  CB+CS1
Messenger of Mordor  CB+CS1
Morgul-blade  CB+CS1
Motionless Among the Slain  CB+CS1
The Names Among Them  CB+CS1
News Must Get Through  CB+CS1
News of the Shire  CB+CS1
No More Nonsense  CB+CS1
No News of Our Riding  CB+CS1
Not Stay Needlessly  CB+CS1
Old Cache  CB+CS1
Old Prejudice  CB+CS1
One Dear to You  CB+CS1
Orc Quarrels  CB+CS1
Orc Stealth  CB+CS1
Orc-mounds  CB+CS1
Poisonous Despair  CB+CS1
Ready to His Will  CB+CS1
Remnants of Old Robberies  CB+CS1
Ren Unleashed  CB+CS1
The Ring Leaves Its Mark  CB+CS1
Rumor of the One  CB+CS1
Ruse  CB+CS1
Secrets of their Forging  CB+CS1
Seize Prisoners  CB+CS1
Skies of Fire  CB+CS1
Smart and Secret  CB+CS1
Smoke on the Wind  CB+CS1
Sneakin’  CB+CS1
Some Secret Art of Flame  CB+CS1
Spying out the Land  CB+CS1
Stabbed Him in His Sleep  CB+CS1
Spying out the Land  CB+CS1
That Ain’t No Secret  CB+CS1
Test of Fire  CB+CS1
That Ain’t No Secret  CB+CS1
That's Been Heard Before Tonight  CB+CS1
They Ride Together  CB+CS1
Thief  CB+CS1
Tiding of Death  CB+CS1
To Satisfy the Questioner  CB+CS1
Under his Blow  CB+CS1
Úvatha Unleashed  CB+CS1
Veils of Shadow  CB+CS1
Voices of Malice  CB+CS1
The Water's Th'ire  CB+CS1
We Have Come to Kill  CB+CS1
Weigh All Things to a Nicety  CB+CS1
While the Yellow Face Sleeps  CB+CS1
Wisdom to Wield  CB+CS1
**Factions (minion)**

Agbarunr the Roused  CB+CS1
Balchoth  CB+CS1
Beornings  CB+CS1
Balchoth  CB+CS1
Balochoth  CB+CS1
Grey Mountain Goblins  CB+CS1
Half-trolls  CB+CS1
Hill Trolls  CB+CS1
Hillmen  CB+CS1
Ice-orks  CB+CS1
Men of Dorwinion  CB+CS1
Misty Mountain Wargs  CB+CS1
Orcs of the Red Eye  CB+CS1
Orcs of Angmar  CB+CS1
Orcs of Moria  CB+CS1
Orcs of Gorgoroth  CB+CS1
Orcs of Markwood  CB+CS1
Orcs of Gundabad  CB+CS1
Orcs of the Ash Mountains  CB+CS1
Orcs of Udun  CB+CS1
Scatha Roused  CB+CS1
Scorba Roused  CB+CS1
Snaga-hai  CB+CS1
Southrons  CB+CS1
Stone Trolls  CB+CS1
Umbarean Corsairs  CB+CS1
Ungol-Orcs  CB+CS1
Urak-hai  CB+CS1
Uruks of Khand  CB+CS1
Wargs of the Forochel  CB+CS1
White Mountain Wolves  CB+CS1
Woodmen  CB+CS1
Woses of the Eryn Vorn  CB+CS1

**Hazard Events**

Arose Defenders  CB+CS1
Awaken Defenders  U
Awaken Denizens  U
Call of Home  U
Chill Them with Fear  U
Covetous Thoughts  U
Darkness under Tree  U
Despair of the Heart  U
Doors of Night  U
Fallen Winter  U
Foolish Words  U
Greed  U
Heedless Revelry  U
Incite Defenders  CB+CS1
Incite Denizens  CB+CS1
Long Winter  CB+CS1
Lost in Border-lands  U
Lost in Free-domains  CB+CS1
Lost in Wilderness  CB+CS1
Lost in Shadow-lands  CB+CS1
Lure of Expedience  U
Lure of Nature  U
Lure of the Senses  U
Minions Sur  CB+CS1
Muter Disperses  U
News of Doom  U
Nothing to Eat or Drink  U
Plague  U
Plague of Wights  CB+CS1
Rats  CB+CS1
Rebel-talk  U
The Ring Will Have But One Master  CB+CS1
The Roving Eye  CB+CS1
Searching Eye  CB+CS1
Shut Ye’r Mouth  U
So You’ve Come Back  U
Something Has Slipped  CB+CS1
Stay Her Appetite  U
Stench of Mordor  U
Thrice Outnumbered  CB+CS1
Tidings of Bold Spies  CB+CS1
Twilight  CB+CS1
Veils Flung Away  CB+CS1
Waiting Shadow  CB+CS1
Wake of War  CB+CS1
Weariness of the Heart  U
Webs of Fear and Treachery  CB+CS1
Wraith of the West  CB+CS1

**Allies**

Blackbole  CB+CS1
Last Child of Ungoliant  CB+CS1
Stinker  CB+CS1
"Two-headed" Troll  CB+CS1
The Warg-king  CB+CS1
War-warg  CB+CS1
War-wolf  CB+CS1

**Hazard Creatures**

Ambushers  CB+CS1
Arthadan Rangers  CB+CS1
Barrow-wight  CB+CS1
Boar King  CB+CS1
The Border-watch  CB+CS1
Brigands  CB+CS1
Cave Worm  CB+CS1
Cave-drake  CB+CS1
Corpse-candle  CB+CS1
Dre Woves  CB+CS1
Elf-lord Revealed in Wrath  CB+CS1
Elves Upon Errantry  CB+CS1
Ent in Search of the Entwives  CB+CS1
Ghost  CB+CS1
Ghouls  CB+CS1
Giant  CB+CS1
Giant Spiders  CB+CS1
Gondorians  CB+CS1
Hobgoblins  CB+CS1
Horse-lords  CB+CS1
Hun’r  CB+CS1
Land-drake  CB+CS1
Landroval  CB+CS1
Lawless Men  CB+CS1
Lesser Spiders  CB+CS1
Marsh-drake  CB+CS1
Orc-raidery  CB+CS1
Orc-warband  CB+CS1
Orc-watch  CB+CS1
Pirates  CB+CS1
Sellswords Between Charters  CB+CS1
Slayer  CB+CS1
Sons of Kings  CB+CS1
Stirring Bones  CB+CS1
Thranduil’s Folk  CB+CS1
Thunder’s Companion  CB+CS1
True Fire-drake  CB+CS1
Urak-lieutenant  CB+CS1
Wandering Eldar  CB+CS1
Watcher in the Water  CB+CS1
Wild Trolls  CB+CS1

**Sites**

Amon Hen  CB+CS1
Bag End  CB+CS1
Bandit Lair  CB+CS1
Barad-dûr  CB+CS1
Barrow-downs  CB+CS1
Beorn’s House  CB+CS1
Blue Mountain Dwarf-hold  CB+CS1
Bree  CB+CS1
Burh Widd  CB+CS1
Carn Dîm  CB+CS1
Caves of Ulund  CB+CS1
Cirth Gorgor  CB+CS1
Cirth Ungol  CB+CS1
Dale  CB+CS1
Dead Marshes  CB+CS1
Durnil’s Dale  CB+CS1
Dol Amroth  CB+CS1
Dol Guldur  CB+CS1
Dritadan Forest  CB+CS1
Dunharrow  CB+CS1
Dunnish Clan-hold  CB+CS1
Easterling Camp  CB+CS1
Edoras  CB+CS1
Eitennorms  CB+CS1
Gann-a-Lisch  CB+CS1
Gladden Fields  CB+CS1
Glittering Caves  CB+CS1
Gobel Mîrloand  CB+CS1
Goblin-gate  CB+CS1
Gondmaerion  CB+CS1
Hauth-in-Gwàntur  CB+CS1
Hennaeth Annûn  CB+CS1
Hermîn’s Hill  CB+CS1
Herût’s House  CB+CS1
Iron Hill Dwarf-hold  CB+CS1
Isengard  CB+CS1
Lake-town  CB+CS1
Lond Gëlen  CB+CS1
The Lonely Mountain  CB+CS1
Lossadain Camp  CB+CS1
Lossadain Camp  CB+CS1
Minas Morgul  CB+CS1
Minas Tirith  CB+CS1
Moria  CB+CS1
Mount Doom  CB+CS1
Mount Gram  CB+CS1
Mount Gundabad  CB+CS1
Nîrûn Camp  CB+CS1
Ost-in-Edhil  CB+CS1
Pelargir  CB+CS1
Raider-hold  CB+CS1
Ruined Signal Tower  CB+CS1
Sam Gorwing  CB+CS1
Shelob’s Lair  CB+CS1
Shûl-Kain  CB+CS1
Southron Oasis  CB+CS1
Stone-circle  CB+CS1
The Stones  CB+CS1
Tharbad  CB+CS1
Thranduil’s Halls  CB+CS1
Urlûrsûr Nurn  CB+CS1
Vale of Eredûn  CB+CS1
Vargis Camp  CB+CS1
The White Towers  CB+CS1
The Wind Throne  CB+CS1
Woodmen-town  CB+CS1
The Worthy Hills  CB+CS1
Wose Passage-hold  CB+CS1
Zarag Dîm  CB+CS1

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