

001. *Adrazar* influences at least 3 factions
002. *Alatar* teleports himself at least 3x to another company
003. *Anborn*, armed with bow or arrow, attacks successful at least 1 creature in Ithilien or Imlad Morgul
004. *Annalena* plays Dreams of Lore
005. *Aragorn II* wields Anduril, the Flame of the West at end of game
006. *Arimmîr* influences without playing a resource card the Variags of Khand
007. *Arwen* controls *Aragorn II* at end of game
008. *Balin* enters Moria alive (*in a dwarven company only*)
009. *Bard* (*with the support of his company*) kills a Dragon if he kills a manifestation of *Smaug* (+1 CP)
010. *Barliman Butterbur* uses at least 2 drinkable items (*Miruvor, Potion of Prowess*)
011. *Beorn* influences the Beasts of the Wood and/or Wild Hounds (**max. 3x / 1 CP each**)
012. *Beregond* controls *Bergil* at end of game
013. *Beretar* influences without playing a resource card the Rangers of the North
014. *Bergil* and *Pippin* are in the same company in Minas Tirith
015. *Bifur* influences a dwarven faction
016. *Bilbo* wins at least 2x when Riddling (*The Riddlegame, Riddletalk*)
017. *Bofur* plays Map to Mithril
018. *Bombur* moves with Eagle-mounts
019. *Boromir II* influences without playing a resource card the Men of Anórien
020. *Boromir II* plays at least 3x Many Foes He Fought
021. *Brand* influences without playing a resource card the Men of Dale
022. *Celeborn* controls *Galadriel* at end of game
023. *Círdan* plays at least 3x Great Ship
024. *Dáin II* gives the Necklace of Silver and Pearls to *Bilbo*
025. *Damrod* influences without playing a resource card the Men of Lamedon
026. *Denethor II* influences without playing a resource card the Tower Guard of Minas Tirith
027. *Denethor II* uses at least 2x the Palantir of Minas Tirith
028. *Dori* travels under the direct influence of *Bilbo* through the Anduin Vales
029. *Dwalin* enters alive Dol Guldur in a company with *Thráin II*
030. *Elladan* attacks successfully at least 2 Orc-creatures
031. *Elrohir* attacks successfully at least 2 Orc-creatures
032. *Elrond* uses at least 3x Vilya
033. *Éomer* influences without playing a resource card the Riders of Rohan
034. *Éomers* company plays When you Know More
035. *Éowyn* kills a Nazgûl. If she kills the *Witchking of Angmar* (+1 CP)
036. *Erkenbrand* influences without playing a resource card the Riders of Rohan
037. *Faramir* heals in the Houses of Healing
038. *Faramir* influences without playing a resource card the Rangers of Ithilien
039. *Faramir* uses Deadly Dart (**2 CP**)
040. *Fatty Bolger* plays Mathom Lore
041. *Fili* in a company with *Thorin II* kills at least 1 Orc-creature
042. *Folco Boffin* influences without playing a resource card the Hobbits
043. *Fram Framson* kills a unique Dragon, if he kills *Scatha* (+1 CP)
044. *Frodo* controls *Gollum* at end of game
045. *Frolong* uses at least 2 eatable items (*Cram, Waybread, Twice-baked Cakes*)
046. *Galadriel* plays at least 3x Nenyá
047. *Galdor* influences without playing a resource card an elven faction
048. *Galva* influences without playing a resource card the Men of Dorwinion
049. *Gaming the Old* faces at least 2 attacks in Rohan and/or Gap of Isen
050. *Gandalf* plays at least 3x Narya
051. *Ghân-buri-Ghân* influences without playing a resource card the Woses of Old Pûkelland
052. *Ghân-buri-Ghân* influences without playing a resource card the Woses of the Drúadan Forest
053. *Ghân-buri-Ghân* influences without playing a resource card the Woses of the Eryn Vorn
054. *Ghân-buri-Ghân* is used for Drughu
055. *Gildor Inglorion* attacks successfully at least 2 Orc-creatures
056. *Gildor Inglorion* meets in Rhudaur or Arthedain a Hobbit of the other player
057. *Gimli* receives Three Golden Hairs from *Galadriel*
058. *Glóin* plays Veins of Arda
059. *Glorfindel II* receives at Rivendell Lore of the Ages
060. *Gollum* discards *Frodos* Cram at a site in Udûn
061. *Gollum* plays at least 3x Trickery
062. *Gwaihir* is in a company, that receives The Windlord has Found Me
063. *Halbarad* influences without playing a resource card the Hillmen
064. *Halbarad* meets *Aragorn II* in Rohan and leaves the region alive (*end of turn*)
065. *Haldalam* influences without playing a resource card the Easterlings
066. *Haldir* plays at least 2x Elf-path
067. *Háma* gives the Red Arrow to *Théoden*
068. *Imrahil* influences without playing a resource card the Knights of Dol Amroth
069. *Ioreth* plays at least 3x Marvels Told in Minas Tirith (**2 CP**)
070. *Kili* in a company with *Thorin II* kills at least 1 Orc-creature
071. *Legolas* possesses the Bow of the Galadhrim at end of game
072. *Legolas* wanders the Paths of the Dead while moving from Dunharrow to Vale of Erech
073. *Mablung* enters a site in Minas Morgul and leaves that region alive (*end of turn*)
074. *Mablung* influences without playing a resource card the Men of Anfalas
075. *Merry* wields a Barrow-blade
076. Mount Slain is played
077. *Nori* plays at least 2x Dwarven Hoard
078. *Óin* enters and leaves Moria alive (*in a dwarven company only*)
079. *Ori* enters and leaves Moria alive (*in a dwarven company only*)
080. *Orophin* is used for Refuge
081. *Pallando* plays at least 4 different wizard-spells
082. *Peath* influences without playing a resource card the Dunlendings
083. *Pippin* and *Gandalf* use *Shadowfaxs* ability to move to Minas Tirith
084. *Pippin* has the Palantir of Orthanc and uses it at least once (+1 CP)
085. *Radagast* moves through at least 6 different wilderness regions
086. *Roac the Raven* plays the Ironhill Dwarves
087. *Robin Smallburrow* plays To Fealty Sworn
088. *Sam Gamgee* controls Bill the Pony at end of game
089. *Saruman* plays at least 3x Wizards Voice
090. Spies Feared is played at least 3 times at end of game
091. *Strider* uses at least 2x Athelas
092. *Théoden* plays successfully Hour of Need on a dúnadan-faction
093. There are 3 Ents at the same time in Isengard (**2 CP**)
094. *Thorin II* possesses The Arkenstone and/or Orrcrist at end of game (**max. 2 CP / 1 CP each**)
095. *Thráin II* possesses the Dwarven Ring of Durins Folk at end of game
096. *Thranduil* influences with New Friendship or Old Friendship a dwarven character
097. *Tom Bombadil* is influenced with Here There or Yonder
098. *Vôteli* influences without playing a resource card the Lossoth
099. *Vygavril* influences without playing a resource card the Southrons
100. *Wacho* influences without playing a resource card the Woodmen
101. Wizard influences without playing a resource card the Angmarim
102. Wizard influences without playing a resource card the Haradrim
103. Wizard influences without playing a resource card the Núrniags
104. Wizard influences without playing a resource card the Wain-easterlings
105. A character is taken prisoner with *Flies and Spiders* (**max. 3 CP / 1 CP each**)
106. A character is taken prisoner with *Spells of the Barrow-wights* (**max. 3 CP / 1 CP each**)
107. A character is taken prisoner with *To Get You Away* (**max. 3 CP / 1 CP each**)
108. A character is taken prisoner with *Troll Purse* (**max. 3 CP / 1 CP each**)
109. A Dragon creature (*no Automatic Attack*) kills *Fram Framson*
110. A Hobbit is taken prisoner with *Waylaid, Wounded and Orc-dragged* (**max. 3 CP / 1 CP each**)
111. A *Morgul-knife* is played on the bearer of The One Ring
112. A Nazgûl attacks in a region, that was a ...: Borderland / Free Domain (+1 CP)
113. A Nazgûl attacks in Rhudaur or at the Weathertop. Target is a Hobbit (+1 CP)
114. A *Silent Watcher* attacks in Inland Morgul
115. *Arthadan Rangers* attack in Arthedain or a site in Arthedain
116. *Beorning Toll* attack in Anduin Vales or a site in Anduin Vales
117. *Corsairs of Umbar* attack in the Mouths of the Anduin
118. *Cruel Caradhras* is played on a company moving through the Redhorn Gate
119. *Darkness Under Tree* is played in Fangorn or Gap of Isen
120. *Denethor II* and/or *Saruman* have become *Traitors* (**max. 2 CP / 1 CP each**)
121. *Durin's Bane* attacks in Moria. If he attacks *Gandalf* (+1 CP)
122. *Durin's Folk* attacks in Northern Rhovanion or a site in Northern Rhovanion
123. *Endless Whispers* is played on *Aragorn, Gimil* or *Legolas* (**max. 3x / 1 CP each**)
124. *Ent in Search of the Entwives* attack in Fangorn or Gap of Isen
125. *Galadhrim* attack in Wold & Foothills or at a site in Wold & Foothills
126. *Gondorian Rangers* attack in Ithilien or a site in Ithilien
127. *Gothmog* attacks in Anórien or Minas Tirith (**2 CP**)
128. *Horse-lords* attack in Rohan or a site in Rohan
129. *Imprisoned and Mocked* is played at a character the player named **Bruno** controls (**max. 3x / 1 CP each**)
130. *Khamûl the Eastling* attacks in Southern Mirkwood or at sites of that region
131. *Knights of the Prince* attack in Anórien or Belfalas or sites in those regions
132. *Lady of the Golden Wood* attacks in Wold & Foothills or at a site in Wold & Foothills
133. *Left Behind* is played on a Hobbit in Moria, Goblin-gate or any Under-deeps site. If played on *Bilbo* in Goblin-gate (+1 CP)
134. *Lobelia Sackville-Baggins* successfully plays An Article Missing (**2 CP**)
135. *Lord of the Haven* taps a character
136. *Master of the House* attacks in Rhudaur
137. *Mûmak (Oliphant)* attack in Ithilien
138. *My Precious* attacks *Sam Gamgee*
139. *My Precious* attacks *Sam Gamgee* and/or *Frodo* with Near to Hear a Whisper
140. *My Precious* influences a ring item. If it's The One Ring (+1 CP)
141. *Nothing to Eat or Drink* is played on a dwarf who gets so wounded
142. *Old Man Willow* attacks in Cardolan or at the Old Forest
143. Orc-creature kills *Balin*. If killed at Moria (+1 CP)
144. Orc-creature kills *Thorin II* (**2 CP**). If killed at The Lonely Mountain (+1 CP)
145. *Pûkel-men* attack in the Old Pûkel-land, Old Pûkel Gap or sites in those regions
146. *Radagast the Tamer* attacks in Southern Mirkwood, Heart of Mirkwood, or the Woodland Realm
147. *Saruman the Wise* attacks in the Shire, Gap of Isen, or at a site in the Shire
148. *Shelob* attacks in Cirith Ungol or Shelob's Lair
149. *Siege* is played on Minas Tirith and holds a company for at least 1 round
150. *Smaug* attacks in the Northern Rhovanion or at sites in that region
151. *Spider of the Môrlat* attacks in Southern Mirkwood, Heart of Mirkwood, or Woodland Realm
152. *Steward's Guard* attack in Anórien or a site in Anórien
153. *Stout Men of Gondor* attack in Anórien or a site in Anórien
154. *The Great Orc* attacks in the High Pass or at sites in that region. If he attacks *Gandalf* and/or *Thorin II* (+1 CP)
155. *The Roving Eye* is played on *Pippin* bearing a Palantir
156. *The Witchking of Angmar* attacks in Angmar or at sites in that region
157. *The Witchking of Angmar* attacks with The Pale Sword
158. *The Wraith-lord* is played (**max. 3x / 1 CP each**)
159. *Thieves* or *Pocket-thieves* have at least 3 items stolen. If the opponent has no items at the end of the game (+1 CP)
160. *Thranduil's Folk* attacks in Woodland Realm or a site in Woodland Realm
161. *Tom, Bert* or *William* attack at the Ettenmoor or in Rhudaur. (**max. 3 CP / 1 CP each**) If they attack there in the same turn (+1 CP)
162. *Wormtongue* successfully plays Twisted Tales. If played on the Riders of Rohan (+1 CP)