



The Balrog of Morgoth



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	





Attack
6
Defend
6



The Balrog

DURIN'S BANE

Play when attacking or defending.
After attacking or defending, you may discard a card to do 2 damage to the character who is defending or attacking, if adjacent.

Attack
6
Defend
6



The Balrog

DURIN'S BANE

Play when attacking or defending.
After attacking or defending, you may discard a card to do 2 damage to the character who is defending or attacking, if adjacent.

Attack
6
Defend
6



The Balrog

DURIN'S BANE

Play when attacking or defending.
After attacking or defending, you may discard a card to do 2 damage to the character who is defending or attacking, if adjacent.

Attack
7



The Balrog

FIRE WHIP

Play when Balrog is attacking.
You may play this card face up when attacking to attack a character up to 3 spaces away. Move target to any space adjacent to the Balrog.

Attack
7



The Balrog

FIRE WHIP

Play when Balrog is attacking.
You may play this card face up when attacking to attack a character up to 3 spaces away. Move target to any space adjacent to the Balrog.

Attack



The Balrog

FLAME SWORD

Play when Balrog is attacking.
*The attack value of this card is equal to one half the number of cards in your discard pile rounding down.

SPECIAL



The Balrog

FOE BEYOND ANY

Play anytime on your turn.
All characters the Balrog can attack receive 3 damage. You may discard a card to draw a card.

SPECIAL



The Balrog

FOE BEYOND ANY

Play anytime on your turn.
All characters the Balrog can attack receive 3 damage. You may discard a card to draw a card.

SPECIAL



The Balrog

DRUMS IN THE DEEP

Play anytime on your turn.
Move The Balrog up to 3 spaces. Draw 2 cards.

SPECIAL



The Balrog

DRUMS IN THE DEEP

Play anytime on your turn.
Move The Balrog up to 3 spaces.
Draw 2 cards.

SPECIAL



The Balrog

ROARING INFERNO

Play anytime on your turn.
Look at the top 5 cards of your draw pile. Put 3 cards in your hand and discard the others.

SPECIAL



The Balrog

ROARING INFERNO

Play anytime on your turn.
Look at the top 5 cards of your draw pile. Put 3 cards in your hand and discard the others.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**

