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EASTERLING OUTRIDER

Easterling. Scout.

Response: After Easterling Outrider enters play, return a restricted attachment you own and control to your hand.

"I have crossed many mountains and many rivers, and trodden many plains, even into the far countries of Rhûn and Harad where the stars are strange."
—Aragorn, The Fellowship of the Ring

ALLY

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EASTERLING HORSE

Mount. Easterling.

Attach to an *Easterling* character or to a character with an *Easterling* attachment. Restricted. Limit 1 per character.

Attached character gets +1, +1, and +1.

Response: After you play Easterling Horse on an *Easterling* character, switch the active location with a location in the staging area.

ATTACHMENT

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ATTACHMENT

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SOUTHRON INSTIGATOR

Harad. Scout.

Response: After you resolve a response of a *Harad* character, exhaust Southron Instigator to trigger that response again (ignoring any limits).

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SOUTHRON INSTIGATOR

Harad. Scout.

Response: After you resolve a response of a *Harad* character, exhaust Southron Instigator to trigger that response again (ignoring any limits).

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SOUTHRON INSTIGATOR

Harad. Scout.

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WAR MÛMAK

Harad. Creature.

Cannot have attachments. Immune to player card effects (while in play). Cannot take more than 3 damage from a single attack.

Forced: When War Mûmak enters play, if you did not pay resources to play it, discard it.

"Grey as a mouse, big as a house."
—Sam Gamgee, The Two Towers

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