

6

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2

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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SELFLESS STEED

Mount.

Attach to a hero.

Response: Exhaust and discard Selfless Steed to prevent all damage from an undefended attack against attached hero.

"We'll feast on horseflesh yet, or something better."
—Uglúk, *The Two Towers*

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ATTACHMENT

CALL OF THE WILDS

FIRE FROM THE ASHES

16

16

16

16

16

CALL OF THE WILDS

FIRE FROM THE ASHES

16

16

16

16

16

WHITHER DO YOU WANDER?

FIRE FROM THE ASHES

2A

2A

2A

2A

2A

FRIGHTENING VISIONS

FIRE FROM THE ASHES

2L

2L

2L

2L

2L