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PRECIOUS SPOIL



**Item. Artifact.**

Attach to a **Corsair** hero.

**Response:** After you commit characters to the quest, spend a resource from attached hero's resource pool to give each **Corsair** ally +1 for each resource in that ally's resource pool until the end of the phase. (Limit +3 for each ally.)

ATTACHMENT

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MIGHT OF THE FIRSTBORN



**Response:** After a **Noldor** or **Silvan** hero you control is declared as a defender against an enemy with less than that hero's ready that hero. Then, cancel that attack.

*"Indeed there is a power in Rivendell to withstand the might of Mordor, for a while; and elsewhere other powers still dwell."*

—Elrond, *The Fellowship of the Ring*

EVENT

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EASTERLING CAPTAIN



**Easterling. Warrior**

Each **Easterling** character you control gains:

**Action:** Exhaust this character to return an **Easterling** attachment attached to it to its owner's hand.

*No few had fallen, renowned or nameless, captain or soldier; for it was a great battle and the full count of it no tale has told. —The Return of the King*

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SPEAR OF RHÛN



**Item. Weapon. Easterling.**

Attach to a character. Restricted.

Attached character gets +1.

**Response:** After you play **Spear of Rhûn** on an **Easterling** character, deal 1 damage to an enemy engaged with you.

ATTACHMENT

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