

1

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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ATTACHMENT

3

2 ♠

2 ♠

0 ♠

2

WAINRIDER CAPTAIN

**Easterling. Scout.**

Each *Easterling* character you control gains: “**Action:** Exhaust this character to reduce the cost of the next *Wainrider* attachment you play on this character by 1.”

*Steeds went striding to the Stoningland as wind in the morning. War was kindled.*  
—Song of the Mounds of Mundburg

ALLY

3

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WAINRIDER'S WHIP

**Item. Easterling.**

Attach to an *Easterling* character or to a character with a *Mount* attachment. Restricted.

Attached character gets +1 ♠.

**Response:** After you play Wainrider's Whip on an *Easterling* character, place 1 progress on a location in the staging area.

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ATTACHMENT

2

1 ♠

1 ♠

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MASTER OF ARMS

**Easterling.**

**Response:** After you play a restricted attachment on Master of Arms, search the top 5 cards of your deck for a restricted attachment or *Wainrider* ally and add it to your hand. Shuffle your deck. (Limit once per round.)

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