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PILGRIMAGE GUARD

Noldor. Warrior.

Response: After a card effect adds any number of resources to the resource pool of a hero you control, ready Pilgrimage Guard.

"Yes, it is Elves. One can meet them sometimes in the Woody End. They don't live in the Shire, but they wander into it in spring and autumn, out of their own lands away beyond the Tower Hills."

—Frodo, *The Fellowship of the Rings*

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ÓIN

Dwarf. Warrior.

Óin does not exhaust to defend against damaged enemies.

"We found truesilver ... wellforged ... mithril ... Óin to seek for the upper armouries of Third Deep ... go westwards ... to Hollin gate."

—The Book of Mazarbul

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DIMRILL DALE FORAGER

Dwarf.

Planning Action: Exhaust Dimrill Dale Forager and choose a hero you control to discard the top 5 cards of the encounter deck. Add 1 resource to the chosen hero's resource pool for each location discarded by this effect. Then, choose 1 enemy discarded by this effect, if able. Add that enemy to the staging area and deal 1 damage it.

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2

CROWN OF STARS

Condition.

Attach to a Dwarf hero.

Response: After attached hero commits to the quest, exhaust Crown of Stars and discard the top 2 cards of your deck to give attached hero +2 until the end of the phase.

Greed Response: After attached hero commits to the quest, exhaust Crown of Stars to give each other Dwarf character +1 until the end of the phase.

ATTACHMENT

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