



**5**

1   
2   
3 

**3** 

**TURAYN**  
*Harad. Warrior.*

Sentinel.

**Response:** After Turayn exhausts, choose another character. The next time that character would be dealt damage this round, cancel 1 of that damage.

**ALLY**

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**5**

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**ALLY**

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**0**

**GOAD TO WAR**



**Response:** After you resolve a response of a *Harad* character, trigger that response again (ignoring any limits). Then, ready that character.

*"Horns were blown and trumpets were braying, and the mûmakil were bellowing as they were goaded to war."  
—The Return of the King*

**EVENT**

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**EVENT**

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**3**

0   
2   
1 

**2** 

**HARADRIM SPEARMAN**  
*Harad. Warrior.*

Sentinel.

**Response:** After Haradrim Spearman is declared as a defender, deal 1 damage to the attacking enemy.

**ALLY**

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**3**

0   
2   
1 

**2** 

**HARADRIM SPEARMAN**  
*Harad. Warrior.*

Sentinel.

**Response:** After Haradrim Spearman is declared as a defender, deal 1 damage to the attacking enemy.

**ALLY**

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**3**

0   
2   
1 

**2** 

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*Harad. Warrior.*

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**Response:** After Haradrim Spearman is declared as a defender, deal 1 damage to the attacking enemy.

**ALLY**

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