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SOUTHTRON INSTIGATOR

Harad. Scout.

Response: After you resolve a response of a *Harad* character, exhaust Southtron Instigator to trigger that response again (ignoring any limits).

ALLY

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WAR MUMAK

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 Mumak 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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3

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*

ATTACHMENT

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