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**RÓMESTÁMO'S STAFF**  
*Artifact. Item. Staff*  
 Attach to Rómestámo. Restricted.  
**Action:** Exhaust Rómestámo's Staff to choose one:  
 • Reveal cards from the top of your deck until you reveal an *Easterling* ally. If you revealed 5 or fewer cards this way, add that ally to your hand and reduce the cost to play it this phase by 1. Shuffle your deck.  
 • Heal 2 damage from an *Easterling* character.

ATTACHMENT

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**MORINEHTAR**  
*Istari.*  
 While playing your second card during the planning phase, Morinehtar gains the printed  $\Psi$ ,  $\clubsuit$ , and  $\spadesuit$  icons.  
**Response:** After you play your second card during the planning phase, Morinehtar does not exhaust to quest this round.

HERO

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**FLAMING TORCH**  
*Item.*  
 Attach to a  $\Psi$  or *Corsair* character. Restricted.  
**Action:** Discard Flaming Torch, exhaust attached character, and spend X resources from attached character's resource pool to place X progress on a location in the staging area.

ATTACHMENT

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**FLAMING TORCH**  
*Item.*  
 Attach to a  $\Psi$  or *Corsair* character. Restricted.  
**Action:** Discard Flaming Torch, exhaust attached character, and spend X resources from attached character's resource pool to place X progress on a location in the staging area.

ATTACHMENT

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*Item.*  
 Attach to a  $\Psi$  or *Corsair* character. Restricted.  
**Action:** Discard Flaming Torch, exhaust attached character, and spend X resources from attached character's resource pool to place X progress on a location in the staging area.

ATTACHMENT

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**RIDE THE STORM**  
**Planning Action:** Add 1 resource to the resource pool of each *Corsair* ally you control with at least 1 resource in its resource pool.  
*"He lives now in terror of the shadow of Mordor, and yet he still dreams of riding the storm. Unhappy fool!"*  
 —Gandalf, The Two Towers

EVENT

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**RIDE THE STORM**  
**Planning Action:** Add 1 resource to the resource pool of each *Corsair* ally you control with at least 1 resource in its resource pool.  
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 —Gandalf, The Two Towers

EVENT

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**RIDE THE STORM**  
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*"He lives now in terror of the shadow of Mordor, and yet he still dreams of riding the storm. Unhappy fool!"*  
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EVENT

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**CORSAIR SEAFARER**  
*Corsair. Scout. Warrior.*  
 Cannot defend.  
 Corsair Seafarer gets +1  $\clubsuit$  for each resource in its resource pool. (Limit +3.)  
**Forced:** After Corsair Seafarer commits to the quest, discard it unless you move 1 resource from one of your heroes' resource pools to Corsair Seafarer's resource pool.

ALLY

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