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YILIKE

*Easterling. Wainrider. Warrior.*

While playing an **Easterling** attachment, Yilike gains the printed  $\Psi$ ,  $\clubsuit$ , and  $\spadesuit$  icons.

Each **Easterling** ally you control gains:

**“Combat Action:** Exhaust a **Mount** attachment on this character to ready this character. (Limit once per round.)”

HERO

Illus. Rymn Valle NOT FOR SALE ©Middle-earth Enterprises CFFG 2



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MIRLONDE

*Silvan. Scout.*

**Action:** Exhaust Mirlonde to place 1 progress on each location with at least 1 progress on it.

*When dawn came dim the land was lost  
The mountains sinking grey  
Beyond the heaving waves that tossed  
Their plumes of blinding spray.  
—The Lay of Nimrodel*

HERO

Illus. Logan Feliciano NOT FOR SALE ©Middle-earth Enterprises CFFG 3



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AALMIYAH

*Harad.*

**Response:** After Aalmiyah quests successfully, reveal the top card of your deck. If that card is a **Harad** ally, add it to your hand. Otherwise, put it on the bottom of your deck.

*“Tis said that there were dealings of old between Gondor and the kingdoms of the Harad in the Far South; though there was never friendship.”  
—Damrod, The Two Towers*

HERO

Illus. Ekaterina Burnak NOT FOR SALE ©Middle-earth Enterprises CFFG 4



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FANG OF SAHIR

*Corsair.*

Cannot attack or defend.

Fang of Sahir collects 1 resource each resource phase. These resources cannot be spent.

You can move resources from Fang of Sahir’s resource pool to a **Corsair** ally’s resource pool as if Fang of Sahir were a hero.

ALLY

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*Corsair.*

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ALLY

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FANG OF SAHIR

*Corsair.*

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ALLY

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