

## SPECIAL GERMAN PROMO CARDS

(Translation c/o Nigel Buckle)

BAUGÚR - Warrior Orc (P)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Isengard]

Unique. Half-orc. Agent. Leader. Discard on a body check result of 8. +2 direct influence against Orcs and Orc factions. Agent only: May not move to Free-holds [🏰] and Border-holds [🏰].

BELEGENNON - Legendary (Greater) Item (P)

[MP: 2(4); CP: 2(3)]

Unique. Hoard item. Armor. +1 body (to a maximum of 9). A stored Reforging may be placed with this item to "restore" it. Once restored, Belegennon gives 4 MP and 3 CP. Warrior only (restored): If bearer chooses not to tap against a strike, he receives no prowess penalty.

DAS PACK VOR DER TÜR - Hazard Long-event (P)

Playable if Doors of Night are in play. Each non-unique Animal, Spider and Wolf creature may be played in Border-lands, Border-holds [🏰] or Ruins & Lairs [🏰]. The creature must be playable in a non-Coastal Sea region.

FRECA - Warrior/Diplomat Man (P)

[MP: 2; Mind: 5; DI: 2; P/B: 4/8; Home Sites: Edoras, Dunnish Clan-hold]

Unique. Agent. +1 direct influence against the Riders of Rohan and Dumlendings factions.

HORN DER  
HERAUSFORDERUNG -

Legendary (Greater) Item

(P) [MP: 1(3); CP: 1(2)]

Unique. Hoard item. +2 direct influence. A stored Reforging may be placed with this item to "restore" it. Once restored, Horn der Herausforderung gives 3 MP and 2 CP. If its bearer is the first to face a strike, that character may choose to face all strikes of an attack. The character faces a separate strike sequence for each strike.

RINGIL - Legendary (Greater) Item (P)

[MP: 2(4); CP: 2(3)]

Unique. Hoard item. Weapon. +1 body. Warrior only: +1 prowess (to a maximum of 8). A stored Reforging may be placed with this item to "restore" it. Once restored, Ringil gives 4 MP, 3 CP and +5 prowess (to a maximum of 11).

SCHWERTMEISTER - Resource Permanent-event (P)

[MP: 1]

Sage only. Playable on an untapped sage at an untapped site where Information is playable during site phase. Tap the site and the sage. Gives the sage warrior skill. If the sage is already a warrior, he can use two weapons (both modifiers count). If he uses two weapons, he can not use a shield. Cannot be duplicated on a given character.

WOLF - Warrior/Diplomat Man (P)

[MP: 1; Mind: 4; DI: 2; P/B: 3/7;

Home Sites: Edoras, Dunnish

Clan-hold]

Unique. Agent. +2 direct influence  
against the Dunlendings faction.

ZWERGENAXT - Major Item (P)

[MP: 2; CP: 2]

Weapon. Warrior only. +2 prowess (to a maximum of 7); +3 prowess if held by a Dwarf (to a maximum of 8).