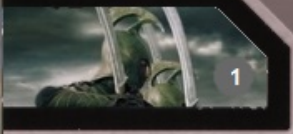


Elrond



| | | | | | |
|----|----|----|---|----|----|
| | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | | | |

Rivendell Elves



| | | | | |
|--|---|---|---|--|
| | 1 | 2 | 3 | |
|--|---|---|---|--|



| | | | | |
|--|---|---|---|--|
| | 1 | 2 | 3 | |
|--|---|---|---|--|



| | | |
|---|--|--|
|  <p>Attack 3</p> <p>Elrond</p> <p>HADHAFANG</p> <p>Play when Elrond is attacking. After attacking, Elrond attacks the same character again with this card. That character may defend the new attack.</p> |  <p>Attack 3</p> <p>Elrond</p> <p>HADHAFANG</p> <p>Play when Elrond is attacking. After attacking, Elrond attacks the same character again with this card. That character may defend the new attack.</p> |  <p>Attack 3</p> <p>Elrond</p> <p>HADHAFANG</p> <p>Play when Elrond is attacking. After attacking, Elrond attacks the same character again with this card. That character may defend the new attack.</p> |
|  <p>Attack 11</p> <p>Elrond</p> <p>IMMORTAL BLADE</p> <p>Play when Elrond is attacking. You must have 2 available actions to play this attack. Playing this card counts as 2 actions. Draw a card.</p> |  <p>Defend 15</p> <p>Elrond</p> <p>MITHRIL PLATE</p> <p>Play when Elrond is defending. Any additional effects of the attack card that would affect Elrond are negated.</p> |  <p>Defend 15</p> <p>Elrond</p> <p>MITHRIL PLATE</p> <p>Play when Elrond is defending. Any additional effects of the attack card that would affect Elrond are negated.</p> |
| <p>SPECIAL</p>  <p>Elrond</p> <p>SUMMON WATER HORSES</p> <p>Play anytime on your turn. Choose an enemy character Elrond could attack at range. That character and all enemy characters adjacent to him/her take 3 damage. This card does 1 additional damage to Balrog, Nazgul, Witch King, Sauron, and Smaug.</p> | <p>SPECIAL</p>  <p>Elrond</p> <p>SUMMON WATER HORSES</p> <p>Play anytime on your turn. Choose an enemy character Elrond could attack at range. That character and all enemy characters adjacent to him/her take 3 damage. This card does 1 additional damage to Balrog, Nazgul, Witch King, Sauron, and Smaug.</p> | <p>SPECIAL</p>  <p>Elrond</p> <p>FORESIGHT</p> <p>Play anytime on your turn. You may look at the top 5 cards of your draw pile, put 2 cards in your hand, and put the rest back on the top or bottom of the discard pile, in any order.</p> |

SPECIAL



Elrond
MASTER STRATEGIST

Play anytime on your turn.
Move Elrond and all allied Elves up to 3 spaces each. Playing this card does not count as an action.


SPECIAL



Elrond
MASTER STRATEGIST

Play anytime on your turn.
Move Elrond and all allied Elves up to 3 spaces each. Playing this card does not count as an action.

SPECIAL



Elrond
3000 YEARS OF WISDOM

Play anytime on your turn.
You may either take a third action this turn, or grant an immediate free action to an ally. Playing this card does not count as an action.



Attack **4**
Defend **2**



Attack **4**
Defend **2**



Attack **4**
Defend **2**



Attack **4**
Defend **2**



Attack **3**
Defend **3**



Attack **3**
Defend **3**





