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League Cards

League Cards are a special feature of [League](#) play unique to the Online game. League cards are special [character](#) cards that begin as relatively featureless cards but they have a host of abilities that can be purchased with League Character Points that you earn as you play games in your League.

If you own a copy of a League Card you can use it in any Constructed League but not in any Sealed Leagues (a few Constructed Leagues will have this feature turned off and if so, that will be made clear before you join the League). If you have 2 copies of *Frodo*, *Mr. Underhill* and are playing in 2 Constructed and 1 Sealed League, you can use those 2 copies in both of the Constructed Leagues you are playing. However, it's important to note that *League Character Points and League Abilities purchased for League Cards apply only to specific Leagues*. So League Character Points earned and modifications to your Frodo purchased in League #1 do NOT apply to League #2 (though you could spend your League Character Points exactly the same way in both Leagues).

League Character Points are earned as you play League games according to the following rules (see also [Leagues](#) for more info on scoring):

1. Winning vs. a player with equal or great score: 3 League Character Points
2. Winning vs. a player with a lower score: 2 League Character Points
3. Losing any game regardless of relative score: 1 League Character Point
4. Draws and Tie-breaker games *DO NOT* yield League Character Points

Modifying Your League Cards!

League Characters begin with weak attributes and no game text but as you acquire League Character Points (we'll call them LCPs for short) you can develop them into powerful and versatile companions and minions! Modifying your League Cards is a simple task...

- Step 1: Acquire some League Character Points. Dive in, play some games, get to know the other players in your league and, in the process, get yourself some LCPs!
- Step 2: Go into the [League Deck Builder](#). Make sure you are in the right [League Room](#) when you do this -- each League has its own individual Room and Deck Builder so if you're in multiple Leagues, take note!
- Step 3: Search for your League Cards and find the one you'd like to modify. With no filters selected your League Cards should be near the top of your collection in 'set 0' with promos, Tengwar cards and other cards listed above Fellowship Block cards. You can also find them by searching by Rarity/Foil and selecting 'D' rarity.
- Step 4: Right-click on your League Card and select "Add League Actions" from the drop down menu.
- Step 5: Upgrade! A window will appear showing how many Points (LCPs) you have available and under that, a list of Game Texts and their associated costs. On the left you will see the image of your League Card as it already is (i.e. with previously purchased League Abilities). You can Add League Abilities just by highlighting them and selecting 'Add.' If you'd rather not add a particular League Ability, highlight it in the lower window and select 'Remove.' When you have the League Abilities as you like them, select 'Accept Changes.' **Important:** Once you select 'Accept Changes' the League Abilities are locked in and *cannot* be removed or refunded. If you do NOT want to add League Abilities, select 'Cancel.'

Once a League Card is modified, all copies of that League Card in THAT particular League are modified. If you have three copies of *Easterling Herald* and purchase the **Archer** keyword for it, all three copies will have that keyword when used in that league! Now that you've modified your League Card, build it into a deck or two and have fun! When you earn more LCPs, you can come back and modify that card some more!

Things To Know About League Cards...

- Added abilities apply to multiple copies of the same card used in a deck. If you purchased **Archer** for the *Easterling Herald* card and you put two regular copies of that card and a foil version of that card in your deck, ALL three would have the **Archer** keyword.
- All [Signets](#) are mutually exclusive. A League Card may have one and only one Signet (they all default to having No Signet). The [Signets](#) are all inexpensive (1 LCP) yet effective upgrades but keep in mind that, since you can't 'unpurchase' abilities, you can't swap out one signet for another. You can get a lot of mileage with 1 LCP if you select the right Signet but you'll want to make sure it works with the signet-using cards you have.
- Many League Abilities can be purchased multiple times! "Strength +1" can, in just about every League Cards, be purchased 3 times! Next to the cost of each Ability you will see the number of times it can be purchased (this number takes into account previous instances purchased). This can turn a ability (e.g. [Defender +1](#)) into an amazing one ([Defender +3](#)). If you see an 'X' where it has the number of times this ability can be purchased that means the ability is exclusive with all other 'X' abilities. You can only have



- one 'X' League Ability on a card (presently, this applies only to Signets as a card can only have one signet).
- The League Cards, when improved, can be very powerful compared to their non-League counterparts. Remember that as your League Cards improve, so will the League Cards of other players! When building your League Cards, imagine how they will stack up against many of the cards in the game but don't forget to think about how they will fair against other modified cards...
 - Purchasing all the League Abilities can cost anywhere from around 24 to 30+ points, depending on the card. You will never be able to 'max out' more than 1 or 2 League Cards in a given League. Of course, it may not always be in your best interest to focus on just 1 or 2 League cards...
 - Look ahead at the [Race to Mount Doom](#) sites and see what sort of game rules you'll be playing with down the line. You can't change the Sites but you can plan for them! If you see that a site down the line is "You may not play a Man" you'll want to keep that in mind when putting points into *Boromir*, *Steward's Heir* or any other League Card with the 'Man' race.
 - **HAVE FUN!** That's the most important rule of Leagues! While you'll want to make wise decisions about how you build your League Cards (don't buy a particular Signet if you don't have any cards that will trigger off of it...) don't lose sleep over how you build your League Cards. Besides, all the changes you make last only for that League -- if you play multiple Leagues you'll have plenty of chances to explore new ways to build your companions and minions!



See also [Leagues](#), [League Rooms](#), [League Deck Builder](#), [League Lobby](#), [Joining a League](#), and [Race to Mount Doom rules](#).