

Rules Update 05.23 (Shrel-kain)

15) Ithryn Luin :

DR: Only *Pallando* or *Alatar* may be used as a Wizard. As characters, only *Adrazar*, *Annalena*, *Arinmir*, *Beretar*, *Folco Boffin*, *Fram Framson*, *Galva*, *Haldalam*, *Peath*, *Võteli*, *Vygavril* and *Wacho* may be used.

The "eastern regions" are: **Dorwinion, Horse Plains, Nurn and Khand.**

WR:

Easy: Men factions with at least 9 Marshalling Points are in play. These factions must be playable in "eastern regions". Two "Stolen Knowledge" cards must be in play (or have been stored).

Medium: Men factions with at least 11 Marshalling Points are in play. These factions must be playable in "eastern regions". Three "Stolen Knowledge" cards must be in play (or have been stored).

Difficult: Men factions with at least 14 Marshalling Points are in play. These factions must be playable in "eastern regions". Three "Stolen Knowledge" cards must be in play (or have been stored).

Remark : if already successfully stored, the "Stolen Knowledge" cards does not need to be stored at the end of the game.

16) On the Earth, in the Water and in the Air :

Medium: A non-Wizard character with no marshalling points must be brought into play at his home site and must be in play at the end of the game. He must return to this home site with an unique item, or an hoard item, or a major item he has successfully played. **Before that**, this character must have used a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), and have been in the air (*Eagle-mounts* or *Gwaihir*), using the abilities of the mentioned cards; the character must also have successfully played a horse ally (*Shadowfax*, *Bill the Pony* or *Noble Steed*).

Difficult: A non-Wizard character with no marshalling points must be brought into play at his home site and must be in play at the end of the game. He must return to this home site with a major or a greater item he has successfully played at a site in a Coastal Sea, and a horse ally (*Shadowfax*, *Bill the Pony* or *Noble Steed*) he has successfully played. **Before that**, this character must have used a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), and have been in the air (*Eagle-mounts* or *Gwaihir*), using the abilities of the mentioned cards

New Scenarios 05.23 (Shrel-kain)

22 : Sentinels of Numénor

DR: Only Dunadan characters can be recruited (but you can play a wizard).

WR:

Easy:

"*Sentinels of Numénor*" is in play, with at least 3 factions.

For 3 of these recruited factions, a different character with the corresponding home site is in play.

Stone of Erech is in play.

Medium:

"*Sentinels of Numénor*" is in play, with at least 4 factions.

For 3 of these recruited factions, a different character with the corresponding home site is in play.

Palantir of Annúminas has been stored or is in play.

Stone of Erech is in play.

Difficult:

"*Sentinels of Numénor*" is in play, with at least 4 factions.

For 4 of these recruited factions, a different character with the corresponding home site is in play.

Palantir of Annúminas has been played at Lossadan Cairn. It has been stored or it is in play.

Stone of Erech is in play.

23 : Raiders of the Lost Artefacts

DR: You can not recruit Dwarven or Hobbit characters.

WR:

Easy:

One of your companies has travelled from a surface site in Angmar to another surface site in Rohan (or vice versa), only by under-deeps movement.

One "*To the Uttermost Foundations*" has been stored.

Dwarven Light-stone **or** *Noldo-lantern* is in play.

Dragon-helm **or** *Aiglos* is in play.

Medium:

One of your companies has travelled from a surface site in Angmar to another surface site in Rohan (or vice versa), only by under-deeps movement.

One "*To the Uttermost Foundations*" has been stored.

Three different items, among *Dwarven Light-stone*, *Noldo-lantern*, *Dragon-helm* and *Aiglos* are in play.

Difficult:

One of your companies has travelled from a surface site in Angmar to another surface site in Rohan (or vice versa), only by under-deeps movement.

2 "*To the Uttermost Foundations*" have been stored.

Dragon-helm, *Dwarven Light-stone*, *Noldo-lantern* and *Aiglos* are in play.

Reminder: you may not consider marshalling points associated with a company at an under-deeps site for the purposes of calling the Free Council.

24 : Many Magic Rings in this World

DR:

How to use the power of a Magic Ring:

- Magic Ring of Courage: for a warrior character, defeat a non-detainment strike with a minimum value of 11
- Magic Ring of Lore: for a sage character, tap to use a palantir
- Magic Ring of Nature: for a ranger character, tap to cancel a non-detainment attack against his company
- Magic Ring of Stealth: for a scout character, tap this ring to cancel a non-detainment strike against himself
- Magic Ring of Words: for a diplomat character, influence successfully a faction, using this ring bonus

WR:

Easy: 3 different magic rings have been borne by different characters. 2 of these characters have used at least once the power of his magic ring.

Medium: 4 different magic rings have been borne by different characters. 3 of these characters have used at least once the power of his magic ring.

Difficult: 4 different magic rings have been borne by different characters. 4 of these characters have used at least once the power of his magic ring.