

SARUMAN /WOLVES

40avatar

C	8	Elanthia	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 R. cards in sideboard 40 cards in H. deck, 15 H. cards in sideboard 14 characters in deck 7 starting cards 18 creatures DC: 9res+12haz+13char=34 141 TOTAL CARDS
I	13	Ered Hamal	
F	1	vs. Ren	
A	1	Gondor Division	
M	8	Into the Cone	
K	1	Wolves	

Deck Outline

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OVERVIEW

Saruman, Head of the Order of Wizards and the White Council, will be studying the manners of his maia kin of Aulë in Central Middle-earth. Sauron is rumored to be alive in the world and many evil creatures are being summoned to Southern Mirkwood and out of the under-deeps in the Misty Mountains. Current weapons and leadership is weak to repel the onslaught. Creatures are still in this world which normal weapons do them no harm. Agents have been known to be looking for magical rings and news of Isildur fall. What's more, rangers have been found in the Gladden Fields with no known purpose. This needs be understood and stopped if it means the finding of the One Ring by a Power. Saruman will be focused to learn more.

This wizard will offer his vast knowledge and wisdom to guide the folk of Chy to defeat a Ringwraith and to secure powerful rings. This wizard is cunning in mind and works wonders with craft. His main passion is history and artifacts of power. Many heroes are under his hand to undermine the growing Shadow's advancement. He will be on the eastern border of the Ered Hamal. Old tomes and items of power will be sought to augment the growing wizard's library.

He can find magic rings to add a quest into Mordor. Secrets of old will help defeat the Shadow and give the power to learn where items of enchantment can be found.

A strong band armed by Saruman with knowledge and magic will travel to Mordor to gather tidings. Lairs and ruined towers will be searched for any clues. Force will be used to weaken and defeat the Mouth. Sauron has used Mordor before; maybe he will use it again.

Changes from 05.

Removed	Added.
1 Wil Whitfoot	1 Robin Smallburrow
1 Karaag	1 King's Advisor
x	x
1 Cram	1 City Guard of Tenolkachyn
1 Taarum	1 Marvels Told
1 Ered Hamal	1 Lúmeránë
2 Wielded twice	1 Kindling of the Spirit
1 Far-sight	x
1 Stars	3 Vuk
1 Wizard's Laughter	1 Variag Horse-Riders
x	1 The Ring's Betrayal
1 Something Else at Work	1 Brutal Commands
1 Burdensome Commands	1 Forgot His Orders
1 You've Put Your Finger In It	1 Foolish Words
3 Long Dark Reach	1 Legacy of Carcaroth
3 Aware of Their Ways	1 Rabies
1 Which Might Be Lies	2 Decisions of the White Council
	2 Stench of Mordor

Changes were mostly in the hazards. The Taarum faction was replaced with City Guard of Tenolkachyn. Faction battles are now expected in Chey. A spell was exchanged with Pallando. Lúmeránë added to fetch resources. It carries risk, but that risk can be mitigated. Into the Smoking Cone will now be attempted in Chey. Mordor may still be the target if resources are in hand to distract the Enemy while other hero players are on their missions.

More hazards were added. New hazards are easier to play and are permanent-events. This will thin the deck. Aware of Their Ways is now prohibited. Long Dark Reach is not related to the hero theme. This allowed anti-leader events to be placed into the deck. Stench of Mordor will hurt minion players. Decisions of the White Council will keep long-events in play. Now, I tally long-events for each alignment. I do not like having three copies of a hazard long-event in the decks for one alignment.

Sites were used to avoid other players. Only Isengard is shared.

RESOURCES (40/25)

1	Palantir of Orthanc	
3	Magic Ring of Courage	
3	Magic Ring of Nature	
3	Magic Ring of Stealth	
3	Magic Ring of Words	
2	Lesser Ring	
3	Fair gold ring	
2	Forgotten Scrolls	
*	Eresselen - jewel	
1	More or Less a Decent Giant	
1	Ahar	
1	City Guard of Tenolkachyn	
6	Into the Smoking Cone	
1	When I Know Anything	Sa
2	White Wizard	
		9/8

3	Trickery	Sc
3	Concealment	Sc
3	Marvels Told*	Sa-r2
1	Wielded Twice	Sa-r0
2	Far-Sight	Sa
1	Align Palantir	Sa
1	Lúmeránë	pe
1 2	FT in Dark-Domains	move-o
1 1	Stars	
3	Face Out of Sight	agent
3	And Forth He Hastened	tap
3	A Chance Meeting	
1	Elf-friend	pe
1	Wizard's Pupil	pe
1	Tales of the Hunt	pe
1	Gift of Comprehension	pe
1	Stories of the Eldar Days	sp-1
*	Rumour of Rings	ring
*	Long They Journeyed	
3	Smoke Rings	
2 1	Longbottom Leaf	
1	Hall of Fire	tap
1	Sacrifice of Form	spell-0
1	Vanishment	spell-2
1	Wizard's Test	spell-1
1	Kindling of the Spirit	spell-2
1	Wizard Uncloaked	spell-2
2 1	First of the Order	avatar
		31/17

HAZARDS(40/15)

23/6

3	War-wargs	wolf-L	1 2 9 4		
3	Wolf-Riders	orc-S	1 3 8 x		
3	Wargs	wolf	1 2 9 x	BL,W,SL	
3	Wolves	wolf	1 3 8 x	BL,W	
3	Dire Wolves	wolf	1 4 8 x	WW,SL	
3	Uiendarlaif**	wolf, animal	1 5 5 x	+2P.an/horse Plains	ex2
3	Vuk	wolf	1 7 4 x	Sunlands + adj. regions	o2
3	Were-wolf	wolf, demon	1 1 12 5	WWW, SLSL, DD	
3	Variag Horse-Raiders*	man	1 5 9 x		
1	Merkampa at Home				
1	Merkampa aHunt				

17/9

2	Twilight	S-env			
3	The Ring's Betrayal	S-check.ring			ex1
1	Something Else at Work	P			
1	You've Put Your Finger In It	P			
1	Brutal Commands	P			
1	Forgot His Orders	S.			
1	Foolish Words	S.inf			
2	Wake of War	L-stat.WSA			
3	Legacy of Carcaroth*	P.			
3	Rabies	P-disease			o1
2	Decisions of the White Council	P			
2	Stench of Mordor	P.env			ex1
1	Rolled Down the Sea				
3	An Unexpected Outpost	cycles			

SITES

FD-0

BL-3

W-12

SL-5

DD-3

CS-0

UD-2

T-2

J-1

Rh	Rivendell		heal	
WF	Lorien		heal	
HA	Elanthia		heal	
Af	Edhellond		heal	
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EH	Azagarbhum		dwarf.3d8	hidden,
EH	Arentaurr		elf.1d8	More or Less a Giant
Ch	Pelepelplû	m	men.2d7	minor
AB	Tenolkachyn		x	City Guard of Tenolkachyn
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Re	Relerindú	m.food	x	
Ng	T. Kondri Odchi	heal, Info, m	men.2w9	
HA	Alkyad	m	men.3d6	minor
Or	Thraath	m	men.d6	Ahar
Ch	Samarth	m	men.3d6	minor
Cl	Isvat	Info, m	rock.x7	When I Know Anything
Sk	Ankruz		men.3d6	
Ay	Maresh		men.d7	
Bu	Bulchaden Marches		men.2d6	
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Gl	Isengard	Info, m, M	wolf	Palantir of Orthanc
Nn	Ostigurth	Info, m	orcs, undead	
Nd	Nennurad	Info	BL,W,SL	(Far Sight)
EL	Oraishapek's Mound	m, M*	undead	<i>hidden</i>
EH	Quarries of Nosharud	m, Mt	rock, giant	
ru	Limestone Caverns	m, M	spiders	
Lu	Kref Masar	m, ring	undead.1w9	Gold Ring-mission
Or	Dale of Long Silence-h	m, ring	undead.2w9	Gold Ring
Ch	Nevazar's Tomb	m, M, G	undead, trap	<i>hidden(SK)</i>
Cl	Poison Rock	m, M, ring	MERKAMPA	Gold Ring
Bu	Ruins of Anaoshak	m, M*	animals.2w8	
Hh	Naerphys	Info, m, ring	men.5d8	
Hh	Xyunai	m, M	anim.3w6, orc.3w8	
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Go	Mt. Doom			Into the Smoking Cone
Kh	Lâorkó	m	men.xd6	*
Ay	Mount Arysis	m, M	orcs, troll	
CS	Ulk Jey Ama	m, M	men.4w7	
CS	Ulk Chey Sart	Info, m	lava, men	Into the Smoking Cone
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CS	Chey Goumal	m, M, G	men.5w8, demon.2w12	
sh	Lava-Deeps	m, M	lava	

CHARACTERS-10		8-6-6-4-5	a-0	E-5	Dw-0	Du-2	M-5	H-3	U-0	W-0
4	Saruman	10/10/6/9+	Sc/R/Sa/D	Wizard	Isengard					
2	Orthir	7/1/5/9+	W/Sc/R	Sv	Arentaurr		+2DI.Silvan			
2	Vishtaspa	6/1/4/9*	W/R	Man	Pelepelplû, Ten		+2DI.c+f(Chy+), Engines			
1	Wood-elf	3/0/3/8	W/R	sv	Rhubar, eh WL					
2	Psousen	6/1/6/7+	W/D	Man	Pelepelplû, Ten, Tul Harar; Leader;					
2	Varadir	5/1/3/9+	W/D	Dún	Aelinst, OA		t.Gift			
1	Brandir	3/0/3/8*+	Sc/R	Dun	Tol Lamfirith					
2	Midhir	7/1/4/9*	Sc/Sa/D	Sv	Elanthia		+2DI.Silvan & Taruum			
2	Aegnor	6/2/4/8+	Sa/D	No	Amon Lind		tap to test ring at Info			
1	Ashmaar	4/0/5/8*	W	Man	Pelepelplû, Samarth		+2DI.faction Chy+			
1	Kavatha	3/0/4/7	W	Man	Bul Marches Thraath		1P.charHOME; horse(Sc)			
1	Líndal	2/0/3/8+	R	Sd	Rhubar					
1	Robin	3/0/1/9+	Sc	H	Bag End		-2CP			
1	Folco	3/0/0/9+	Sc	H	Sackville		-2CP			
1	Advisor	3/0/2/6	W/Sa	dw						
<i>starting company:</i> at Rivendell										
<Rumor of Rings><Long They Journeyed>										
1	Brandir	3/0/3/8	Sc/R		eresselen					
2	Midhir	7/1/4/9	Sc/Sa/D							
2	Vishtaspa	6/1/4/9	W/R							
1	Ashmaar	4/0/5/8	W							
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13/20	GI	Hand-8		Mind-37		SP: 0				
@		Rumor, Hall of Fire		Palantir/Info						
Saruman	10/13/7/10	Sc/R/Sa/D	0	Wz	Form, White, Stories					
Folco	3/0/1/9	Sc	-1	H4	Tales					
Folco	3/0/0/9	Sc	2	H3	palantir, Align					
Varadir	5/1/3/9	W/Sa/D	1	Du5	Gift, Anything (+3CC)					
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#1 The Wizard's Hand					<u>Mission/Rings</u>					
Aegnor	6/5/4/8	Sa/D	2	No6	MR Words					
Brandir	3/0/3/8	Sc/R	3	Du3	eresselen, MR Stealth					
Líndal	2/0/3/8	R	0	Sd2						
#2 Hidden Folk					<u>minor</u>					
Psousen	7/7/8/7	W/Sa/D	1	M6	MR Courage, LR Lesser, Pupil, eFriend					
Orthir	7/1/5/9	W/Sc/R	2	Sv7	MR Nature					

OBJECTIVE

The Head of the Order will be focusing his deep intellect to discover the secrets of the making of Lesser and Magic Rings. He has gathered men of Chy and elves in his quest to gather this hidden knowledge. His main goal is to find information about the Rings of Power in Mordor and to harass the minions of Ren the Unclean in his recruitment of men. His main MPs are from ring items and the mission *Into the Smoking Cone*. Aegnor will aid in the playing of special rings and Psousen will lead them to victory.

The resource strategy has a wide range of stealth cards. Men and Elves will journey to the smoking cone for any rumors of the One Ring. Majority of travel will be around the east and western borders of the Ered Hamal. Corruption will be a problem with the rings and the health of the heroes will be in peril every step of the way. The hazard strategy calls on the massive sudden strikes of hounds. This player has the most creature hazards in the deck at 27. Hazard events are for specific targets and to help to slow the enemy.

Top 5 Goals

1. Play Palantir of Orthanc
2. Reach Elanthia before the first deck exhausts
3. Store an inverted *Into the Smoking Cone*
4. Set-up palantir use at a haven
5. End the game with four special ring items in play

SARUMAN & SPELLS

The head of the order will be mobile early in the game. Then he will squat at Elanthia. He will use five spells. *Sacrifice of Form* is there for its benefits if you can play it within three turns and if you have another copy of the avatar in your hand. It would be nice to move to Isengard, *Sacrifice*, play the palantir, then have the wizard appear next turn. **Vanishment** is when you move to cancel any attack. You will recycle this spell often. *Kindling of the Spirit* will signal the task for CvCC. It grants +2 prowess to heroes in his company against one attack. **Wizard Uncloaked** is to remove hazard permanent events on those in his company; there is only one *Marvels Told* in the deck. Expect to play this spell at least 1/2. **Wizard's Test** is there to test the rings. You will tap Saruman at the end of the turn often to recycle a spell. *Hall of Fire* will help untap. Play *The White Wizard* on him soon.

First of the Order will give +2 to CC. All the spells have a -2 or a -1 modified corruption check. **The White Wizard** provides +2 direct influence and +1 to corruption checks when *Sacrifice of Form* is in play. This event alone without an item grants passing any spell corruption check. Saruman may have the palantir later in the game. You can recycle *First of the Order* event. Corruption will be a problem with all his tapping. That is why you have a sage with *When I Know Anything* in his company. You want to keep Saruman near a haven. He can move to influence resources, but he is vulnerable. Only move him if it can do a lot of good.

His *Sacrifice* will be a problem to resolve his playing again. *Long They Journeyed* can be used to bring Saruman into play in the Central Plains.

CHARACTERS

You have men, elves, and two hobbits in your deck. From 15 heroes you have 6 scouts and 4 sages. You have five elves, two hobbits, four men, two dunedain, and a dwarf. The Warrior skill is lacking. Most of the characters have a home site in the Great Central Plains. Mind is high for

this player's characters: Six are 2 MP and one has 4-mind. There is only one character with a mind less than three. As a wizard it will be easy to play almost any of his characters at havens. Movement to start the game is made in mind to play the Hobbits if drawn early without support resources.

Midhir is one of the two 7-mind heroes. He is a Silvan from Elanthia. A high 9 body and three skills make him a nice starting character. A 1 DI and +2 against Silvan elves allows him to control Wood-Elf if drawn early. His three skills, Sc-Sa-D, provides using the Scout and Sage cards in the playdeck. His special ability will not be used – play Wizard's Voice if controlling a ring special item. He can be a substitute for Orthir or Aegnor. Discard him once you reach his home site or when Orthir is ready to be played.

Orthir is the other 7-mind hero of opposing skills. He too is a Silvan elf, but is master of combat and stealth. Orthir is a vital character. A 5 prowess and 9 body will be tested often for the mission to Mordor. He has 1 DI and +2 DI against Silvan allowing him to control Wood-elf. His home site is Arentaurr in the Ered Hamal. That is where he has learned to find lost or hidden paths. His special ability is to discard Stars to reveal any hidden site. He can also move through Ered Hamal as it were a non-mountain region. This is crucial saving turns reaching sites such as Kref Masar. Three great skills of W-Sc-R are great to use any three of magic rings to be played by this player. He will usually have Magic Ring of Nature.

Aegnor is a Noldo steeped in ring-lore. Saruman found him at Amon Lind. This elf may join Saruman to find lost rings of Eregion. Aegnor is the second most important character for Saruman. His 8 body is average, but a 4 prowess from a Sage/Diplomat is rare. His 2 DI is a starting point to control other characters such as using Magic Ring of Words and Elf-stone to have a 7-mind elf follower. But his special ability brought him to this deck. He can tap at a site with Information to test a gold ring in him company. Wizard's Test is the only other method to test a gold ring item. He will lead a core company.

Líndal is a simple elf guardian of Rhubar. He is a 2-mind Sinda with average 3 prowess and 8 body with only the Ranger skill. He will be useful to be a Ranger for a core company and easily controlled by an Elf-friend or by Elf-stone.

Wood-elf is a Silven. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack. He can be controlled by Midhir or by Orthir for being a Silvan.

King's Advisor is the only dwarf in the deck. He is there for his Sage skill if that becomes needed. A nearby dwarf-hold can lone this character to Saruman.

Psousen the Valorous is a man of renown among the Chy. His battle-hard life has given him +2 prowess against Nazgul and magic-users to add to his 6 normal prowess. But this weariness has weakened him to a low 7 body. As a man of strong words he is a leader and a Diplomat. He has +2 DI against characters and factions playable in Chy or adjacent regions. Since he does not start play he can only start at one of his three home sites- Pelepelplû, Tenolkachyn, Tul Harar. He will lead a core company with a Magic Ring of Courage while an Elf-friend. His special ability is playability of Wizard's Pupil, which will be harness in the game to have his at 5 DI to control characters.

Vishtaspa is a man of military experience unmatched in Chy. He starts the game providing his 4 prowess and high 9 body along with his Warrior and Ranger skills. 6-mind is expensive, but he has 3 DI against characters and factions only playable at sites in Chy and adjacent regions. His

special ability will not be used: discarding Engines of Defense from hand or his current site to cancel combat against his company.

Ashmaar is a natural bodyguard from Ered Hamal. He has 5 prowess and 8 body as the Warrior for a company. He does have +2 DI against characters and factions playable in Chy or its adjacent regions. But he carries one corruption point if not or moving to a site in Bay of Ormal, Great Central Plains, or the Sun-lands.

Kavatha is another natural bodyguard, but lesser in stature. He has 3-mind with a great 4 prowess and low 7 body. His home site south of Chy can be useful cancelling automatic-attacks or to be played there. He has +1 prowess if in a company with a hero character with a home site in Chy or adjacent regions (Psousen the Valorous, Ashmaar). His special ability is to gain the Scout skill if he controls a horse ally.

Varadir is a 5-mind Dunadan from the Bay of Ormal. A 3 prowess is weak, but a 9 body can help him survive body checks. He will be a follower to Saruman providing his Warrior skill, but his Diplomat skill is not useful. His special ability is to play Gift of Comprehension on any character in his company, but if played on himself he has +1 to corruption checks. And this resource can be played from the discard pile. He has +2 DI against non-unique Dunadan or Man characters. A teller of old tales provides +1 prowess if Enduring Tales is in play.

Brandir is a Ranger of the North. His inclusion is to use the jewel Eresslen. That jewel will be used to help untap magic rings. But he does bring useful skills. His 3-mind, average 3 prowess and 8 body can be a follower providing support with his Scout and Ranger skills. A nice ability is +1 prowess against Orcs and Wolves. He starts the game to use that jewel item.

Two Hobbits have been enchanted by adventure to the East. Saruman will be the decoy of playing the One Ring by using Hobbits.

Robin Smallburrow is a rare 3-mind Hobbit. He has wanted to find adventure ever since hearing stories of the Greenfields. He can only be brought into play at his home site of Bag End. His special ability is being a Sage for purposes of playing rituals. Mathom Lore allows him to use any item as if a Sage. His +1 to corruption checks will be helpful when using a palantir that is Aligned. Robin has the usual 1 prowess and 9 body for his race.

Folco Boffin is another decoy Hobbit. His 3 mind is low for easy control and a 9 body helps him survive body checks. A +2 to corruption checks will make him the prime candidate to bear the palantir. His special ability is to allow another Hobbit to be played from hand at a haven if you discard him at that time. But this ability will not be used.

COMPANIES

The starting company begins at Rivendell. Distant sites from Ered Hamal should be used early until you play the palantir. Play gold ring items on the way to Elanthia since that haven has few sites to play gold ring items. Long They Journeyed starts the game allowing Saruman to start play at a Man-hold with a dual faction in play by you.

Midhir is your Scout and Sage. Ashmaar is the Warrior to face strikes so Midhir can play events during the site phase. Brandir is the Scout with Eresseln. Vishtaspa will be Ranger and secondary bodyguard. All but Brandir are expandable. Rumor of Rings will allow quick playing of special rings. Stay near Isengard until you play the palantir. One hobbit can be played at his home site since you are near the Shire; you can move there to bring the Halfling into play or use A Chance Meeting. Try to play Saruman either at Rivendell or Isengard. Once you have the palantir in play move eastward even without the wizard. Long They Journeyed will allow the

wizard to be played in the East. Your starting company uses all 20 GI. Gold rings, near Mordor, and hobbits – what else?

1 Brandir	3/0/3/8	Sc/R	eresselen
2 Midhir	7/1/4/9	Sc/Sa/D	
2 Vishtaspa	6/1/4/9	W/R	
1 Ashmaar	4/0/5/8	W	

You will be having three main companies using 13 of your 20 GI. Saruman will control Folco, Robin, and Varadir. The White Wizard has Stories of the Eldar Days. They will be at Elanthia with Hall of Fire and the palantir after the quest. Saruman will recycle spells. Varadir will have When I Know Anything for corruption support. Gift of Comprehension grants him Sage skill and zero corruption. Robin will have Tales of the Hunt to untap Saruman. Folco will have an Aligned Palantir to use the stone and carry two corruption points. Try to get Sacrifice of Form on the wizard before this company is settled. Three followers have a total mind of 11. This company will contain 10 MPs.

Saruman	10/13/7/10	Sc/R/Sa/D	0	Wz	Form, White, Stories
Robin	3/0/1/9	Sc	-1	H4	Tales
Folco	3/0/0/9	Sc	2	H3	palantir, Align
Varadir	5/1/3/9	W/Sa/D	1	Du5	Gift, Anything (+3CC)

The Wizard's Hand has each skill, but Warrior. Aegnor controls Brandir and Lindal. Aegnor will have an Magic Ring of Words for 5 DI, but carry 2 CPs. Brandir will wear a Magic Ring of Stealth to cancel a strike and Eresselen to play Wielded Twice untapping the magic ring. This dunadan has 3 CP. Lindal is a 2-mind Ringer to play the gold rings. This company will play gold rings since Aegnor can tap to test gold ring items at Information sites. You can move this company along the Bay of Ormal to draw cards and play gold rings at the four sites near to that body of water. This company will contain 10 MPs.

Aegnor	6/5/4/8	Sa/D	2	No6	MR Words
Brandir	3/0/3/8	Sc/R	3	Du3	eresselen, MR Stealth
Lindal	2/0/3/8	R	0	Sd2	

The Hidden Folk all the skills to warrant most movement by any other company. It will be Psousen controlling Orthir. Psousen is Wizard's Pupil for 7 mind and +2 to corruption checks for carrying a ring, which will be Magic Ring of Courage and Lesser Ring. This gives him 8 prowess, but his 7 body is low. He is also an Elf-friend too. Orthir will have Magic Ring of Nature to cancel attacks. This company will play minor items. You can move this company to Rhubar to draw cards. This company has 12 MPs.

Psousen	7/7/8/7	W/Sa/D	1	M6	MR Courage, LR Lesser, Pupil, eFriend
Orthir	7/1/5/9	W/Sc/R	2	Sv7	MR Nature

A Chance Meeting is specifically for the hobbits. You may discard this event or the hobbit so to fetch later with the palantir or Smoke Rings.

ITEMS

Items slots will be for gold rings, direct influence, or palantir support. The non-ring items are few and most are minor items. There are 12 items, which eight are ring items.

Forgotten Scrolls is there to (1) discard at a Volcano for Into the Smoking Cone, and (2) allow Information at a Ruins so Aegnor can tap to test a gold ring item. Three Fair Gold Rings will be tested for four magic rings: Courage, Nature, Stealth, Words.

Magic Ring of Courage gives a Warrior +2 prowess. Orthir and Psousen can greatly profit from this ring. Magic Ring of Stealth gives the Scout the chance to tap the ring to cancel a strike against the wearer. Magic Ring of Nature allows a Ranger to tap the ring and cancel any attack. Magic Ring of Words will give a Diplomat +3 DI. Rumor of Rings will hold two of these rings at a time. Play Words and Nature as the first two magic rings. Lesser Ring is there as a guarantee for playing a special ring item to tap Into the Smoking Cone. The third ring to hear rumors will be this lesser ring.

Eresselen, a jewel, is restrictive in play so it is included in the starting company with Brandir. It can be tapped to provide the bearer the Warrior skill. Bearer can also play Wielded Twice as if a Sage. Ranger bearers receive +1DI against Dúnedain and Elves. The palantir is discussed later.

PALANTIR

Lúmeránë is played on a palantir. The event gives one corruption point, which will not be much of a factor. Far-Sight can be discarded to invert the permanent-event. Then during a future turn take a resource from your playdeck to your hand or cancel the effects of one hazard in play that turn. The cost is bearer making a corruption check for each other palantir in play and modified by -2 if the other bearer has a greater mind.

Robin Smallburrow will use the palantir and Align Palantir for four total corruption points. The Hobbit's corruption bonus and this permanent-event makes that three. This event is likely to be played on the palantir after Fate of the Ithel-stone is store changing this to two corruption points.

Osgiliath: Voteli. 3 mind

Elostirion: Annalena. 3 mind

Amon Sul: Arinmîr. 4 mind

Annuminas: Celebrian. 6 mind

Minas Tirith: Lord Denethor. 7mind

Minas Ithil: Calandel. 6 mind

The Hobbit will make two CC at -2 and 4x at -4. This can be achieved if WIKa is used along with 10 entities tapping to support. Instead, transfer the palantir to Saruman during the last few turns. Play First of the Order for +2 to corruption checks. The mission event stored makes the realistic total of corruption on the Wizard to be at two. Six checks are made at two.

ALLIES

More or Less a Decent Giant is the only ally. He is a strong Warrior Giant playable near Elanthia in the Ered Hamal or in any mountain region. His 5 prowess will be used often and hopefully his 8 body is adequate. Play him at a hidden site for protection. Misty Mountains Southern Spur is an option and so is Eorstan.

FACTIONS

Two factions are in the deck. There are no support resources for the influence attempts. —~~Taarum can tap to shuffle Ered Hamal to the playdeck. This factions needs an attempt of 11 to play (dúnedain +1), Elves (+2), Men (-2). This faction can be played late in the second deck after discarding a high mind elf to allow more unused DI for Saruman to influence.~~

Ahar is included to be used with Long They Journeyed. The attempt needed to play this faction is 9, but those with a home site in Chy, Heb Aaraan, or Orgothraath have +2, which will allow a low roll to influence this faction. Midhir making the attempt needs a roll of 6 (1+2+6).

City Guard of Tenolkachyn is another Man faction to help bring a wizard into play. The 1 MP faction is only playable at one site, but it is a Free-hold close to Elanthia. The attempt needed to play this faction is 11. A wizard in the company provides +2. A special ability gives +1 MP for each faction eliminated at a Battleground site. Use this site to slow factions from Chey to Siryan.

RING TESTING

The special rings will be used in the Power decks. Ring playing is a coy to trick the Necromancer that you are to play the One Ring. Saruman's ability to recycle Wizard's Test is ideal for ring testing. Aegnor can tap to test a gold ring item at Information sites, but there are few of those sites near Elanthia. Forgotten Scrolls can be used to make a Ruins play Information. However, there are not many gold ring sites near Elanthia.

There are four magic rings, a lesser ring, and three gold rings. MR of Words is good to control characters and the lesser ring allow you to play a ring if you get a bad roll. MR of Stealth and Nature are good to for avoiding combat. MR Courage is there if you need to fight. Rumor of Rings will allow quick playing of a ring when you have a gold ring in play. You will just need to have Saruman recycle Wizard's Test. You can recycle the gold rings with the palantir. First play Words, Nature, Stealth. Courage will be played for the mission if not Lesser Ring.

There are not many sites to play your gold rings –Dale of Long Silence, Poison Rock, Naerphys, and Charnesra. Kref Masar is to play the mission event.

Consider this diversion if Gandalf has yet to play Scroll of Isildur. ~~Use Cram and Ered Hamal to move five regions from Elanthia to Tolfalas.~~ This will indicate you are playing the One Ring. However, you need to tap all your characters to prevent playing the Scroll. Having tapped characters gives the impression you are unable to play the Scroll. Send the weak Hidden Folk to do this. The next turn move the company to Edhellond or back east if the Scroll is played by Gandalf. You may also want to move the Wizard Hand company to Poison Rock – a greater item site. You may have to keep the Hidden Folk Company near Edhellond so to have those characters at a haven at the end of the White Council.

MISSIONS

Into the Smoking Cone is a vital mission to complete. It is discussed later. When I Know Anything is a simple light enchantment event played at an Information site. It will be used to aid corruption checks by Saruman or by the palantir bearer.

SAGES

This skill is important. There are three non-wizard characters who are sages. Two Sage events force a corruption check.

Marvels Told is a staple resource. It will be used mainly to remove hazards not played on a character. But it costs is a -2 corruption check. Play the two copies 4/6.

Wizard Uncloaked will target those hazards. Its corruption check cost is a -2 modifier. It is likely will not be used until the third deck.

Wielded Twice is primarily the mechanism to untap the palantir. The event can also untap the Magic Ring of Nature. It has a zero modifier corruption that even Varadir can play. Three copies are too much for this deck – one is in the deck.

Far-sight is included to have more “copies” of the Palantir in the deck. After the play of the palantir, use Far-Sight on a gold ring item when a magic ring is discarded.

Gift of Comprehension will be used to have three Sages in the three core companies. Varadir will have this event allowing to use a Light Enchantment. Give this event in play during the second deck.

TALES

This wizard will use two of the three Tale events. Stories of the Eldar Days allows these events to be played on any race and lowers the events CP from two to one as long as the bearer stays in the wizard’s company. Tales of the Hunt allows a character to untap another. Gift of Comprehension will bring another Sage to play rituals and Light Enchantments. Play all of these events during the second deck.

And Forth He Hastened is part of a tale so it is included here. This is a great event with a Wizard in play since it untaps a character in the Wizard’s company. The event starts the deck so it may be useless if drawn too early.

Hall of Fire is a place to tell tales. It will be played on Elanthia and stay there. It will untap a character that stayed at the site for that turn – valuable with the palantir sequences explained later.

GREAT CENTRAL PLAINS

There are many region types in these plains. Shadow-lands to the north, Deserts to the west, and a Dark Domain next door. Wildernesses and Shadow-lands will be the two frequent region types for you. There are not many Warriors in the deck to face strikes.

Trickery and Concealment are the Scout events to cancel attacks. Trickery affects several types and is not 100%, but Concealment costs tapping a Scout. Play Trickery 6/9 and play Concealment 9/9 with the many Scouts. You may want to use Smoke Rings on this canceller.

Ered Hamal, a Game Point card, will allow quick movement over the mountains. Its orc attack (2 strikes with 7 prowess) will only bother the Hidden Folk company. The Taarum Elves faction allows you to shuffle this resource into the playdeck once per turn. You should be able to visit any site one turn from Elanthia.

You can also benefit from the region types in your movement. Fair Travel in Dark-Domains will lower the hazard limit for every such region in your path. This resource is primarily for use in Mordor. You can also use it to include Chey Sart to reduce the hazard limit. Two copies are in the sideboard and one in the deck. Use the card 3/7.

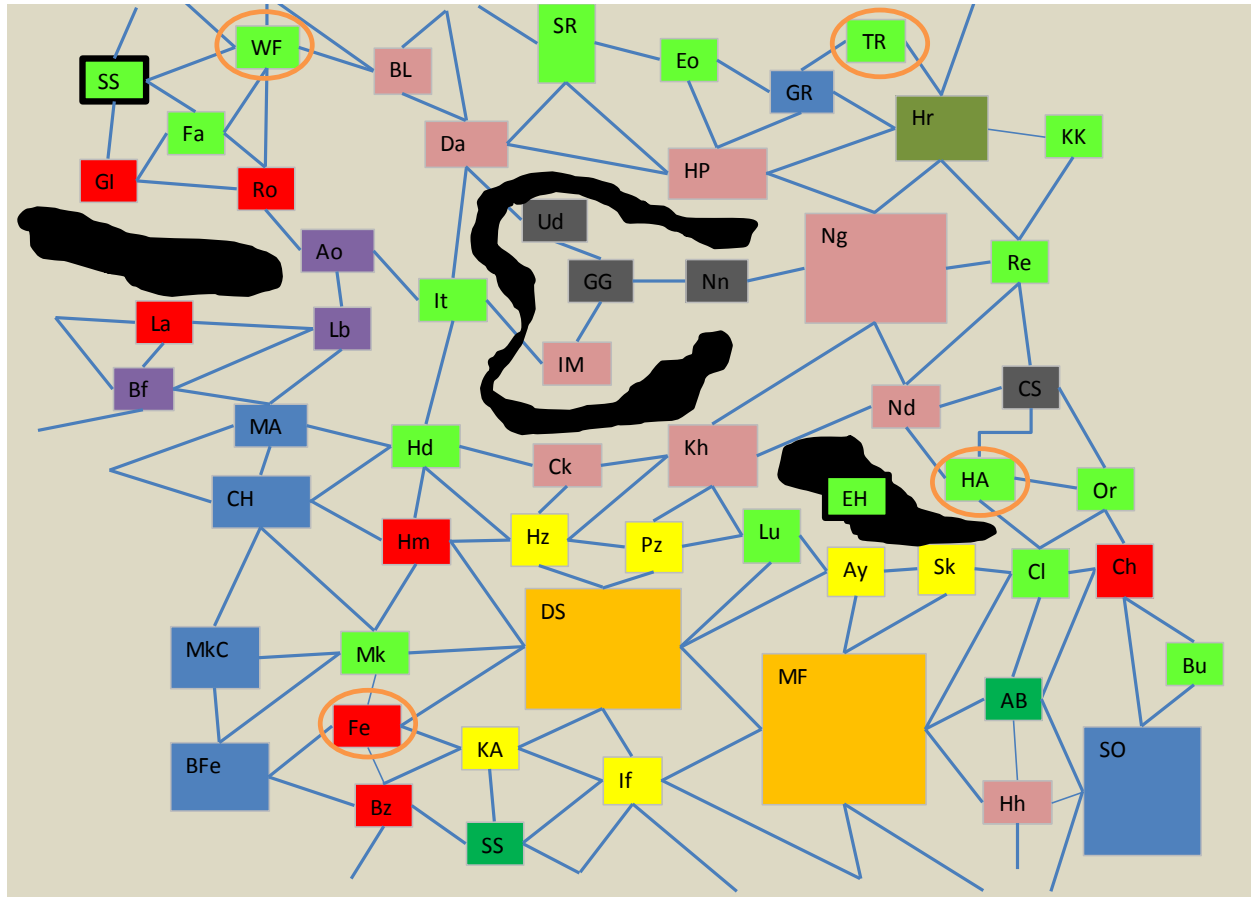
Stars needs Gates of Morning to change a Dark-Domain into a Shadow-land. This can be useful if a Shadow-land is turned into a Dark-Domain. Stars has a secondary use by Orthir to satisfy any and all requirements to move to a hidden site such as the nearby dwarf-hold. Movement can be important early in the game. This event will lower Undead AA by one prowess – not great but it helps. Three sites have Undead attacks. Play this event 2/6.

Sun is an environment that provides +1 prowess to each dúnadan. With GOM in play additional effects are +1 prowess to dúnadan and men characters. All AA and hazard creature

attacks are modified -1. Such a combination will give a swing of two for keeping low prowess characters alive. Six of your characters are the Second Born.

AGENTS

Face Out of Sight is your anti-agent resource. It is a Long-Event. First, it will return on-guard cards to the owner hands. This prevents the play of them on your weak companies. Second, it returns to hand any tapped or wounded agent. So this is great for agents far from his home sites and clogs the hand of the owner. It will also use the hazard limit to replay the agent. This can slow your card flow however.



Gap of Isen	R	Isengard	saruman, theoden, vidugavia	Wolves
Gorgoroth	S	Mount Doom	saruman	.
Nurad	R	Nennûrad	saruman	Opponent
Ered Hamal	F	Arentaurr	saruman	Elves
Ered Hamal	F	Azagarbhun	saruman	Dwarves
Heb Aaraan	B	Alkyad	Saruman	Men
Heb Aaraan	h	Elanthia	saruman	.
Lurmsakun	R	Kref Masar	saruman	Undead
Clyan	B	Isvat	saruman	Rock Fall
Clyan	L	Poison Rock	saruman	Dragon
Orgothraath	R	Dale of Long Silence	saruman	Undead
Orgothraath	B	Thraath	saruman	Men
Chy	F	Pelepelplû	saruman	Men
Chy	B	Samarth	saruman	Men
Ammu Baj	F	Tenolkachyn	saruman	.

SITES

Many havens will be used by this avatar. He will start the game at Rivendell. He is not expected to move back to this haven. Edhellond will be used to heal if he has no MP cards to play early in the game. Either Lorien or Edhellond will be the pivot to move to Ered Hamal via Rhubar or Hau Nysrin. You may move to Rhubar later in the game just to draw cards and/or to play Wood-elf. Elanthia is the haven of choice for most of the game. Only Midhir has it as a home site.

A few Free-holds are in the area including one hold for three of the major races. Arentaurr will play the giant ally. The dwarf-hold, Azagarbhun, will be used to discard Align Palantir. You may be vulnerable with hobbits, but Orthir's ability to visit a hidden site upon the discarding of Stars should allow you to stay safely away from minions. Both sites are in the mountain region. Pelepelplû has a weak AA and allows minor items. Three characters have it as a home site. Tenolkachyn is in a Jungle to play City Guard of Tenolkachyn.

There are many Border-holds nearly – 11 of them. Four have weak to no AA and allow minor items. Alkyad and Samarth have minor items. There are Information sites too. Isvat is where you will play When I Know Anything. Maresh is in a Desert region so its movement costs are too high. Thraath has the faction Ahar; the AA is weak as detainment with six prowess.

Ruins are scattered around the Ered Hamal with various AA types. Each gold ring item will be played at a Ruins. Dale of Long Silence and Poison Rock have two of your rings. You will play a third and the mission at Kref Masar. Naerphys is four regions from Elanthia and has gold rings. But its AA is bad at 5 strikes at 8 prowess and detainment. But you can play minor items nearby at Xyunai too. Nennurad has Information with a possibility of no AA. Thus, move Aegnor there to test gold rings or play Far-Sight. Ruins of Anaoshak can be a site to discard Forgotten Scrolls for Aegnor to test a gold ring.

A few Shadow-holds are found near the mountain of shadows. Mount Doom is a shadow-hold quilled in your plains. Mount Arysis has two AA so avoid it. Sites in Chey Sart are possible for minor or Information, but you can travel to safer sites. Ulk Chey Sart is a volcano and an alternative for Into the Smoking Cone. But that site has worse automatic-attacks than Mount Doom. A benefit is that it is one turn from Kref Masar and two turns is needed to reach Gorgoroth.

Darkholds are too dangerous for you. Chey Goumal has nothing unless to surprise Ren. You do not plan on visiting the Under-deeps; they hold nothing you cannot get on the surface. Also, you are vulnerable below when a minion company can be at the surface site waiting for you.

There are no issues with playing resources except for the gold ring items.

Sites in Eriador and Greater Gondor will help play items too. Isles of the Dead That Live is an isolated site to play gold ring instead of Ost-in-Edhil. Stone-Circle has Information instead of Amon Hen or Weathertop. Barad Tethren is a hidden site with gold rings. Lind-or-Burum also has Information in Fangorn. Visit these sites for relative isolation from minions and the potential for another avatar to CvCC to any of your visitors.

The only site you expect to share is Isengard. The sharing is with Vidugavia, but that is only for that avatar to tap many turns later of your playing the palantir.

INTO THE SMOKING CONE

This is your quest. It is dangerous with little chance of succeeding. But it will help the heroes tremendously. You will have many support cards for movement to and from Mordor. Mordor should be rebuilt when you start this quest. You can be its first guests to the open house.

First, you need to play the event where gold rings are playable. Next, play a ring special item. Then you need to get to Mt. Doom. When you have the Lost Knowledge resource in play this is what you need to do. Have Saruman, Orthir, Robin, and Brandir take the journey. You will not have to discard any hero due to this change in company composition.

Assumptions at the start of this quest:

Rumor of Rings: Magic Ring of Courage

Hand: Into the Smoking Cone, FT DD.

In Play by Saruman's company: Forgotten Scrolls. Give items to Brandir and Orthir.

Warning. Orthir and Brandir will have 3 CP after the play of the magic ring.

T10: Elanthia-org & site	Tap palantir : shuffle Fair Gold Ring Tap Saruman to fetch Wizard's Test .
T11: Elanthia-org & site	Tap palantir to shuffle FTDD .
T11: Elanthia-end of turn	Tap Saruman to fetch Wizard Uncloaked .
EXHAUST DECK	
T12: Elanthia-org phase	tap palantir to shuffle Stars? Use Orthir's ability to move through Ered Hamal.
T12: Elanthia-move phase	Move to Kref Masar using region movement (HA-EH-Kh-Lu)
T12: Kref Masar-site	Tap Orthir to face the AA. Play mission event. Tap Brandir to <u>play gold ring. Wizard Test the gold ring. Tap mission event.</u>
T13: Kref Masar-org phase	tap palantir to shuffle Stars? Play FTDD to reduce the HL to two.
T13: Kref Masar-move phase	Move to Ostigurth. Most likely you will have to use Vanishment to cancel one creature attack. Tap the characters to face the second creature. Keep MR of Nature ready for CvCC. <u>Expect no one to be untapped after this phase.</u>
T14: Ostigurth-org phase	tap palantir to shuffle FTDD. Mount Doom will modify HL by +2 to 5. Expect CvCC. FTDD reduces HL by 2.
T14: Ostigurth-move phase	Move to Mount Doom. Hope to have drawn cancellers by now.
T14: Mt Doom-site phase	<u>Discard lost knowledge item and invert mission. Expect CvCC.</u>
T15: Mt Doom-org phase	tap palantir to shuffle Wielded Twice to untap MR Nature.
T15: Mt Doom-move phase	Discard Cram ; move five regions to either Elanthia or Rhûbar.

For the Nurn site you may want to move to Barad-Wath so to discard Mordor in Arms and draw minions to you. If the return from Mount Doom is dangerous, then consider discarding Stars and tapping Orthir to move to Oraishapek's Mound in the Ered Lithui. Minions will not follow you there due to it being a hidden site. Keep in mind Saruman's use of Vanishment means a CC at -2. He can fail; hope to have First of the Order ready.

Others in your Division will be raiding into Mordor so to allow you to face weakened minions for CvCC. Théoden and Denethor will move to Nurniag Camp hoping to play Tower Raided and attract minions for CvCC. Then when you move to Nurn these minions will be wounded. If you

move to Nurniag Camp, then the other player does not draw cards if he moves to another site in Nurn. Consider taking a 4th character, a Ranger, to tap to play Ered Hamal to reduce the HL to 2. He will not come with the trio to Nurn. Untap characters not needed to invert the mission card.

GONDOR DIVISION

This division covers much land. King Vidugavia, Atani-Lord, in Dorwinion is the closest to you. He is just a single starter movement move from Rhubar to Elanthia. You may encounter him in the Shadow-Lands north of the Ered Hamal. He will aid any of your heroes in those lands.

Theoden King may venture into Nurn from the north so to draw Dwar to him by Tower Raid Nurniag Camp or Barad-Wath. This Horse-Lord may instead travel to Brown Lands so to be more than four regions from Nurn.

Lord Denethor will send a son to Nurn ahead of you. Then he himself moves to Cirith Ungol when you move to Mount Doom. Saruman may be able to only be attacked once by two Black Players, but Uvatha and Ren's minions are near. You might have to draw a company of Ren's south by the Bay of Ormal before you move to Kref Masar. If all of the avatars go to the same site in Nurn, then the Ringwraiths will be there at Mount Doom. If Saruman instead visits Ostigurth, then the Ringwraiths will visit those Ruins and the minions will visit Barad-Wath.

BLACK PLAYERS

Ren will be near. Expect corruption attacks on you. He may have a minion company focused on CvCC. Uvatha has minions near too in the north. Expect to face CvCC if you are vulnerable. Dwar and Hoarmurath are too busy in the West to bother you on the borders of Nurn. But if you enter Nurn expect to be recruited into the slave fields of that land.

FACTION WAR

You hope to engage in a skirmish with minions factions on the eastern confines of Mordor. Move your factions into the region Nuriag drawing factions to you out of Mordor or away from Gondor. Move Variags when you can and engage in battle. You just want to limit the number of factions attacking Gondor. Select The Doom of Choice as a Game Point.

MARSHALLING POINTS

C=8 There are 15 of this MP. Expect playing 2 of 3 2MP heroes and 4 of 9 of 1MP heroes.

With so much DI support via rings and cards for the wizard this is easily possible. The White Hand company may have up to 11MP in play.

I=13 All of your expected MP will be from special rings: 4 magic. Palantir of Orthanc may be played by someone else.

F=1 Taarum is 1 MP.

A=1 The giant is the only ally. If possible, play the ally after the quest to increase its chances for survival.

M=8 Into the Smoking Cone is so important it is counted as a source of MP. White Wizard is an easy 2 MP. When I Know Anything is the other MP.

K=1 With such a stealth resource strategy you do not want to depend in Kill MPs.

GAME POINT: Ered Hamal, The Doom of Choice

The ONE RING

You are not playing the One Ring, but you want the Black Players think that you are by using two hobbits, a palantir, and Wizard's Test. If the Enemy has the One Ring in play by a player in your Division or the South Division, then move to intercept.

PLAYDECK MANAGEMENT

A low frequency of resource cards is from the expected recycling of Smoke Rings, Saruman's spells, and the Orthanc stone. Your wizard will be in one location for most of the game to tap. Handle corruption appropriately on him. A good mix of stealth/influence will not clog your hand. The hazards are plenty in wolves and events playable against the majority of players.

A large number of items are in the deck. Their speed of playing will depend on the survivability of the companies. If your companies get slaughter, then discard the items to play another day. You may use your factions in battle against Ren if that minion moves to attack Vidugavia or Pallando. Do not over extend yourself. Ren will be your main foe. Use your arcane knowledge of magical devices and political esteem to hinder any opposition.

Longbottom Leaf will be used 3x during the first deck. Rumor of Rings will grab five special gold rings items. Thus, ten resources will be sent into the discard pile. Two tale events will be sent to the discard pile during the second deck and to be later fetched with Stories of the Eldar Days.

1ST DECK

The main objective of the first deck is to have the palantir at Elanthia and to have the mission resource in your hand. Several turns may be necessary to wait play the palantir. Secondary tasks are to build strong combat and influential companies for action in Chy. Ability to manipulate cards will aid in cycling. Movement will keep a steady flow of cards in your white hand.

The start of the game is to play the palantir. Saruman and the hobbits might be able to be played on each home site before playing of the palantir. Else A Chance Meeting must be used.

Move to Stone-Circle to play Far-Sight so to fetch the palantir. There are three copies of Far-Sight in the playdeck, which means you should have the "palantir" in your hand no later than Turn 3. Move to play minor items or to Edhellond. You can move to Stone-Circle to play Far-Sight. You can reach Elanthia via Rhubar or Hau Nysrin. Try to play your other characters too.

You can untap Saruman using Tales, or And Forth He Hastened to also use the palantir to fetch discarded characters. Instead of tapping to bring a resource directly into the playdeck use Smoke Rings. There does not seem much time to start the mission in the first deck. You just need two other strong characters, Forgotton Scrolls, and a gold ring item including the palantir squatting company in operation. The Eye will be upon you by moving from Eriador over to Ered Hamal with two hobbits and a powerful seeing-stone. Get those DI boosting ring special items in play so you can play characters without your Wizard present. Hope to play Magic Ring of Words before you send a character with 2 DI east. Give him Elf-stone and the magic ring for 7 unused DI so to control Orthir or Aegnor.

If you draw one or two heroes you might not want to stay in play, then move him east to the Horse Plains so to draw many cards.

You can use Smoke Rings to fetch a gold ring item so to have tested with Wizard's Test. The avatar card can untap the wizard so to tap to fetch the spell. You need to have another company moving and playing this gold ring item and to meet with Saruman at Elanthia.

The quantity of cards shuffled into the first deck will be low (e.g. ~8). The avatar taps 2x to place 10 cards into the sideboard. These will be able to be play once certain characters are in play (e.g. Elf-friend, Wizard's Pupil). Five of these resources are spells.

LBL will shuffle 6x. First LBL shuffles Halls of Fire and When I Know Anything. The next shuffles Align Palantir and Stars. You might want to use Smoke Rings if one copy of LBL is drawn too early. The third LBL will be shuffled itself to be used near the end of the first deck to shuffle FT in Dark-Domains and Stars.

The avatar taps to shuffle The White Wizard and Longbottom Leaf. Expect to exhaust on Turn 9 or 10.

Smoke Rings shuffles when you need the avatar untapped or table cards that were discarded or cards needed to visit a Volcano.

An Unexpected Outpost shuffles *Rabies* x3.

First Exhaustion

Remove from the sideboard 5 hazards that be ready for those with special gold rings in play: *The Ring's Betrayal* x3, *Stench of Mordor* x2.

Place these resources in the sideboard: Far-Sight x2 and three spells.

2nd DECK

Start the quest soon, but first send the resources to the discard pile. Finish playing the special rings and stall the Ren's purpose with factions with CvCC after the quest.

Tap the avatar once to place 5 resources in the discard pile. The holding of cards for the quest will result in exhausting no earlier than Turn 18.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Sun to be used by other hero players.

An Unexpected Outpost shuffles *Vuk* x3.

Second Exhaustion

Remove from the sideboard 4 hazards to trouble those in Northern Waste: *Uiendarlaif* x3, and *You've Put Your Finger In It*.

Place these resources in the sideboard: spells, one copy of A Chance Meeting, and a high-mind character.

3rd DECK

Continuing combatting Ren's minions. You may want to have faction battles. Likely, you will devote turns to test gold rings for special ring items discarded by hazards.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Sun and Marvels Told.

An Unexpected Outpost shuffles creatures to punish minions characters moving to a site for combat.

ACCESSING THE SIDEBORD-25

3	Magic Ring of Courage	rumors		
3	Magic Ring of Nature	rumors		
3	Magic Ring of Words	rumors		
3	Magic Ring of Stealth	rumors		
1	Lesser Ring	rumors		
1	City Guard of Tenolkachyn		dp122	
1	When I Know Anything	Leaf1		
2	White Wizard	tap11		
1	Align Palantir	Leaf2		
2	<u>FT in Dark-Domains</u>	Leaf2,Leaf3		
1	<u>Stars</u>	Leaf3		
1	Elf-friend		dp123	
1	Wizard's Pupil		dp124	
1	Gift of Comprehension			dp211
1	Tales of the Hunt			dp212
1	Stories of the Eldar Days		dp125	
1	Hall of Fire	Leaf1		
1	Longbottom Leaf	tap12		
1	Vanishment*		dp112	
1	Wizard's Test*		dp113	
1	Kindling of the Spirit		dp114	
1	Wizard Uncloaked*		dp115	
1	Sacrifice of Form		dp111	
1	First of the Order		dp121	
E1 X	Far Sight			
E2 X	Far Sight			
E3 X	Wizard Uncloaked			dp213
E4 X	Kindling of the Spirit			dp214
E5 X	Wizard's Test			dp215

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	2	+2	-	-	-	-
SB to DP	10	+2	2	+1	-	-
Smoke	-	-	-	-	-	-
Leaf	6	0	-	0	-	-
avatar card	-	-3	-	-3	-	-
rumors	5	0	-	-	-	-

HAZARDS

The creature theme is Wolf with specific creatures such as Variags. Variags will be detainment against Uvatha and sometimes Ren. The hazard event main theme is to boost the creatures and harass ringbearers.

CREATURES

There are 21 creatures and eight creature events. 11 of the hazards have high probability of playing on any player. Creature prowess is good at eight and nine for 15 wolf creatures. Number of strikes range from two to seven. Wolf creatures account for 21 of the 29. There is one Man creature. Two creatures of six copies can be keyed to Shadow-lands by type. This will annoy minions. Ren and Uvatha will be noticeably punished by your creatures. One hazard event is dependent on creatures played by another player to boost your creatures.

Uiendarlaif are animals and wolves keyed to Great Central Plains and adjacent regions, which includes 18 regions. They receive +2 prowess against horse allies and animal allies. An attack of 5 strikes at 5 prowess require a boost. This creature starts play in the sideboard and will be removed with the second exhaustion. Play the creature to tap minions at the expense of elimination.

Vuk is Animals and Wolves with 7 strikes, but it has 4 prowess. Combine FFR, and WoW to make this creature 8 strikes at 7 prowess. It is keyed to any region in the Sun-lands and adjacent regions except Jungle and Coastal Sea. These regions include Ithilien, Clyan, Ered Hamal, and Khand. This creature starts play in the sideboard and will be removed with the second exhaustion. Play the creature to tap minions at the expense of elimination.

Wolves are common creature found in Border-lands and Wilderness. But their 3 strikes with 8 prowess can be defeated by three warriors of 2 prowess rolling 7s. Enhance them. Expect to play this creature 5/9.

Wargs are stronger wolves with more playability extended to Shadow-lands. They are 2 strikes with 9 prowess. Try to enhance this creature. Expect to play this creature 5/9.

War-wargs is a Long-event granting all Wolf attacks with no body 4 body or +1 body. This will keep a few wolf creatures with fur. Else played as a creature of 2 strikes with 9 prowess and 4 body keyed to any Ruins with a Wolf attack. Expect to play this almost exclusively as an event and 9/9.

Wolf-Riders is a short-event modifying a wolf attack prowess and strikes by +1. For example, Wolves using these two events are: 4 strikes with 9 prowess at 4 body. With the many Wolf creatures you should play this as an event 6/9.

Dire Wolves are the meanest hounds at 4 strikes with 8 prowess. But this restricts them to Double Wilderness and Shadow-lands. You might want to hold this creature for more than one turn. Expect to play this creature 7/9.

Were-wolf, a demon wolf, has the highest prowess and body of your non-unique creatures. It has one strike playable in triple Wilderness, double Shadow-lands or a Dark-domain. It is also played keyed to a Ruins that has three Wildernesses in its site path. Any resulting body check is made modified by +1 unless defending character has a helmet, armour, or shield. Only one Were-wolf can be played during a given movement/hazard phase. Try to get creature into play 4/9.

Variag Horse-Raiders is the specific creature for southeast Mordor. It is a tough 5 strikes with 9 prowess man creature keyed to Nuriag, Nurad, Khand, and Chelkar and adjacent regions, which is an astonishing 15 regions. This creature will likely be detainment, but at such stats that is acceptable.

Merkampa will be seen around Poison Rock. His Home manifestation hinders influence attempts against Dragon, Drake, and Animal factions by -1. Not that much, but it does give an additional attack at Poison Rock to scare Ren. His Hunt manifestation covers five regions that you will travel: Chy, Clyan, Heb Aaraan, Orgothraath and/or Siakan. This is only for one turn, but it might catch Ren. Doors of Night expands the range into Arisis, Chey Sart, and Ered Harmal. Ren will not hide from these attacks.

- FH:
- BH:
- RL:
- SH:
- DH:
- UD:

-	FD:			
6	BL:	warg	wolve	
6	W	warg	wolve	
3	WW			dire
3	WWW	werewolf		
6	SL	warg		dire
3	SLSL	werewolf		
3	DD	werewolf		
-	CS			

6	Nuriag	Variags	<i>Uiendarlaif</i>		
6	Nurad	Variags	Uiendarlaif		
6	Khand	Variags		Vuk	
6	Chelkar	Variags		Vuk	
6	Relmether	Variags	Uiendarlaif		
6	Chey Sart	Variags	Uiendarlaif		
6	Heb Aaraan	Variags	Uiendarlaif		Merkampa
6	Harrhun	Variags	Uiendarlaif		
6	Horse Plains	Variags	<i>Uiendarlaif</i>		
3	Nurn	Variags			
9	Ered Hamal	Variags	Uiendarlaif	Vuk	
6	Lurmsakun	Variags		Vuk	
3	Ithilien			Vuk	
6	Harondor	Variags		Vuk	
6	Haruzan	Variags		Vuk	
6	Pezarsan	Variags		Vuk	
3	Orogothaath		Uiendarlaif		Merkampa
3	Taur Romen		Uiendarlaif		
3	Forrhun		Uiendarlaif		
3	Lotan		Uiendarlaif		
3	Kykurian Kyn		Uiendarlaif		
3	N. Rhovanion		<i>Uiendarlaif</i>		
3	Iron Hills/Withered Hearth		<i>Uiendarlaif</i>		
3	T. Oilhelka/Lhugdalf		<i>Uiendarlaif</i>		
3	Dyr		<i>Uiendarlaif</i>		
6	Clyan/Chy		<i>Uiendarlaif</i>	Vuk	Merkampa

Hazard EVENTS-26

The hazard events are focused on troubling those with ring special items and those that move in the wilds where the wolves howl.

Base cards-2

You have Twilight to protect from Doors of Night.

Corruption/Check: 8

Ring's Betrayal will be brought into your PD at the first exhausting. You expect some rings to be played by Ren. A target with a special ring makes a corruption check modified by -2. A failed check only discards the ring.

You've Put Your Finger In It is another hazard played on a non-wizard ringbearer. The hazard limit for target's company increases by one for each ring in the company. A Ranger can tap to remove this hazard during the ORG phase. This too is in the sideboard.

Something Else at Work will hurt those testing gold ring items. Any ring test is modified by -1 in the same company as the target.

Foolish Words is a nasty hazard modifying influence, offering, and riddling attempts by -4. It is hard to remove needing a roll greater than 7. This can slow Hoarmurath influencing factions during the Warlord Phase.

Forgot His Orders may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card. A discarding of one of these minion resources may cause the leader to move with one less minion. [May be for FATE ignore effect on BRW.] If one of these events is discarded, then likely a character will later be discarded to maintain GI buffer.

Brutal Commands targets a leader giving +1 SP, which may not be a good thing for you. The target character playing a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character. Using Call to Arms pays a price.

Main Theme: Wolf Enhance-7

This theme will allow you to hurt your opponents' minions. Events include Short, Long, and Permanent.

Wake of War will boost wolf creatures. Normally, wolf, animal, and spider attacks gain one strike and one prowess. Doors of Night changes this for wolves at two for both strikes and prowess.

Legacy of Carcaroth will get a discarded wolf to your hand during the end-of-turn phase if another Wolf hazard creature is discarded. It is a permanent-event.

War-wargs will mostly be played as a long-event, which adds body of 4 or +1 to wolf attacks.

Rabies is a Disease hazard playable after a successful Wolf attack. This hazard has the potential to cause an attack between characters. The victim makes a CC during this END phase modified by subtracting the number of other characters in his company. Failure only causes the victim to attack a character in the same company. This has the potential to last many turns until Marvels Told is played.

Support Cards-5

Rolled Down the Sea will let you see your opponent's hand.

Decisions of the White Council is a permanent event requiring at least four manifestations of Wizards and/or Elf-lords to be in play. Up to three hazard non-Environment long-events may be placed with the card. Now, those long-events stay in play until the host card is discarded. This player has the Long-events War-wargs, Wake of War, and a Dragon. Other such events in the division include: Beacons Alight, The Enemy at Hand, Arda Angered.

Stench of Mordor is good for Mordor decks that have squatters. It is an Environment tapping one character in each Dark-Domain at the start of the site phase. Doors of Night applies this to Shadow-lands may be afflicting a player every turn. Facing the Wilderland Division will tap those at Dol Guldur. The other divisions have Darkhavens in Shadow-lands. Expect Gates of Morning to discard this for you. Put this in the sideboard so it is not possible to affect you when you visit a Volcano.

Cycle-3

An Unexpected Outpost will recycle the most useful hazard events.

~~Worm's Stench smell of a foul foreshadowing of more wolf creatures. It is played on a company that has already faced a dragon or drake attack. Two friends in your Division have drake creatures. When this happens the prowess of each Spider and Animal attack against the company is increased by two. Uiendarlaif is an Animal and Wolf—now with 9 prowess against horse allies. Doors of Night extends the effect to Wolf creatures and modifying strikes for all three types by +1.~~

SARUMAN OF MANY COLOURS

INTO THE SMOKING CONE - Permanent-event (R)

[MP: (6)]

Playable on a company with a sage during the site phase at a site where gold ring items are playable. Tap this card if the company plays a ring special item; this card never untaps. If this card is tapped, the company can discard (for no effect) a Lost Knowledge card it controls during its site phase at Mount Doom and invert this card on the playing surface (rotate it 180°). If inverted, you can store this card at a Haven-only if stored do you receive its marshalling points. If stored, all ring items give one less corruption point. Once inverted, no other copy of this card can be inverted.

This is guide to use the palantir to cycle resources. All corruption checks made by the characters are automatically successful if no other corruption sources are present.

Saruman	10/13/7/10	Sc/R/Sa/D	0	W	Form, White, Stories	
Folco	3/0/0/9	Sc	2	H3	palantir, Align	
Robin	3/0/1/9	Sc	+1	H4	Tales	
Varadir	5/1/3/9	W/Sa/D	1	Du5	Gift, Anything (+3CC)	
[card in hand to start sequence]						
SEQ #1: This sequence allows cycling any two cards per turn plus a spell.						
<u>S F P V R Cycle a card during ORG and SITE phases and a spell</u>						
S	F	p	V	R	ORG	tap palantir to cycle a card [CC-4]
S	F	p	v	R	ORG	tap Varadir to support Folco CC. [CC-1]
						Folco makes CC modified by +3 [CC-0]
S	F	p	V	r	ORG	tap Robin to untap Varadir [CC-0]
s	F	P	V	r	ORG	tap Saruman to play Wielded Twice to untap Pal [CC-1]
S	F	P	V	r	SITE	Hall of Fire untaps Saruman
S	F	p	V	r	ORG	tap palantir to cycle a card [CC-4]
S	F	p	v	r	ORG	tap Varadir to support Folco CC. [CC-1]
						Whitefoot makes CC modified by +3 [CC-0]
s	F	p	v	r	END	tap Saruman to cycle a spell
SEQ #2: This option is to remove a hazard. Fetch Marvels Told with palantir. Saruman will tap to cycle a spell. Varadir is available for corruption support. If the spell is Wizard Uncloaked then play it that phase.						
<u>S F P V R Cycle a card during ORG and SITE phases</u>						
S	F	p	V	R	ORG	tap palantir to cycle Marvels Told [CC-4]
S	F	p	v	R	ORG	tap Varadir to support Folco CC. [CC-1]
						Folco makes CC modified by +3 [CC-0]
S	F	p	V	r	ORG	tap Robin to untap Varadir [CC-0]
s	F	p	V	r	ORG	tap Saruman to play Marvels Told [CC-2]
s	f	p	V	r	ORG	Folco taps to support Saruman's CC
						Saruman makes a CC modified by -1 [CC-1]
S	f	p	V	r	SITE	Hall of Fire untaps Saruman
s	f	p	V	r	END	tap Saruman to cycle a spell
SEQ 1w: [Wielded Twice]; cycle two cards and one spell.						
SEQ 2m: [none]; cycle Marvels told, play Marvels Told and cycle a spell.						

A guide if you can sit relaxed with the palantir fully through the second deck.
 {used previously years ago. Not used now. }

every two turns you get a hazard, a resource in two turns and spell in two turns

d = draw; p=play; h=recycle to hand; r=recycle to PD					#	W	F	
11	tap(5 spells from SB to DP)				h(spell)	70	3	3
12		d(First)			p(spell)	61	3	2
13	d+p(Wield)	p(First)	r(resource)	r(hazard)		53	2	2
14		r(First)			h(spell)	45	2	3
15	d+p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	37	1	2
16	r(Wield)			p(Marvels)	h(spell)	28	2	2
17	d+p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	21	1	1
18	d(Wield)	r(First)			h(spell)	14	0	2
19	p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	7	0	1
20		d+p(First)				0	0	0

4 spells/resources/hazards & 5 turns with Saruman +2 CP

This is the company composition and palantir sequence guide when on the mission. Saruman will be away for at least four turns, maybe five or six. Keep in mind those “Story” events no longer have the reduced CP since Saruman is out of the company. But there are more characters in the company to support CC. You may want to move Vygavril in her own company last so to draw cards. There is another Sc/D in the deck to replace him if she is killed. Move Saruman’s company first since the Palantir company has a size of four. It is vital that you cycle cards during the mission. Saruman needs to reduce the amount of hazards played on his company.

Moving to play Into the Smoking Cone:

using 13/20 GI

Saruman	10/13/7/10	Sc/R/Sa/D	0	W	Form, White, Stories
Orthir	7/1/7/9	W/Sc/R	2	Sv	MR Courage
Brandir	3/0/3/8	Sc/R	3	Du	MR Nature, scrolls
Robin	3/0/1/9	Sc	1	H3	MR Stealth, Tales

#1 The Wizard’s Hand Elanthia Rumor Hall of Fire

Aegnor	6/7/4/8	Sa/D	3	No	MR Words, elfstone
Líndal	2/0/3/8	R	0	Sd2	
Varadir	5/1/3/9	W/Sa/D	2	Du5	Gift, Anything (+3CC)
Psousen	7/3/8/7	W/D	0	M6	Pupil, e.Friend
Folco	3/0/0/9	Sc	2	H3	palantir, Align

SEQ #3: This sequence allows cycling any card per turn.

V F P A L Cycle a card during ORG and SITE phases and a spell

V	F	p	A	L	ORG	tap palantir to cycle a card	[CC-2]
V	F	p	A	l	ORG	tap Lindal to support Folco CC.	
						Folco makes CC modified by +1	[CC-1]
V	F	p	A	L	SITE	Hall of Fire untaps Lindal	
If you have Marvels Told in hand, then let Aegnor play it with Folco to support.							
or							
If Wielded Twice is in hand, then continue the turn as follows:							
v	F	P	a	L	SITE	tap Aegnor to play Wielded Twice and untap pal	[CC -3]
						Varadir taps to support Aegnor CC by +3	[CC-0]
v	F	p	a	L	SITE	tap palantir to cycle a card	[CC-2]
v	F	p	a	l	SITE	tap Lindal to support Folco CC.	
						Folco makes CC modified by +1	[CC-1]

Do not use the second cycling to fetch a canceller if MR of Nature is tapped. Use Wielded Twice on Saruman to untap MR of Nature.

Playing Summary:

36MP

C=8

I=16

F=1

A=0

M=11

K=0

Lessons Learned:

1. Saruman moves somewhat fast through his deck...about 9 turns to exhaust.
2. Long Dark Reach is great to see what is on top of his own playdeck.
3. Playing and fetching of characters is not that important, but is slowed due to high mind heroes to play such as Midhir and Orthir.
4. Some characters may carry much corruption for a turn or two.
5. Playing of factions is a low priority for late in the second playdeck, if Ren is about to move his factions for war. Think about not playing factions other than Taarum and Variags.
6. Cancelling attacks is enhanced by using Wielded Twice on Magic Ring of Nature and recycling cancellers with the palantir.
7. Methods to untap Saruman is crucial to fetch spells.
8. Orthir's ability to visit any hidden site using Stars is great. He can move to some hidden sites to play gold rings, which is likely not be visited by minions.
9. Midhir can stay in play in the role of Gildor to Mount Doom if Gildor is not played. Midhir is better since he is a Scout and a Sage.
10. Need to play gold ring items near Isengard instead of near Ered Hamal
11. Low prowess and low count companies hinder staying untapped after a site's AA
12. Try to play Annelena with When I Know Anything at Lind-o-Burum.
13. Quest of Mount Doom is okay; just need to stay non-wounded so to be ready to tap to play Wielded Twice and Concealment.
14. As long as most of the special rings are played with the Quest, Saruman will have no trouble reaching 32 MP (4 MR + Quest = 18 MP).
15. Ered Hamal was not used; its tapping requirement is heavy on a small company. Orthir's ability was used instead.
16. Windlord not needed if Saruman already has played Sacrifice of Form near Isengard.
17. FGR is not as good to play magic rings; may need to include BGR.
18. Five characters never played.
19. Major MP delayed if a ring test fails without Lesser Ring to play