

GUILD-FIRE

40avatar

C	9	Taurondë
I	10	Utter South
F	2	vs. Court of Ardor
A	2	Harad Division
M	5	Sages
K	4	Tapping

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 25 cards in sideboard

40 cards in H. deck, 15 cards in sideboard

10 characters in deck

7 starting cards

137 total cards

18 creatures

Elves of old have discovered a secret cult of dark elves searching for Jewels of Unlight...gems ingested by Ungoliant upon the escape from Valinor as payment from Morgoth. The breaking of these gems during a ritual will destroy the Sun and Moon. A former associate of the Black Enemy has continued the quest to unleash the power in those gems. This associate is a Noldo Elf. She has gather to her other renegade elves and other denizens of Ardor. A Council of Twelve was formed with one seat for each lord of a citadel. Yet, an opposing force was also created. An alliance between the Guild of Elements and Starsteer Conclave was formed to keep the gems hidden before the time of the ritual.

Several elves are considered Guild of Element members. Ancient items will also be found for use to stop this dark ritual. This hero player can play the jewels and "hide" the jewel at a hidden site. Weapons crafted during the First Age will aid the Guild and its allies to stop the sect of elves bent on blackening the sky forever.

The hazard deck is playing creatures keyed to Jungles, but this will be uncommon. Thus the hazard events have a high probability. These events tap minions such as Gnaw with Words and New Moon.

RESOURCES (40/25)			
	3	Jewel of Unlight	
2	1	Earrings of Lyerin*	
3	1	Ringlin's Axe-earth*	
3	1	Sword of Talan-water*	
3	1	Kirlach	
2	1	Book of Andraax	SK
	1	Ardan Card Deck	
	1	scabbard of chalcedony-h	
***		elf-stone	
	2	Arrokko	
2	1	Ulmodili	
2	1	Avari	
	1	Elves of Talirân	
	1	Walls Behind Walls	SK
	3	Order of the Watcher	SK
			12/7

2		Many Turns and Doublings	R
	1	Hiding	Sc
	1	Concealed Entrance	
3		Marvels Told	Sa
3		Pledge of Conduct	D
	1	Spying Out the Land	spirit3
	1	Calm Song	
	2	Poison of His Voice	spirit3
	3	Wit	riddle
	2	What Have in Pockets	riddle
2		Ancient Knowledge	LKSK
3		The Wind is Turning	envS
1		Secret News	se
3		Hey Come Merry Dol	move-o
3		Elven Fortress	site
	1	Master Healer	heal
	1	Herblore	heal
1		Warm Now Be Heart	Sa-r
	1	Lore of the Ages	pe
1		Elven Blade*	pe
1		Ordered to Kill	agent
1		Safe From the Shadow	pe
3		Smoke Rings	se
	3	Longbottom Leaf	
1		Guild of Elements	pe
			28/17

HAZARDS(40/15)**21/0**

3	Kraken	animal					CSCS
3	Majmun	animal, ape	1	9	4	x	T, J
3	Uvag-aak	animal, ape	x	1	2	11 x	J
3	Slow-fang	animal	x	1	1	9 x	J
3	Cobras	animal, vermin	x1	1	3	5 x	J
3	Juthjuth	spider, vermin	x	1	1	7 x	SunLand (adjacent)
3	Sea Serpent	drake	2	2	14	6	CSCS

S24-0-10**19/15**

3	The Burden of Time	P.corruption-elf					
3	Call of the Sea	S.infX-elf					
3	Thrice Told Tales	S.tap-Sage					
3	Darkness Under Tree	S.tap-Orc, Troll, Man					o1
3	Waiting Shadow	S					x1
3	Gnaw with Words	S.tap					
3	New Moon	S.env-elf tap					
3	Venomous Sting	P.disease					x2
1	Full of Froth and Rage	P					
2	Infested Jungles	P					x1
1	Protecting their Domain	P-attack.plant +1P, +2P xkeyed to site					x
3	Fruitless Victory	S					o2
3	An Unexpected Outpost	S					

SITES		FD-0	BL-3	W-2	SL-2	DD-0	CS-5	UD-0	T-0	I-5
Ta	Taurondë		heal							Elves of Talirân
Ch	Tartaust					men.4d7			GoE	
Ko	Korlan-p		m			men.2d7			minor	
Tn	Thôrion-p, bg		Info*			dun.1d8				
Ha	Tanith		m			men.4d9				
Us	Ramorth		m, M*			men.4w8				
UB	Vog Mur-p		m*			men.2d8				
Tn	Sarûl-p		Info, m, M, ring			dun.4w9				
Ga	Tarû-Makar		m			men.5d6			minor	
Ht	Dûrdamal-p		m			men.2d8				
Mm	Pharabâs-p		m			dun.2d8				
Dd	Nûlakad		m			men.4d7				
UB	Rilgul-h		Info, m, ring			dark.xw11				
PB	Three Sisters		m, M			drake.2w10			hoard-Scabbard	
Ge	Gaven		Info, m, M			animal.3w6, Trap.1w10				
Ge	Ty-ar-Rana		m, M, G			Trap.3w9			hidden(LK) Book of Andraax	
Ta	Laurrë's Manor		m			wards.xd9(m,b)			hidden(t.elf) hoard	
Tn	Kirnak		Info, m, M^			undead.2w7			Kirlach	
Mu	Fortress of Bûramakm					men.3d7				
Mm	Tombs of Oran-P		m, M, ring			trap.3w7				
Mm	Lakes of KS-o		Info			An/Elf/Man				
SM	Gesathago's Lair-h		m, M, ring			Dragon.2x10			Ulmodili	
UB	Citadel of Ardor-p		m, M, G			elf.xd9			hoard	
Tn	Naulindol		m, ring			elf.xd9			GoE(book)	
Us	Taurang		m, ring			elf.3w8, slayer			hidden(R) - Jewel of Unlight	
YMc	Menelcarca		Info, m#, M#			elf.3d8			hidden(env)-Arrokko	
Ta	Engîr		m, M			Trap.8(m,b), Dw.4w10			nUhoard - GoE	
BK	Mirisgroth		m, M			elf.xd9			hidden(SK)-Jewel of Unlight	
BK	Tirgoroeth		Info, m, M, G			animal.3w10, elf.3w3			<i>flying only</i>	
CM	Aurax-Dur-p		Info, m, ring			elf.xd9			Avari	
Tk	Ithilkir		m, M			elf.xd9			Jewel of Unlight	
Mm	Amaru		m, M, G			men.5w9				

CHARACTERS-10		8-4-5-8-5			
2 Fëatur*	7/2/4/8+	W/Sa/D	No	LM-Light	+2DI.Elves*+Dun; spirit
1 Mallon-dweller	3/0/2/9	W/Sc	na	Lórien, elf-hold in Wilderland	
2 Turanar	7/2/6/8*	W/R	Ta	Taurondë	+1DI.tatya +2DI.eTaliran +2P.J
1 Wood-elf	3/0/3/8*	W/R	sv	Rhubar, elf-hold in Wilderland	
1 Shipwright	3/0/3/7*	W/Sa	sd	Grey Havens, any elf-hold port	
3 Laure*	8/2/5/9+	R/Sa/D	No	LM-Fire	+3DI.Elves +2P.magic,CA,dm,Sw
1 Eldarion *	4/1/5/7+	W/Sa	elf	LM-Air	
2 Klaen *	5/1/4/9+	Sc/R/D	No	LM-Water	+2DI.ElvesUS+Men; +2P.magic
1 Yavëkamba*	5/2/1/8	Sc/Sa	No	Engîr -Earth	Lay Healer
2 Huinen	7/2/3/8*+	Sa/D	No	C.Fanuin	+2DI.elves
2 Rána*	6/2/3/8+	Sa	Ne	LM-Earth	Lay Healer
1 Moran	3/0/5/8	W	Ta	LM	+2.CC
1 Morelen	3/0/2/9	Sc	Ta	Citadel of Ardor	
2 Nefertae II	5/2/4/8	W/D	M	Tanith	+1DI.c+f(home, nU Sinda+Hath)
starting company*		(mind-20)		Taurondë	
2 Huinen	7/2/3/8	Sa/D	elfstone		
2 Turanar	7/2/6/8	W/R	elfstone		
1 Wood-elf	3/0/3/8	W/R	elfstone		
1 Shipwright	3/0/3/7	W/Sa			
21/30(20+10)			Hand-8	Mind-37	
#1 Watchers			[item-2, CvCC-5]		
Laure*	8/7/7/9	R/Sa/D	3	elfstone, kirlach [+3P.CA,dm; +2P.magic,Sw]	
Fëatur*	7/4/4/8	W/Sa/D	2	deck, earrings	
#2 Guardians			[item-2, Knowledge-6]		
Huinen	7/6/5/8	Sa/D	3	ringlins axe(earth), elfstone [+2P.demons]	
Klaen*	5/1/6/9	Sc/R/D	2	talan(water)	
#3 The Wise			[Riddle-3, items-2, jewel-3]		
Rána*	6/4/3/8	Sa	2	elfstone, Healer	
Eldarion*	4/1/5/7	W/Sa	1	andraax	
Moran	3/0/7/8	W	3	ringlins axe(earth), scabbard [-2body CA]	
Nefertae II	5/4/6/8	W/D	3	elfstone, kirlach	
Eldarion*	4/1/5/7	W/Sa	1	andraax	
Klaen*	5/5/4/9	Sc/R/D	1	elfstone	
Yavëkamba	5/2/1/8	Sc/Sa	0		

OVERVIEW

The Guild of Elements is charged with stopping the Court of Ardor's plans at all cost. The Guild will play items that will allow easy access to the Arden Citadels and riddle into the ritual of the eclipse. Several guild artefacts will allow you to combat the Ardor members. You do not have many MP resources, since your goal is to defeat the Court. However, a lack of MP if the Court does play with a Power Deck will force a Wizard to face the Court.

The Court has powerful elves, but you have the elves who strive for the Valar. The Court has its citadels; you have Taurondë as a haven. With so many powerful elves in a small area, they will be many encounters that will prove deadly. You will fight with words and swords.

Top 5 Goals

1. Play both copies of Arrokkio
2. Play four Guild of Elements items
3. Have in play before the Warlord Phase all five Guild members
4. Store two Jewels of Unlight at hidden sites in the Uttersouth
5. Bring Moran into play; give him Kirlach and Scabbard of Chalcedony

CHARACTERS

Your characters are elves and men who live in the Uttersouth. Each skill is represented at least four times, and there are six guild members in the deck. There are plenty of characters in the deck to replace the dead, but not those with the normal direct influence to control Guild members. Each skill is represented at least 4x in all the characters. The core companies will have two Warriors and Rangers, five Sages, four Diplomats, and one Scout.

There are six Guild of Element Members in the deck. Plans are made to have at least five of them in the game together. Five characters have a mind greater than five. Another three have a mind of five. Direct influence will need to be increased to have these as followers. Preserve some Guild members by delaying their play until the second or third decks.

Fëatur is the pivot of this deck. He is a 7-mind Noldo W/Sa/D of 2 DI, 4 prowess and 8 body to combat his twin sister. He has +2 DI against dúnadan and elves. Fëatur has the special ability to use the Ardan Deck if female Fëatur is not in play and use spirit-magic. His home site of Laure's Manor is convenient, but also the home site of Engkir is valuable to cancel its first AA.

Laurre Menelrana is the strongest character of this deck. His a 8-mind Noldo with three skills of R-Sa-D also a member of the Guild. He has +2 prowess against magic users, Court members, Demons, and Spawn. to compliment his 5 prowess and 9 body. He has 5 DI against elves playable in Uttersouth and adjacent regions. This elf will lead a core company.

Rána is a Guild Member and a Nelya. She is a natural Lay Healer that all healing cards she uses affect all in her company. Master Healer can be played on her, which is done in this deck. She has a home site of Laure's Manor. Her 6-mind and 2 DI will likely have her lead a core company. Her 3 prowess is low and 8 body is a concerned. She might need to stay safe at a haven or Elven Fortress for most of the game. Her home site is Laure's Manor and only a Sage.

Klaen is another Noldo Guild Member. He has three skills: Sc-R-D. He also hates magic-users having +2 prowess against them. Though he loves Man with +2 DI against Men with a home site in the Uttersouth and to Elves. His home site is Laure's Manor. A four prowess is low

for regular fighting, but a weapon can enhance that. A 9 body is a key trait for this elf.

Eldarion is the another Elf Guild Member, but has the lowest mind at 4. He is a strong Warrior with 5 prowess, but has a low 7 body. His Sage skill will have him reading instead of kicking and punching dark elves.

Yavëkamba is a secret Guild Member infiltrating into the Court of Ardor. She is a natural Noldo, Lay Healer with a home site of Angkirya. Her 5-mind is high keeping her out of all companies. She will replace Rána using her 2 DI to have a follower. Her 1 prowess and 8 body is not something that will provide safety when moving. She is only a Sage

Tûranar is a 7-mind Tatya that is the Lord of Taurondë. He starts the game using his Warrior and Ranger skills. A 2 DI and +1DI against Tatya Elves can help him control a 3-mind Tatya. He has +2 DI against the Elves of Talirân can hopefully get that faction played early. Move him through Jungles since he has +2 prowess against Jungle creatures to go along with this brutal 6 prowess.

Huinen is Noldo from Mirkwood. He has journeyed to the Utter South to help an old friend to fight against the Court. He starts the game with his 7-mind. He will try to stay in the game leading a core company using his base 2 DI and +2 DI against Elves. A 3 prowess is weak, but an 8 body is durable. His special ability is valuable to shuffle Secret News into your playdeck instead of discarding the event. His Diplomat skill is needed for Pledge of Conduct and his Sage skill is important to play Marvels Told.

Mallorn-Dweller provide Scout skills and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. Only the starting company is expected to have multiples in play at one time. He can come into play at Taurondë with a different descent. Select Tatya for use with character's DI bonus against that descent.

Wood-elf is a Warrior and Ranger. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. His special ability is tapping to cancel an Animal or Awakened Plant attack. He can come into play at Taurondë with a different descent. Select Tatya for use with character's DI bonus against that descent.

Shipwright provide a useful Sage and sea movement bonus. A 3-mind allows him to be a follower to a few other elves. A 3 prowess is nice, but a 7 body will not see this shirt-less elf alive long moving in the sea or land. A home site of any Elf-hold Port will get him into play at Taurondë or Aurax-Dûr. He can tap during the Organization phase to allow his company to move an additional Coastal Sea region. A Great Ship discarded from hand during the organization phase gives his company port movement that turn.

Two elves will be used to bring an end to the Court of Ardor: Morelan and her son Moran.

Morelen is a noldo/tatya woman. She is a Scout with a low 2 prowess, but high 9 body. Her home site is Citadel of Ardor, so she can tap to cancel its first AA. But she can only be brought into play there. She is likely will just be used to influence away from another player.

Moran will come into play in the second deck; he will play Ringlin's Axe and Scabbard of Chalcedony for the upcoming night. Then his prowess will be 7. Companies will change to:

Fëatur- Rána; Laurrë-Eldarion-Moran; Huinen-Klaen

Moran is a tatya Warrior with +2 to his CC, 5 prowess and 8 body. He has +1 to his body checks

against manifestations of a Court member. His home site is Laure's Manor.

COMPANIES

Your starting company has all the skills with four elves using 20 GI. They will start at Taurondë with two Rangers. Split the starting company into two to draw cards and play resources. Three Elf-stones are included. All members are expendable except for Huinen. No Guild members are included to try to fool your opponent on who you are: a Wizard or the Guild. Huinen has the ability of recycling *Secret News* into the playdeck instead of discarding it. This will help with riddling. He has a normal 4 DI against elves. Tûranar is a native of Taurondë. He can control a 3-mind Tatyá. He has Elf-stone to control Shipwright. Wood-Elf will carry the third Elf-stone and be the main Ranger. Shipwright is a W/Sa elf to be the secondary Sage.

<i>starting company*</i>		(mind-20)	Taurondë
2 Huinen	7/2/3/8	Sa/D	elfstone
2 Tûranar	7/2/6/8	W/R	elfstone
1 <i>Wood-elf</i>	3/0/3/8	W/R	elfstone
1 <i>Shipwright</i>	3/0/3/7	W/Sa	

Various companies will be made to preserve the use of Guild members. Wood-elf and Shipwright are likely to be killed during the first deck. Else discard them to make room for unique characters during the second deck. Tûranar will be discarded when the first deck exhausts or a bit sooner. Shuffle Smoke Rings with itself to draw Nefertae II late that turn. Mallorn-Dweller is there for support when the direct influence is available. Below is the scheme to discard or play a character.

Huinen	start	discard	-----
Tûranar	start, discard t7	-----	-----
Shipwright	start, discard t5	-----	-----
Wood-elf	start	discard t12	-----
Mallorn	play to support	play to support	play to support
Eldarion	play t6	+++++	+++++
Klaen	play t8	+++++	+++++
Nefertae II	x	play t9, discard t16 for Rána	
Yavëkamba	x	play t11, discard t18 for Fëatur1	
Rána	x	x	play t17
Fëatur1	x	x	play t19
Laurrë	x	x	play t20
Moran	x	x	play
Morelen	x		

Play Klaen and Eldarion as followers to the 7-mind elves for a few turns. Klaen's introduction forms the Guardians core company. GI will be 24.

The Guardians is Huinen controlling Klaen. Huinen wields Ringlin's Axe and wears an Elf-stone for six DI against Elves. Huinen will then have 7 prowess against demons. If he is discarded then he will not be played again due to his playing limitation. Klaen wields Sword of Talan for six prowess. Klaen is the only Scout in the core companies. This company will play items and play the knowledge resources (Order of the Watchers). This company has all the skills except Warrior.

#2 Guardians					
Huinen	7/6/5/8	Sa/D	3	ringlins axe(earth), elfstone	[+2P.demons]
Klaen*	5/1/6/9	Sc/R/D	2	<i>talán(water)</i>	
Tûranar	7/4/6/8	W/R	1	elfstone	
Eldarion*	4/1/5/7	W/Sa			
Wood-elf	3/0/3/8	W/R			

Discard Tûranar when the first deck exhausts. Play Nefertae II and Yavëkamba to form the following companies during the second deck. GI will be 24. Discard Tûranar if either of the two new characters is in hand after Turn 5. Below are the companies after Turn 12.

#2 Guardians					
Huinen	7/6/5/8	Sa/D	3	ringlins axe(earth), elfstone	[+2P.demons]
Klaen*	5/1/6/9	Sc/R/D	2	<i>talán(water)</i>	
Yavëkamba	5/4/1/8	Sc/Sa	1	elfstone	
Mallorn	3/0/2/9	W/Sc	0		
Nefertae II	5/4/6/8	W/D	3	elfstone, kirlach	
Eldarion*	4/1/5/7	W/Sa	1	andraax	

Three more Guild members have yet to be played. Reshuffle Smoke Rings during the second deck to pile them on the deck's bottom. This allows having the remaining Guild members in hand by Turn 17. Discard Nefertae II on Turn 16. Play Rána to form the following company.

#3 The Wise				[Riddle-3, items-2, jewel-3]	
Rána*	6/4/3/8	Sa	2	elfstone, Healer	
Eldarion*	4/1/5/7	W/Sa	1	<i>andraax</i>	

The Wise include Rána controlling Eldarion. Rána has Elf-stone, and Master Healer. Rána is a nelya and Master Healer; that resource event will be tapped to bring Herblore to your hand. She has a decent 3 prowess and 8 body. Eldarion has Book of Andraax to allow Guild items playable at Ardor Citadels. This company will move to draw cards, Riddle with dark elves, and play the Jewels. Choose a weak Court company without a sage to play riddles.

Next, move Yavëkamba and others to her home site Engîr. Stay at the site to play a Guild item. Discard her next turn, but let her heal the wounded. Stay at the site again. Fëatur will be played the following turn. Move to play Laure to form the following core company on Turn 20.

#1 Watchers			[item-2, CvCC-5]	
Laurre*	8/7/7/9	R/Sa/D	3	elfstone, <i>kirlach</i> [+3P.CA,dm; +2P.magic,Sw]
Fëatur*	7/4/4/8	W/Sa/D	2	deck, <i>earring</i>

The Watchers group is led by Laurrë controlling Fëatur. Laurrë is a powerful Noldo R/Sa/D. He wields Kirlach and has an Elf-stone. Now, Laurrë has 10 prowess against Court members and Demons and +2 prowess against magic-users. Fëatur has Arden Card Deck and Earrings of Lyrein. Fëatur will use his item to shuffle a spirit-magic event he just used. This company will engage in CvCC of Arden members seeking a Gem of Unlight. Corruption will be trouble for these two. This company has one Ranger, two Sages, and two Diplomats.

These three companies will use 21 of your 30 points of GI. Your GI is dependent on the number of Guild members in play, so keep them play. There are 27 site phases (item-11, ally-3, faction-2, Watcher-3, riddle-3, CvCC-5). Expect to have 12 turns for the main companies to exist. Each company should have eight success site phases and be partnered with another company half of that time for a total of: $12 + 4 * 3/2 = 18$ turns. This means that the first eight turns must contain nine successful site phases.

ITEMS

There are 13 items. You have the four guild artefacts and three Jewel of Unlights. The artefacts have special powers that will be useful in your quest.

Book of Andraax is Stolen Knowledge that must be played at a Guild site. It can be tapped to allow a Guild item to be played at any Ardor Citadel. Also, the bearer can make a CC-2 to fetch *Hiding*.

Earrings of Lyerin are a guild, jewel item of 1 CP. Tap this item to shuffle a spirit-magic or spell. Bearer also cannot be targeted of attacks that chooses defending characters.

Ringlin's Axe, a guild item, is a demon-slayer weapon. It has +2 prowess to a maximum of 9. Or +4 prowess to a maximum of 10 against demons. It works with Elven Blade and has 2 CP.

Sword of Talan, a guild item, gives +2 prowess to a maximum of 9 and allows Elven Blade. Tap the item to add +2 prowess against cold attacks. It has 2 CP.

Kirlach is another sword that has a bonus against Court and demons. It can be tapped during CvCC to untap the bearer.

Three Jewel of Unlights will be played to later hide from the Court. Each must be played at a hidden site in Ardor. Ardan Card Deck is a minor item allowing to use another company's Knowledge resource. So use this item to steal Knowledge from Fëatur the Court members.

Elfstone is to control an Elf. Three copies will allow follower to the bearer. Scabbard of Chalcedony is for combat during the ritual at the Citadel of Ardor.

These items will load your elves with corruption, so remove any other corruption sources.

Elven Blade can be used on Sword of Talan or Ringlin's Axe. This event can tap to give -1 strike to an Orc, Troll, or Undead attack (to a minimum of one) after the bearer makes a corruption check. The one less strike can mean the difference to have an elf untapped for combat.

FACTIONS

There is one faction playable in a Coastal Sea – Ulmodili. This faction seems simple to play, but no resources can be used to aid the influence check. However, this faction can tap to take a wounded seafarer to a safe Port site.

Elves of Talirân is an elf faction that needs an attempt of 11 to play. A noldo is given +2. Fëatur will have +6 to the influence attempt. The faction is worth +1 MP for each hidden Jewel of Unlight you have in play.

Another Elf faction, Avari, will be played at an Ardor Citadel. An attempt of 12 is needed to play. An elf will have +2 to the attempt. Each elf faction in the Utter South allows the playing of the ally Arrokko.

ALLIES

Arrokko is the other ally. There are two copies. This ally can only be played as many times as you have elf factions. Arrokko is a horse that is playable at a hidden site in Ardor. It has no stats at all. It can tap to modify a CC forced by a hazard on an elf in the company by +2 or tap to cancel an animal or demon attack keyed to any region in Ardor against the company. Play one Arrokko with the Watchers company and the other with the Guardians.

MISSIONS

There are two stolen knowledge resources (Walls Behind Walls) and three lost knowledge resources (Order of the Watcher).

Walls Behind Walls requires a hidden site and a Scout. The resource then can either untap a hidden site or discard a Concealed Entrance on the Scout's current site.

Order of the Watcher will be used to either cancel the first automatic-attack at an Ardor Citadel or to fulfil hidden site requirements in Ardor for Lost Knowledge.

Concealed Entrance is played on a hidden site. Then an opponent must tap a Scout to enter the site. You might want to play this while at an, Elven Fortress, Ardan Citadel or Laurre's Manor so to keep away minion elves while you continue to play items at the site.

GUILD OF ELEMENTS

The guild has some special resource events to help in its quest. Guild of Elements increases GI by two for each guild member in play by you. It is a unique event, so it will take time for it to be drawn. There should be five such members in play to bring your GI to 30. This event allows guild members to tap to access the sideboard as an avatar: tap2: target hazards, tap4: return a site card to the location deck from the discard pile.

Lore of the Ages is in the sideboard ready to be played from there. Eldarion is the target since his body stat is 7.

Fëatur has the ability to use the Ardan Deck. The item allows the use of any bearer's company to use another bearer's company Lost or Stolen Knowledge. Use this item to steal such abilities, but be careful of holding such knowledge in his company.

Yavëkamba is a Layhealer. Master Healer will be played on Rána. This stage resource allows the bearer to tap discarding a dark enchantment in the company. Herblore can also be used on the bearer. There is one copy of Herblore in the deck. Tap the stage resource at the END phase to fetch *Herblore* or *Warm Now Be Heart and Limb* from the discard pile. That ritual is also in the deck. Likely either of these resources will always be fetched every turn allowing moving from a non-haven site to a non-haven site regularly.

UTTER SOUTH

Movement in the grand expanse of the Utter South is filled with perils. *Hey Come Merry Dol* will reduce the number of Wilderness or Jungle regions in the path hoping to avoid Jungle Demon.

Elven Fortress is a site event. It requires a Jungle to be played. The site is a Border-hold with a detainment AA against heroes and Court members. Specific items can be played at this site, which will be used as such to preserve site cards. Most likely this site will be used in the region Ūsakan since it is far from Guild of Element sites. Alternatively, play on an Elf-hold in a Jungle to make it a hidden site requiring the cost of revealing tapping an avatar, scout or ranger. This then will protect the company at such site including three Ardan Citadels.

AGENTS

Agents will be common in the urban and rural areas. *Ordered to Kill* will let you fight agents during the site phase.

SKILLS

With seven sage characters there is room to have a vital sage-event in the deck. *What Have I Got in My Pocket* is there to discard a Jewel of Unlight or an Uttersouth item from opponent's hand and then to play that yourself. If you win, then you see the hand. If the named item is in the hand that card is discarded and you can play that item from hand, discard pile, or sideboard. *Secret News* will let you see what is in the hand, and *Wit* gives +3 to riddling rolls. Huinen is in the game for you just for his ability to fetch Secret News. *Marvels Told* will discard hazard permanent events.

Pledge of Conduct is a Diplomat resource helping with corruption checks. This event allows a character facing a corruption check to automatically transfer one item he bears to another in this company. This should provide the target character to pass that check. But the new owner will need help the next turn to transfer that item back.

Many Turns and Doublings can cancel many types of attacks. It is a Ranger event. There are few sites with such AA types. Thus, this event will be used to cancel creatures. *Hiding* will be used by a company staying at an Ardan Citadel avoiding creatures. Hiding is a Scout event.

ENVIRONMENT & MAGIC

The Wind is Turning is your only environment event. It is there to remove hazards. There is an Ardan Citadel that requires discarding an environment for entry. With Gates in play the hazard limit is reduced by one using Many Turns and Doublings.

Fëatur can use spirit-magic. *Spying Out the Land* will be recycled using an item. This event shows hazards from the hand of the hazard player. *Poison of His Voice* is present in two copies to

discard hazard permanent events on a character in the company. *Calm Song* will make any non-automatic, non-maia attack detainment. All these spirit magic events force the character to make a -3 corruption check.

SITES

The Uttersouth has many site types, but no Underdeeps. Common region types are Jungle and Coastal Sea. Most of the AA types at the safe-holds are detainment man. Almost all the Ardor Citadels have elf AA. Other AA types include drake, animal, and traps.

Taurondë is the haven. Elves of Talirân will be played here. Free-holds to visit include Tartaust to play a guild item. Korlan and Tanith allow minor items.

There are four Border-holds in Ardor. Play minor items at these sites. Thus several sites are available for CvCC if the Court moves to such a site.

Four Ruins have resources. Three Sisters found in a Coastal Sea will play a hoard item. Another site in a Coastal Sea, Gesathago's Lair will play the faction Ulmodili. Ty-ar-Rana is a Hidden Guild of Elements site requiring Lost Knowledge. Book of Andraax will be played there. Laurrë's Manor is one of the few Hidden Guild of Elements site. It costs tapping an elf. This site has a hoard, but will not be tapped unless played late in the deck. Four elves have this as a home site. Gaven is available to play Information and Major items, but it has two AA. Animals of 3 strikes with 6 prowess is weak, but Full of Froth and Rage changes it to 8 prowess. Then the second AA is Traps of 1 strike with 10 prowess.

There are eight Ardor Citadels not including the main Citadel of Ardor. All types of resources are played throughout the sites. Most of the sites have elf AA that all characters face a strike. Citadel of Ardor will be avoided for tapping. Elven Fortress may be played on an elf-hold during the ORG phase to make it a hidden site. Then Arrokkko and a Jewel of Unlight will be playable.

Naulindol will be used to play a guild item by using the Book of Andraax. It has an elf detainment AA.

Taurang is a hidden site costing tapping a Ranger. A Jewel of Unlight will be played there. It has a normal AA of elves 3 strikes with 8 prowess.

Menelcarca is a hidden site costing a discarded environment card. Arrokkko will be played there. It has an elf detainment AA of 3 strikes with 8 prowess.

Engîr has a tough Traps and dwarf AAs. Another guild item is found here. This site can be used as a safe place away from dark elves due to the AAs.

Mirisgoroth is a hidden site costing a Stolen Knowledge. A Jewel of Unlight is found here. It has an elf detainment AA.

Tirgoroth only allows flying companies to enter the site. Arrokkko is needed in the company to enter. Use this site to play resources.

Aurax-Dur has the Avari faction since it has an elf detainment AA. Multiple Coastal Sea regions are required to visit this site from Tauronde.

Ithilkir has an elf detainment AA. Play a Jewel of Unlight here after making it a hidden site using Elven Fortress.

HEROS

Pallando will be in southeast Haradwaith fighting Akhôrahil's factions. The wizard is unlikely to visit south of Bosiri. The Valdacli are in the Dominion of the Seven moving factions in the Uttersouth fighting Indûr. Those heroes will visit Tumag. These are the only two friends you will see. Imrahil is too far north to interact with you. You will not cross the Yellow Mountains unless to play a guild item at Tartaust.

RISKS

Your major risk is losing your high-mind Guild members and Huinen. High-mind Guild members provide you the DI to control elves. Huinen has 4 DI against Elves and fetches Secret News. Losing him will alter your riddle strategy immensely. Huinen can only be played at his home site, which is in Mirkwood.

Corruption will hurt too. Three of your six main characters will have a base 3+ CP – protect them. Try to find room in the deck to handle corruption hazards.

DECK MANAGEMENT

This player does not have an avatar to tap for accessing the sideboard. Instead, the resource event Guild of Elements will access the sideboard. Once that resource hits the table, 15 resources can be sent to the sideboard by tapping one Guild member. Smoke Rings will shuffle Master Healer, which itself can fetch Herblore.

Longbottom Leaf will be used during the second deck when Featur is in play. A Guild member will shuffle one copy. That copy will shuffle the other two copies, which will shuffle the four spirit-magic events.

Earrings of Lyerin can shuffle spirit-magic resources. Master Healer fetches a ritual and Herblore.

1st PD

The starting company will play as many items as possible and draw as many cards as possible. Move to draw cards. Get both elf factions in play. You may need to keep the starting company together to maintain strength until Klein is played.

Send 15 resources to sideboard. Use Smoke Rings to shuffle Master Healer. Shuffle Smoke Rings enough to ensure Nefertae II is in hand no later than Turn 8.

An Unexpected Outpost will shuffle *Darkness Under Tree* x3.

First Exhaust

Send 5 resources to sideboard: Lore of the Ages, Warm Now Be Heart and Limb, Herblore, Jewel of Unlight x2.

Hazards to exchange include: *Waiting Shadow* x3 and *Infested Jungles* x2.

2nd PD

Start attacking Court members and play the rest of the guild artefacts. Play and hide the jewels of Unlight. Use Longbottom Leaf to shuffle the spirit-magic events. Prepare the final companies when the Warlord Phase starts.

An Unexpected Outpost will shuffle *Fruitless Victory* x3.

Second Exhaust

Send 5 resources to sideboard: Warm Now Be Heart and Limb, Herblore, Hiding, and three characters.

Hazards to exchange include: *Venomous Sting* x3, *Protecting their Domain*.

Third Deck

Play the remaining Jewel of Unlight items. Steal them with riddles if you must. Give Moran Ringlin's Axe and Scabbard of Chalcedony Attack the dark elves.

3	Jewel of Unlight	dp111, dp112, dp113	
1	Ardan Card Deck	dp114	
1	scabbard of chalcedony-h	dp115	
2	Arroko	dp121, dp122	
1	Hiding	dp123	
1	Concealed Entrance		tap2
1	Calm Song		Leaf2
1	Spying Out the Land		Leaf2
2	Poison of His Voice		Leaf2, Leaf2
3	Wit	dp131, dp132, dp133	
2	What Have I Got in My Pocket	dp124, dp125	
1	Master Healer	Smoke	
1	Herblore	dp134	
3	Longbottom Leaf		tap2, Leaf1, Leaf1
1	Lore of the Ages	dp135	
25	resources		
E1	Lore of the Ages		
E2	Warm Now Be Heart		
E3	Herblore		
E4	Jewel of Unlight		
E5	Jewel of Unlight		

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	--	--	2	+2		
SB to DP	15	+3	-	-		
Smoke	1	0	-	-		
Leaf	-	-	6	0		
other	-	-	1	0		

Guild needs to tap 2x in the first deck.

HAZARD

This hazard strategy does require you to hold onto cards. But with your creatures with high prowess, you discard them to draw others. Twenty hazard events are short-events with high playability. Three hazard events are permanent-events that can readily be played.

The goal is to tap minions with the hazards and to thrash the Ringwraiths in the south with the creatures keyed to Jungles.

CREATURES

You have 21 creatures in the deck mostly found in Jungles. Thus these creatures will be kept in hand to play against the Court player. Creature types are animal (ape), drake, or vermin.

Majmun are apes found in Deserts and Jungles. Its nine strikes are high, but its prowess is four. Playing against a company of five one victim will have a strike with eight prowess. This creature is also played in Wilderness found in the Sunlands and Ruins and Borderholds in a Desert.

Uvag-aak are also apes that are more lethal, but less common. Found only in Jungles these apes choose defenders. Wounded from this creature have his body lowered by one for the rest of the turn.

Slow-fang is an animal found in Jungles and Ruins in Jungles. It also chooses defending characters with its one strike. Hobbits, Wose, and Orcs have +1 to their body checks. Venomous Sting can be played from hand or discard pile on anyone wounded by this creature.

Cobras is another animal, but it is also vermin. It has three strikes that the first strike chooses a defender. This creature is found in Ruins or Border-holds in Central Plains or Sunlands. Venomous Sting can also be played on a character wounded by this creature from discard pile or sideboard.

Juthjuth is a Vermin and Spider creature. This will boost its 7 prowess using Full of Froth and Rage. Attacker does choose non-Scout characters. It is a site only creature keyed to sites in the Sunlands or adjacent regions. You can target the Gondor Division. Memories Stolen can may be played on a character wounded this turn by this creature. Forgotten South of the World extends this creature to parts of the Uttersouth.

Kraken requires two Coastal Seas in the site path. This 2 MP creature has two strikes with 10 prowess for each of its attacks. The creature has one attack for every Coastal Sea in the site path. A character can tap to cancel one attack if two attacks are present or two attacks if three or more attacks are present. If all strikes are defeated, then make a roll. If the roll is less than 4 the creature is removed from play. This creature has potential when the Court player moves to an island.

Sea Serpent is only playable to Coastal Seas. This creature may wait in your hand to play on Cirdan. It has two terrible strikes at 14 prowess with six body.

Creatures

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

-	FD:				
-	BL:				
-	W				
3	T	Majmun			
12	J	Majmun	Uvag-aak	Slow-fang	Cobras
-	JJ				
-	SL				
-	DD				
-	CS				
6	CSCS	Kraken	Sea Serpent		

Hazard EVENTS

The strategy is to tap minions in a direct manner using events or indirectly with creatures. Sages and elves are the main targets for the events. Elf hazards are found in the sidebar to maintain card flow.

Base cards-0

You have no base cards.

Corruption-6

The Burden of Time is the only corruption hazard. It is specific only to elves, which implies holding this in hand to play against the two players with elf minions. Two corruption points are given to the target. A check is forced if the elf is not at a Haven.

Call of the Sea can only target elves, which is exactly what you want. This hazard is listed as an event that taps since it is likely a minion will tap to remove it.

Main Theme-15

The main theme is tapping minions with little to no prerequisites. These hazards will be fast to play on any player.

Thrice Told Tales does not tap or wound, but temporary removes a Sage skill until the victim moves to a non-haven Under-deeps site or moves to a site with more than one region in its site path. Thus the former-Sage cannot tap and may be another Sage must tap to use that skill. Targets will naturally be magic-users and elves.

Gnawed with Words can tap any Sage or Diplomat if another character with the same skill is in his company, or at his current site, or at his new site. This may be difficult to play since not many overt minions are Sages or Diplomats. But you may be successful if the site is a Darkhaven.

Darkness Under Tree requires Doors of Night and taps an Orc, Troll or Man minion. Infested Jungle allows this event without Doors of Night if the character has a Jungle in his site path.

Waiting Shadow is an environment that taps an Orc, Troll, or Man character. Doors of Night allows the tapping any character in the company. Infested Jungle allows this event to tap any character if a Jungle is his site path.

New Moon is another environment targeting a specific race. It taps an elf. With Doors of Night it allows changing a region type, which will not aid your hazards, but may help another hazard player if there are no elves to tap.

Secondary Theme-10

The secondary theme enhances your creatures either by stats or playability. All these events are short-events.

Venomous Sting is played after a successful Spider or Vermin attack. This is a disease reducing the victim's prowess and body by one. Also, his company's movement is reduced by one region. Removal is easy by either healing or at a haven. There are three spider creatures in the deck. There is only one other Vermin creature. The playing of this hazard will be from a

successfully strike from Slow-Fang or Cobras. One copy of the hazard event will be kept in the sideboard for fetching after a Slow-Fang attack.

Full of Froth and Rage is a permanent-event that boosts spider and animal attacks by two. You have six such creatures in the deck.

Infested Jungle is a permanent-event allowing non-unique plant creatures to be keyed to Jungles and Ruins in Jungles. This is a minor benefit. The usefulness of this event is allow Darkness Under Tree and Waiting Shadow to be played on characters moving with a Jungle in the site path even without Doors of Night in play. You may tap a faction played at a site in a Jungle to cancel one of these card's effects on your own companies for the turn. There is one of the three factions to play in a Jungle. Try to play Avari at a elf-hold in a Jungle such as Ithilkir.

Protecting Their Domain gives creature attacks keyed to Jungle or Wilderness a -1 prowess, but Animal, Spider, and Plant attacks receive +1 prowess (+2 if not keyed to a site). The event is discarded when a ASP attack is defeated. This card will hurt those in the Uttersouth.

Fruitless Victory gives a chance to shuffle a creature of yours just eliminated. You have useful, but low prowess creatures specific to the Uttersouth. Shuffle this hazard into the second deck for reusing the creatures.

Support Cards-0

none

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.