

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, 27 cards in sideboard

40 cards in H. deck, 13 cards in sideboard

9 characters in deck

7 starting cards

136 total cards

18 creatures

RESOURCES (40/27)

	3	Jewel of Unlight	
3	1	Bracers of Mira-light*	
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	
**	1	elf-stone	
*		elven rope	
	2	Arrokko	
2	1	Avari	
2	1	Ulmodili	
	1	Elves of Talirân	
	1	Knowledge of the Enemy	SK
	2	Walls Behind Walls	SK
	3	Order of the Watcher	LK
			12/10

3		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
3		The Wind is Turning	envS
3		Secret News	se
3		Elven Bridge	se
3		Elven Fortress	site
1		Master Healer	heal
1		Herblore	heal
1		Warm Now Be Heart	Sa-r
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(40/13)**18/0**

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
2	Jungle Demon	demon	2	1	16	9	JJ	
3	Cobras	animal, vermin	x1	1	3	5	x	J
3	Old Man Willow	plant	1	1	13	x	WW	

22/13

3	The Burden of Time						
3	Thrice Told Tales	S.tap-Sage					
3	Rats	S.wound-item/wound					
3	Darkness Under Tree	S.tap-Orc, Troll, Man					
3	Waiting Shadow	S.env-tap Orc, Troll, Man					
3	Gnaw with Words	S.tap					
2	River	S.roadblock-Ranger tap					
3	New Moon	S.env-elf tap					
2	1 Venomous Sting	P.disease					
2	Full of Froth and Rage						
2	Infested Jungle						
2	Nature's Revenge						
3	An Unexpected Outpost						

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				
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			Kirlach	
Mm	Amaru		m, M, G			men.5w9				

CHARACTERS-9		7-4-5-8-4	
2 Fëatur*	7/2/4/8+	W/Sa/D	No LM-Light +2DI.Elves*+Dun; spirit
1 <i>Mallon-dweller</i>	3/0/2/9	W/Sc	na Lórien, elf-hold in Wilderland
1 <i>Wood-elf</i>	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
2 Turanar	7/2/6/8*	W/R	Ta Taurondë +1DI.tatya +2DI.eTaliran +2P.J
1 Eldarion *	4/1/5/7+	W/Sa	elf -Air
2 Klaen *	5/1/4/9+	Sc/R/D	No LM-Water +2DI.Elves+Men; +2P.magic
1 Yavëkamba*	5/2/1/8	Sc/Sa	No Ang-Earth Lay Healer
2 Rána*	6/2/3/8+	Sa	Ne LM-Earth Lay Healer
2 Huinen	7/2/3/8*+	Sa/D	No C.Fanuin +2DI.elves
1 Moran	3/0/5/8	W	Ta LM +2.CC
1 Morelen	3/0/2/9	Sc	Ta Citadel of Ardor
<i>starting company*</i>		(mind-20)	Taurondë
2 Huinen	7/2/3/8	Sa/D	elfstone
2 Turanar	7/2/6/8	W/R	
1 <i>Wood-elf</i>	3/0/3/8	W/R	elven rope
1 <i>Shipwright</i>	3/0/3/7	W/Sa	elfstone
21/30(20+10)		Hand-8	Mind-37
#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*	7/4/5/9	W/Sa/D	2 deck, <i>bracers(light)</i>
#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	3 rope, <i>talán(water)</i>
#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>
Moran	3/0/7/8	W	3 ringlins axe(earth), scabbard [-2body CA]

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.

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 two have a mind of five. Direct influence will need to be increased to have these as followers.

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 Laurre'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 Laurre'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 Laurre'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 Laurre'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

Turanar is a 7-mind Tatyá that is the Lord of Taurondë. He starts the game using his Warrior and Ranger skills. A 2 DI and +1DI against Tatyá Elves can help him control a 3-mind Tatyá. 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.

Brethil is a Tatyá elf from Taurondë. He starts and can use his +2 DI against the Elves of Talirân. He is a Scout and Ranger with average 3 prowess and low 7 body.

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 Tatyá 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 Tatyá 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.

Morelan is a noldo/tatyá 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 tatyá 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 Laurre's Manor.

COMPANIES

Your starting company has all the skills with one Man and three elves using 20 GI. They will start at Taurondë with three Rangers. Split the starting company into two to draw cards and play

resources. Two Elf-stones are included and Elven Rope. 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 into the playdeck instead of discarding it. This will help with riddling. He has a normal 4 DI against elves. Turanar is a native of Taurondë. He can control a 3-mind Tatyá. Wood-Elf will carry Elven Rope and be the main Ranger. Shipwright is a W/Sa elf is the secondary Sage. He has Elf-stone to control Wood-elf.

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. Laurrë has 10 prowess against Court members and Demons and +2 prowess against magic-users. Fëatur has Arden Card Deck and Bracers of Mira. Fëatur will use his item to shuffle a spirit-magic event he just used and raise his prowess and body by +1 each. This company will engage in CvCC of Arden members seeking a Gem of Unlight. Sit this company at Taurondë until needed. Corruption will be trouble for these two. This company has one Ranger, two Sages, and two Diplomats.

The Guardians are 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 and has Elven Rope. Klaen is the only Scout in the core companies. This company will play items and play the knowledge resources (Order of the Watchers and Knowledge of the Enemy). This company has all the skills except Warrior.

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 Herblóre 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.

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. There are a few extra characters. Yavëkamba, Mallorn-Dweller.

ITEMS

There are 14 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.

Bracers of Mira, a guild item, allows Fëatur to shuffle spirit-magic events he uses. This will be done with Poison of His Voice. This item is 1 CP.

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.

Elven Rope is to be used with Elven Bridge. Elfstone is to control an Elf. 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.

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.

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 three stolen knowledge resources (Knowledge of the Enemy, Walls Behind Walls) and three lost knowledge resources (Order of the Watcher).

Knowledge of the Enemy will be used for hidden site requirements once per deck. It needs to be played at a Shadow-hold or Dark-hold. So playing it at an Ardan Citadel will be simple.

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 use to either cancel AA 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 after untapping 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.

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. Elven Rope can allow you to tap for moving five regions. Using the item and Elven Bridge can remove a region from your hazard potential. Three copies of Knowledge of the Enemy remove vital hazards of the Court. There are plenty of shadow-holds to play these events since each Ardan Citadel is a shadow-hold.

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 Úsakan 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 Ardor 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 Ardor 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 Tartaut to play a guild item. Korlan and Tanith allow minor items.

There are four Border-holds in Ardor. Only Tarû-Makar has a resource to play – minor. 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.

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

Tirgoth 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 the item Kirlach there.

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.

1st PD

The starting company will play as many items as possible and draw as many cards as possible. Also drawing cards to play and discard the Knowledge of Enemy events. Two resources must be played at Three Sisters so tap that site playing one resource. Playing the resource Guild of Elements is crucial to increase GI. Nine ORG phases are needed to form the core companies. Smoke Rings is in the sideboard just for grabbing late in the first deck so Smoke Rings will fetch a character. Delay in core companies is wanted so the other characters may be used to take dangerous actions. But discarded core characters will then take the chance to be drawn early in the second deck.

2nd PD

Start attacking Court members and play the rest of the guild artefacts. Play and hide the jewels of Unlight. Using Smoke Rings to recycle The Riddle Game and play that a few times. Near the end of the deck, send Moran into the play deck, since the Court may unleash the Gems by then.

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, five resources can be sent to the sideboard by tapping one Guild member. Seven taps to access the sideboard are needed in the first playdeck. Many elves might need to tap late in the first deck if that resource is drawn late. Longbottom Leaf will grab six resources. However, a few resources to grab with Longbottom Leaf are character dependent such as Smoke Rings and Arroko.

3	Jewel of Unlight		dp111, dp112, dp113
1	Ringlin's Axe-earth	Leaf	
1	Kirlach	Leaf	
1	Ardan Card Deck	Leaf	
1	scabbard of chalcedony-h		dp114
2	Arroko	Leaf3	dp115
1	Avari	Leaf1	
2	Hiding		dp121, dp122
1	Concealed Entrance		dp123
3	Pledge of Conduct		dp143, dp144, dp145
1	Calm Song		dp131
1	Spying Out the Land	Leaf	
2	Poison of His Voice		dp124, dp125
3	Wit		dp132, dp133, dp134
2	What Have I Got in My Pocke		dp135, dp141
1	Master Healer	tap	
1	Herblore		dp142
27 resources			

<u>action</u>	<u>cards</u>	<u>tap</u>
SB to PD	1	+1
SB to DP	20	+4
Leaf	6	---
Smoke	0	---
2 nd Deck	0	0

Guild needs to tap 7x 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. Seven 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 18 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 either animal (ape), demon or plant.

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.

Jungle Demon is the vicious creature of the Uttersouth with 16 prowess. It requires double Jungles. It has a single strike that gains +1 strike for every Jungle past two in the site path. Sites with a demon AA can also have keyed this creature. Old Man Willow also needs double regions but these are Wildernesses. It has a single strike with 13 prowess. Hazard event Infested Jungle allows this plant creature to be keyed to any Jungle.

Creatures

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

-	FD:				
-	BL:				
3	WW				Old Man Willow
3	T	Majmun			
12	J	Majmun	Uvag-aak	Slow-fang	Cobras
3	JJ				Jungle Demon
-	SL				
-	DD				
-	CS				

Hazard EVENTS

Base cards-0

You have no base cards.

Corruption-3

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.

Main Theme-20

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. River forces the tapping of a Ranger to allow actions during the site phase. Rats require a minor item and a company moves to a Ruins or a black-hold. The hazard forces the discarding of a minor item or to wound a character.

Darkness Under Tree requires Doors of Night and taps an Orc, Troll or Man minion. Waiting Shadow is an environment with no requirement that taps an Orc, Troll or Man minion. Doors of Night allows any minion to be tapped. New Moon is another environment targeting a specific race. It taps an elf. With Doors of Night 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-9

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 no spider creatures in the deck. There is only one 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 four 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.

Nature's Revenge is another permanent-event changing a border-hold or shadow-hold in a Wilderness. The site is now a Ruins with an additional AA of animals. This can temporary trouble the Court members at an Ardor Citadel.

Support Cards-0

none

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

Turn 1 @ Taurondë

U	Huinen	7	2	3	8	No				Sa	D	0	elf-stone
U	Tûranar	7	2	6	8	Ta	W		R			0	
U	<i>Shipwright</i>	3	0	3	7	Sinda	W			Sa		0	Elven Rope
U	<i>Wood-elf</i>	3	0	3	8	sv	W		R			0	elf-stone

Hand-8, mp6, dp78, sp0

0	Safe From the Shadow	
Bracers of Mira	Warm Now Be Heart and Limb	
0	0	
Longbottom Leaf	Secret News	
Smoke Rings	The Wind is Turning	

Untap

ORG

Play Safe From the Shadow. Longbottom Leaf shuffles both Arrokkko allies since an environment is in hand. Secret News is played to see 5 random cards from each hazard opponent's hand only if that hazard opponent has a hazard limit greater than zero to use on this player the first chance to play hazards. Huinen shuffles Secret News. Elven Rope transferred to Wood-elf, cc auto. All move to Tartaust in five regions, Wood-elf taps and taps Elven Rope.

MOVE

Huinen, J-J-SL-W-BL-fh Taarl-Tanturak-Dushera-Bosiri-Chenn

HL4, Ardagor plays All This Dwarvish Racket. Plays Siege on Tartaust; The Wind is Turning is played to discard Siege, 1 roll > 5, success. Smoke Rings shuffles The Wind is Turning.

Plays two Outposts.

SITE

Tartaust is entered. AA1-Men.4s7p, detainment. No one taps.

Huinen, no tap, $3p-3x+7roll=7$

Shipwright no tap, $3p-3x+7roll=7$

Wood-elf tapped.

Turanar no tap, $6p-3x+6roll=9$.

A sage and diplomat must tap to make Guild items playable this turn. Huinen and Shipwright tap. Turanar taps to play Bracers of Mira.

END

Turn 2 @ Tartaust-T

T	Huinen	7	6	3	8	No				Sa	D	1	elf-stone
T	<i>Shipwright</i>	3	0	3	7	Sinda	W			Sa		1	elf-stone
T	<i>Wood-elf</i>	3	0	3	8	sv	W		R			1	Elven Rope
T	Tûranar	7	2	7	9	Ta	W		R			1	Bracers of Mira

Marvels Told	Elves of Talirân	
Ulmodili	Warm Now Be Heart and Limb	
Many Turns and Doublin	Moran	
elf-stone	Order of the Watcher	

RES: Safe from the Shadow, Sun

Haz: Leaving Middle-earth, Plague of Wights

Untap

ORG

Shipwright transfers Elf-stone to Turanar, cc auto. Shipwright taps for Marvels Told discarding Leaving Middle-earth, cc-2+10roll=8, pass. All move to Tauronde in five regions, Wood-elf taps and taps Elven Rope.

Huinen, BL-W-SL-J-J, h. chenn-Bosiri-Dushera-Tanturak-Taarl

HL4, Necro plays two Outposts.

HL1, Dwarf-x

HL1, Witchking keys Barrow-wight to SL, undead.1s12p (Po1s13p)

Many Turns and Doublings cancels attack.

Longbottom Leaf shuffles Kirlhach and Avari.

SITE

Tauronde entered, no AA.

Turanar taps to make an influence attempt against Elves of Talirân.

+2.di+2.elfstone+3.card-2.elf faction in play.Court (Avari)-1.ScathaHome+10roll=14>10, pass.

Wood-elf taps to play Elf-stone.

END

Turn 3 @ Tauronde-U

U	Huinen	7	6	3	8	No				Sa	D	1	elf-stone
T	Shipwright	3	0	3	7	Sinda	W			Sa		0	
T	Wood-elf	3	0	3	8	sv	W		R			2	Elven Rope elf-stone
T	Túranar	7	2	7	9	Ta	W		R			2	Bracers of Mira elf-stone

Old Man Willow	Ulmodili		
Marvels Told	Warm Now Be Heart and Limb		
Secret News	0		
0	Order of the Watcher		
0	Infested Jungles		
Hand: 8	MP: 10	SP: 0	PD: 66

Haz: Doors of Night, Enemy is Watching, All This Dwarvish Racket
The Sun Shone Fiercely, Plague of Wights

Untap
ORG

Shipwright taps to play Marvels Told discarding All This Dwarvish Racket, cc-2+4roll=2.
Play Secret news, reshuffle it due to Huinen. Warm Now Be Heart and Limb is played. Move to Naurindol.

MOVE-wadn

Huinen, J-C-W-sh.

HL4, Witchking keys Chill Douser to sh, undead.3s8p.

Wood-elf taps to face two strikes.

1.3p-3x+5roll=5, bc.7=wounded

2.3p-3x-2w+5roll=3, bc.6=wounded.

Turanar no tap, 6p+1wp-3x+4roll=8 tie.

+

Keys Chill Douser to sh. Undead.3s8p (CD=4s9p), plays Icy Touch for +1 prowess.

Shipwright tapped, 3p-1t+4roll=6, bc.7=wounded and Icy Touch 2 cp.

Woodelf wounded, 3p-2w+6roll=7, bc.7=wounded.

Huinen taps, 3p+5roll=8, bc.6=wounded.

Turanar taps, 6p+1wp+9roll=16.

+not over

Keys Ghosts to sh. Undead.3s9p (CD, CD=5s11p)

Two strikes to Huinen.

Huinen wounded, 3p-2w-1s+4roll=4, bc.4=wounded, cc-1-1.minor+7roll=5, pass.

Shipwright wounded, 3p-2w+7roll=8, bc.7, killed.

Woodelf wounded, 3p-2w+10roll=11, tie.

Turanar tapped, 6p+1wp-1t+9roll=15.

SITE
END

Turn 4 @ Naurindol-U

W	Huinen	7	6	3	8	No					Sa	D	1	elf-stone	
W	<i>Wood-elf</i>	3	0	3	8	sv	W		R				2	Elven Rope	elf-stone
T	Tûranar	7	2	7	9	Ta	W		R				2	Bracers of Mira	elf-stone

Walls Behind Walls	Arrokko		
Arrokko	Ulmodili		
Laurrë Menelrana	Walls Behind Walls		
The Wind is Turning	Order of the Watcher		
0	0		
Hand: 8	MP: 9	SP: 0	PD: 55

Haz: Doors of Night, Great Need of Purpose

Untap

ORG

Move to Tauronde.

MOVE-dnaw

Turanar, W-J-J-J-h, region.

HL3, Dwarf keys Durin's Folk to W, dwarves*.5s6p, detainment. Three strikes to Turanar.

Turanar no tap, $6p+1wp-3x-2x+9roll=11$.

+

HL1, Necro-x, Ardagor-x, Witchking plays Faces of the Dead (WW) and discards Greater Specters for Woodelf, $3mind+10roll>13-1$, pass.

SITE

END

Turn 5 @ Taurondë-U

W	Huinen	7	6	3	8	No				Sa	D	1	elf-stone	
W	<i>Wood-elf</i>	3	0	3	8	sv	W		R			2	Elven Rope	elf-stone
U	Tūranar	7	2	7	9	Ta	W		R			2	Bracers of Mira	elf-stone

Many Turns and Doublin	Arrokko	
Arrokko		Ordered to Kill
Laurrë Menelrana		The Wind is Turning
The Wind is Turning		Order of the Watcher
0		0
Hand: 8	MP: 9	SP: 0 PD: 50

Haz: Near to Hear a Whisper, All Dead All Rotten, Plague of Wights

Untap

ORG

Laurrë Menelrana is played at Tauronde. Turanar transfers Bracers of Mira to Laure, cc-2+8roll=6, pass. Turanar transfers Elf-stone to Laure, cc auto. Ordered to Kill is played. All move to Menelcarca. Discard The Wind is Turning to reveal the site.

MOVE-urhd

Laure, J-J-J-W-sh, mountain.

HL4, Uvatha plays Rats! On company with a minor item moving to a Shadow-hold.

HL2, Ren-x

HL2, Hoarmuarth keys Mewlips to W-W, unead. 2s10p (PlagueW=2s11p)

Plays in chain: Many turns and Doublings, then The Wind is Turning targeting Plague of Wights.

Process: roll for Wind is Turning 3roll < 6+1, fail. Now cancel with Many Turns and Doublings.

+

Ghouls in hand, but low chance of success.

SITE

Menelcarca entered. AA1-elves.3s8p, detainment.

Laure no tap, 6p-3x+9roll=12.

Turanar no tap, 6p-3x+10roll=13.

Others tapped.

Laure taps to play Arrokko. Turanar taps to play Order of the Watcher.

END

Turn 6 @ Menelcarca-T

T	Huinen		7	6	3	8	No				Sa	D	1	elf-stone	
T	<i>Wood-elf</i>		3	0	3	8	sv	W		R			2	Elven Rope	elf-stone
T	Laurrë Menelrana		8	7	6	10	No			R	Sa	D	2	Bracers of Mira	elf-stone
U		Arrokko	2	x	x	x	horse						a		
T	Tûranar		7	2	6	8	Ta	W		R			0	Order of the Watcher	

Eldarion		Secret News
Book of Andraax		Venomous Sting
Sword of Talan		Slow-fang
New Moon		Nature's Revenge
0		0
Hand: 8	MP: 13	SP: 0 PD: 39

Untap

ORG

Play Secret News, shuffle with Huinen. All move to Laurrë's Manor.

MOVE-rdhu

Laurre, W-J-J-J-rl, region. Tap Huinen to reveal this site.

HL4, Ren plays Slûcrac as an agent. Moves face down agent Eun from Isengard to Lind-or-Burum. Move face-down agent from Dunharrow back to Osgiliath.

SITE

Laurre's Manor entered. AA1-elvenwards.each.9p. Laurre taps to cancel AA.

Turanar taps to play Book of Andraax tapping the site.

END

Turn 7 @ Laure's Manor-T

T	Huinen		7	6	3	8	No				Sa	D	1	elf-stone		
U	Wood-elf		3	0	3	8	sv	W		R			2	Elven Rope	elf-stone	
T	Laurrë Menelrana		8	7	6	10	No			R	Sa	D	2	Bracers of Mira	elf-stone	
U		Arrokko	2	x	x	x	horse						a			
T	Tūranar		7	2	6	8	Ta	W		R			0	Order of the Watcher	Book of Andraax	

Guild of Elements	Fëatur1	
Venomous Sting	Venomous Sting	
Sword of Talan		0
Kirlhach		0
Jungle Demon		0
Hand: 8	MP: 13	SP: 0 PD: 31

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger, Doors of Night, Full of Froth and Rage, All Dead and All Rotten, Near to Hear a Whisper.

Untap

ORG

Guild of Elements is played. Featur is played at Laure's Manor. Wood-elf transfers Elf-stone, Huinen tap to support, -2+1=auto. (GOE) Featur taps to place 5 resources in sideboard. Laure, Turanar, Woodelf move to Ithilkîr. Featur and Huinen stay.

MOVE-hudr

Laurre, J-J-J-sh, region.

HL3, Hoarmurath keys Stirring Bones to sh, undead. 2s9p

Wood-elf taps to face both strikes.

1-Woodelf taps, 3p-3x+5roll=5, wounded. Bc.10=killed.

2-Woodelf tapped, 3p-3x-1t+

+

In Darkness Bind Them is played. Outpost is played.

Featur, rl.

HL2, Hoarmurath-x, Uvatha moves face-down agent Dasakun from Variag Camp first to Lugarlur, then to Southern Oasis.

SITE

Ithilkir is entered. AA1-Elves.each.9p.

Turanar discards Order of the Watcher to cancel the first AA.

Book of Andraax is tapped allowing Guild item to be playable.

Laurre taps to play Sword of Talan tapping the site.

END

Turn 8 @ Laurrë's Manor-T

T	Féatur1	7	8	4	8	No	W			Sa	D	2	elf-stone	elf-stone
T	Huinen	7	6	3	8	No				Sa	D	0		

@ Ithilkîr-T

T	Laurrë Menelrana	8	7	6	10	No			R	Sa	D	4	Bracers of Mira	elf-stone	Sword of Talan
U	Arrokko	2	x	x	x	horse						a			
U	Tûranar	7	2	6	8	Ta	W		R			2	Book of Air	Elven Rope	

Cobras		Smoke Rings
Cobras		0
Marvels Told		0
Kirlhach		Elven Bridge
Jungle Demon		Elven Bridge
Hand: 8	MP: 17	SP: 0 PD: 22

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger, All Dead and All Rotten, Near to Hear a Whisper, In Darkness Bind Them, Great Need or Purpose

Untap

ORG

(GOE) Laure taps as an avatar to place 5 resources in discard pile. Smoke Rings shuffles Eldarion.

All move to Tauronde. Two Elven Bridges are played on laurre's company naming Tuktan and Taaliraan regions.

MOVE-druh

Featur, J-h, starter.

HL2, Dwar moves agent Leamon back to home sites. Plays It Stinks.

Laurre, J-J-J, h, region.

HL2, Ren taps agent Eun to move her to home sites.

SITE

END

Turn 9 @ Tauronde-U

T	Féatur1		7	8	4	8	No		W			Sa	D	2	elf-stone	elf-stone		
T	Huinen		7	6	3	8	No					Sa	D	0				
T	Laurré Menelrana		8	7	6	10	No				R	Sa	D	4	Bracers of Mira	elf-stone	Sword of Talan	
U		Arrokko	2	x	x	x	horse							a				
U	Túranar		7	2	6	8	Ta		W		R			2		Book of Ar	Elven Rope	

Rána		Secret News
Klaen		Many Turns and Doubling
Marvels Told		Longbottom Leaf
Kirlhach		0
Jungle Demon		0
Hand: 8	MP: 17	SP: 0 PD: 12

RES: Ordered to Kill, Star of High Hope

Haz: Tidings of Doubt and Danger, Full of Froth and Rage, Infested Jungles, Reaching Shadow, Bairanax at home

UNTAP

ORG

Klaen is played at Tauronde. Turanar transfers Elven Rope to Klaen, Klaen taps to support, cc-1-1+1=auto. Laure transfers Sword of Talan to Klaen, Turanar, Huinen and Featur tap to support, cc-1-1-2+3=auto. Featur transfers Elf-stone to Huinen, Laure taps to support, cc-1-1+1sup=auto. Featur transfers other Elf-stone to Huinen, cc-1=auto. Laure transfers Bracers of Mira to Featur, cc-1-1+9roll=7. Longbottom Leaf shuffles Master healer and Ardan Card Deck. No one moves.

MOVE-fakm

Laure, h.

HL5, Khamual plays Nobody's Friend fetching Nimloth. Plays Nimloth as agent.

HL2, no haz.

SITE

END

Turn 10 @ Tauronde-U

T	Huinen	7	8	3	8	No				Sa	D	2	elf-stone	elf-stone
T	Klaen	5	1	6	9	No		Sc	R		D	3	Sword of Talan	Elven Rope
T	Laurrè Menelrana	8	7	5	9	No			R	Sa	D	1		elf-stone
T		Arrokko	2	x	x	x	horse					a		
T	Féatur1	7	4	5	9	No		W		Sa	D	1	Bracers of Mira	
T	Tûranar	7	2	6	8	Ta		W		R		1		Book of Andraax

Rána		Secret News
0		Many Turns and Doubling
Marvels Told		Cobras
Kirlhach		Avari
Jungle Demon		0
Hand: 8	MP: 19	SP: 0 PD: 9

RES: Ordered to Kill, Gates of Morning

Haz: Tidings of Doubt and Danger, Fearful Sun, Full of Froth and Rage, Infested Jungles, Reaching Shadow, Bairanax at home

UNTAP

ORG

Huinen taps to play marvels Told to discard Bairanax at home, Turanar supports,

Cc: $-1-1-2.res+1.sup+10roll=7$, pass. Turanar stores Book of Andraax at Tauronde, cc auto. He is discarded. (GOE) Klaen taps to use sideboard as an avatar to send 5 resource to discard pile. Secret News is played by Huinen, reshuffle. Laurre and Featur move to Gaven. Others stay.

MOVE-amkf

Huinen, h.

HL2, Khamauul moves agent Anarin from Dunharrow to Druadan Forest.

Laurre, J-J-SL-rl, region.

HL2, Mouth keys Orc-Guard to SL, orcs.5s8p. Three strikes to Laurre.

Laurre taps, $5p-3s+10roll=12$.

Featur taps, $4p+1sh+7roll=12$, killed creature.

Smoke Rings shuffles Spying Out the Land.

SITE

END

TURN 11

@ Tauronde-U

T	Huinen	7	8	3	8	No					Sa	D	2	elf-stone	elf-stone
T	Klaen	5	1	6	9	No		Sc	R			D	3	Sword of Talan	Elven Rope

@ Gaven-U

T	Laurrë Menelrana	8	7	5	9	No				R	Sa	D	1	elf-stone	
U	Arrokko	2	x	x	x	horse								a	
T	Fëatur1	7	4	5	9	No		W			Sa	D	1	Bracers of Mira	

Rána		0	
Master Healer		Many Turns and Doubling	
Jungle Demon		Eldarion	
Kirlhach		Avari	
0		Ardan Card Deck	
Hand: 8	MP: 18	SP: 0	PD: 4

RES: Ordered to Kill, Gates of Morning

Haz: Infested Jungles, Reaching Shadow, Minions Stir, Agburanar/Leucaruth at home

UNTAP

ORG

Rána is played at Tauronde with Master Healer. Huinen transfers Elf-stone to Rana, Rana supports, cc = auto. Huinen+Klaen move to Aurax-Dûr. Lauree+Featur stay. Rana stays. Plays Many Turns and Doublings on Huinen's company for -1 hazard limit.

MOVE-kfma

Laurre, rl.

HL2, Khamual's deck exhausts on card draw. He plays The Way is Shut; just after Pallando returns from Amber-Deeps! Moves Swarthy Sneering Fellow to home site.

Huinen, J-C-C-sh, region.

Plays and reshuffles Secret News.

HL2-1, Khamual plays Behind the Hedge on Anarin.

Guild deck exhaust on hand draw.

Rana, h

HL2, x

SITE

Gaven entered. AA1-animals.3s6p. Extra strike to Lauree.

Lauree no tap, $5p-3x-1t+1lroll=12$.

Featur no tap, $5p-3x+9roll=11$.

AA2, traps.1s10p

Featur taps, $5p+7roll=12$.

Lauree taps to play Kirlhach

Aurax-Dur entered. AA1-elves.each.9p, detainment.

Huinin no tap, $3p-3x+9roll=9$. Tie.

Klaen no tap, $6p-3x+3roll=6$, tapped.

Huinen taps to make an INF attempt on Avari.

$+2.di+2.card+2.elfstone+2.mod(elf)+6roll=14$, pass. Taps the site.

END

TURN 12

@ aurax-Du-T

T	Huinen	7	6	3	8	No						Sa	D	1	elf-stone	
T	Klaen	5	1	6	9	No		Sc	R				D	3	Sword of Talan	Elven Rope

@Gaven-T

T	Laurrë Menelrana	8	7	5	9	No				R	Sa	D	3	elf-stone	Kirlhach	
U	Arrokko	2	x	x	x	horse								a		
T	Fëatur1	7	4	5	9	No	W					Sa	D	1	Bracers of Mira	

@ Tauronde-U

T	Rána	6	2	3	8	Ne						Sa		2	Master Healer	elf-stone
---	------	---	---	---	---	----	--	--	--	--	--	----	--	---	---------------	-----------

RES: Hair of Uinen

Haz: Infested Jungles, Reaching Shadow, Dark Designs of Mordor, Agburanar/Leucaruth at home

UNTAP

ORG

Eldarion is played at Tauronde. Rana taps as an avatar to place Herb-lore and Warm Now in the discard pile. Huinen plays Secret News and reshuffles it.

Laurre and Feature move to Menelcarca. Rana and Eldarion stay. Huinen and Klaen move to Korlan.

MOVE-mafk

Rana, h.

HL2, Mouth plays The Burden of Time on Rana. Rana taps to play Marvels Told to remove it, cc-2+7roll=5, pass.

Laurre, SL-SL-J-W-sh, region. Discards Wind is Turning (ENV) for hidden reveal.

HL2, Mouth plays Orc-Guard keyed to sh. Orcs.5s8p. Extra strikes to Featur.

Laurre taps, 5p+2wp=auto.

Featur taps, 4p+1wp-3s+6roll=8, tie.

Huinen, C-C-C-J-fh, region.

Smoke Rings shuffles Marvels Told.

HL2, x

The Wind is Turning is played to discard Dark Designs of Mordor, 9roll>6, pass.

SITE

Korlan entered. AA1-men.2s7p

Huinen to tap, 3p-3x+11roll=11.

Klaen no tap, 4p+2wp-3x+3roll=6, tapped.

Huinen taps to play Ardan Card Deck

END

Master Healer taps to fetch Herb-lore.

TURN 13

@ Korlan-T

T	Huinen	7	6	3	8	No				Sa	D	2	elf-stone	Ardan Card Deck
T	Klaen	5	1	6	9	No	Sc	R			D	3	Sword of Talan	Elven Rope

@ Menelcarca-U

T	Laurrë Menelrana	8	7	7	9	No			R	Sa	D	3	elf-stone	Kirlhach
U		Arrokko	2	x	x	x	horse					a		
T	Féatur1	7	4	5	9	No	W			Sa	D	1	Bracers of Mira	

@Tauronde-U

T	Rána	6	2	3	8	Ne				Sa		2	Master Healer	elf-stone
T	Eldarion	4	1	5	7	elf	W			Sa		0		

Knowledge of the Enemy	0
Order of the Watcher	New Moon
0	Spying Out the Land
Herb-lore	0
scabbard of chalcedony	Gnaw with Words
Hand: 8	MP: 26
SP: 1	PD: 76

Res: Hair of Uinen

Haz: Infested Jungles, Lure of Power, From the Pits of Angband, Fell Winter

UNTAP

ORG

Rana taps to shuffle Jewel of Unlight.

Huinen+ moves to Tauronde. Rana+ stay. Laure stay.

LONG Fell Winter is discarded.

MOVE-dfts

Laurre, sh.

HL2, x

Huinen, J-J-h, starter.

HL2, x

SITE

Tauronde entered. No AA. Eldarion taps to unstore Book of Andraax. Site is tapped.

Menelcarca entered. AA1-elves.3s8p

Laurre no tap, 5p+2wp-3x+8roll=12.

Featur no tap, 4p+1wp-3x-1s+3roll=4, taps.

END

Naurindol entered, AA1-elves.each.9p, detainment,
Eldarion, u, 5p-3x+7roll=9.
Book of Andraax is tapped to allow Guild items playable.
Eldarion taps to play Ringlin's Axe tapping the site.

END

Master Healer is tapped to fetch Warm Now Be Heart and Limb.

TURN 15

@ Naurindol-T

W	Huinen	7	6	3	8	No					Sa	D	2	elf-stone	Ardan Cair	Ancient Knowledge
T	Klaen	5	1	6	9	No		Sc	R			D	3	Sword of Talan	Elven Rope	

@ Menelcarca-T

U	Laurrè Menelrana	8	7	7	9	No				R	Sa	D	3	elf-stone	Kirlhach	Order of the Watcher
T		Arrokko	2	x	x	x	horse						a			
T	Fèaturl		7	4	5	9	No	W			Sa	D	1	Bracers of Mira		
U		Arrokko	2	x	x	x	horse						a			

@ tauronde-T

T	Rána	6	4	3	8	Ne					Sa		2	Master Healer	elf-stone	Herb-lore
T	Eldarion	4	1	5	7	elf	W				Sa		1	Book of Andraax	Ringlin's Axe	

Warm Now Be Heart and	Secret News		
Calm-song	The Wind is Turning		
0	Smoke Rings		
Safe From the Shadow	Smoke Rings		
scabbard of chalcedony	0		
Hand: 8	MP: 30	SP: 1	PD: 46

Res: Hair of Uinen, face Out of Sight,
 Haz: Infested Jungles, Fearful Sun, Hurling Rocks

UNTAP

ORG

Safe From the Shadow is played. Secret News is played by Huinen, then reshuffled.
 Two Smoke Rings shuffle two Pledge of Conducts.
 Laurre+ move to Tauronde. Others move to The Three Sisters.

LONG Hurling Rocks discarded.

MOVE-tdsf

Rana, J-C-C-C-rl, region

HL2, x

Huinen, W-C-C-rl, region

HL2, x

The Wind is Turning is played to discard Summons From Long Sleep (Fankil), 9roll, pass.

Laurre, W-J-C-J-h, region

HL2, Throkmau plays Inner Cunning to fetch Badulia, then plays the agent.

SITE

Three Sisters entered. Drake.2s10p

Klaen, u, $4p+2wp+7roll=13$.

Eldarion, $5p+2wp+8roll=15$.

Rana taps to play scabbard of chalcedony tapping the site.

END

TURN 16

[Court of Ardor has a company at Tarounde]

@ Three Sisters-T

W	Huinen		7	6	3	8	No					Sa	D	2	elf-stone	Ardan Cair	Ancient Knowledge
T	Klaen		5	1	6	9	No		Sc	R			D	3	Sword of Talan	Elven Rope	
T	Rána		6	4	3	8	Ne					Sa		3	Master Healer	elf-stone	Herb-lore
T	Eldarion		4	1	7	7	elf	W				Sa		3	Book of Andraax	Ringlin's Axe	Scabbard of chalice

@ Tauronde-T

U	Laurrë Menelrana		8	7	7	9	No					R	Sa	D	3	elf-stone	Kirhach	Order of the Watcher
U		Arrokko	2	x	x	x	horse								a			
U	Fëaturl		7	4	5	9	No	W				Sa	D	1	Bracers of Mira			
U		Arrokko	2	x	x	x	horse								a			

Res: Hair of Uinen, Safe From the Shadow

Haz: Infested Jungles, Fearful Sun, Tidings of Doubt and danger, Full of Froth and Rage

Spawn of Ungoliant, Leacaruth at Home

UNTAP

ORG

Warm Now Be Heart and Limb played on those at Three Sisters.

Menelrana and Featur move to Taurang so does Rana and Eldarion. Huinen and Klaen move Taurondë. Rana taps to heal Huinen and Eldarion taps to support cc, cc-1-1-1+1sup+4roll=2, pass.

MOVE-sftd

Laurrë Menelrana, J-J-J, sh, region. Laurrë Menelrana taps to reveal site.

HL2, Throkmau plays Good Sense Revolts on Fori at Iron Hills Dwarf-hold.

Fori, +1.di+2.card+2.atHome+2.sameHome+8haz+8roll=23

Dain: +12.gi+7=19, discard faction.

[That just saved Itangast a Hunt's tail]

Rana, C-C-C-J-sh, region

HL2, Durlach plays Incite Minions on Taurang.

Huinen, C-C-W-J-h, starter

HL2, Court moves My Precious one region, the moves again from ability, then a third region using Never Seen Him from Bag End to The Stones. He can reach Tolfalas next turn and untap!

SITE

Taurang entered. AA1-elves.3s8p (IM=elves.3s8 attack), no AA2-slayer

Order of the Watcher is discarded to cancel first AA.

Laurrë Menelrana, u, $5p+2wp-3x+6roll=10$.

Fëatur1, u, $4p+1wp-3x+7roll=9$.

Rana, t, $3p-1t+8roll=10$.

Featur taps to play Jewel of Unlight, site taps.

Laurre taps to play Order of the Watcher.

END

TURN 17

@ Tauronde-T

T	Huinen	7	6	3	8	No					Sa	D	2	elf-stone	Ardan Cair	Ancient Knowledge
T	Klaen	5	1	6	9	No		Sc	R			D	3	Sword of Talan	Elven Rope	

@ Taurang-T

T	Laurrë Menelrana	8	7	7	9	No				R	Sa	D	3	elf-stone	Kirhach	Order of the Watcher	
U		Arrokko	2	x	x	x	horse						a				
T	Fëaturl	7	4	5	9	No		W			Sa	D	4	Bracers of Mira	Jewel of Unlight		
U		Arrokko	2	x	x	x	horse						a				
T	Rána	6	4	3	8	Ne					Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalice
T	Eldarion	4	1	7	7	elf		W			Sa		3	Book of Andraax	Ringlin's Axe		

0	Pledge of Conduct
0	Many Turns and Doublings
Secret News	Poison of His Voice
Elven Fortress	Marvels Told
Marvels Told	0
Hand: 8	MP: 31
SP: 1	PD: 21

Res: Safe From the Shadow, Gates of Morning, BBB, Hair of Uinen

Haz: Dragon Arises, Wardens of the Night

Infested Jungles, Fearful Sun, Tidings of Doubt and danger, Full of Froth and Rage

UNTAP

ORG

All move to Laure's Manor.

MOVE-cAkiAd

Huinen, J-rl, starter

HL2, Court plays Emchangodogo as long event.

Huinen taps to play Marvels Told, Pledge of Conduct played to transfer Card Deck, Klaen supports, cc-1.stone-2res+6roll=3, pass. Discard Dragon Arises.

Laurre, J-C-J-rl, region

Ordered to Kill is played.

HL4, Court plays Worn and Famished

Keys Swamp-dragon to CS, animal.1s10p, attacker

Many Turns and Doublings cancels.

HL1,

SITE

END

Featur stores Jewel of Unlight at the site, Laure supports, cc-1-3jeweo+1support+5roll=2, pass.

Featur taps to play Marvels Told to discard Emchangodog, Rana and Eldarion support, cc-1+2sup+2res=auto.

END

TURN 18

@ Laurre's Manor-T

T	Huinen		7	6	3	8	No					Sa	D	1	elf-stone			Ancient Knowledge
T	Klaen		5	1	6	9	No		Sc	R			D	4	Sword of Talan	Elven Rop		Ardan Card Deck
T	Laurrè Menelrana		8	7	7	9	No					R	Sa	D	3	elf-stone	Kirlhach	Order of the Watcher
T		Arrokko	2	x	x	x	horse								a			
T	Féatur1		7	4	5	9	No		W				Sa	D	1	Bracers of Mira		
T		Arrokko	2	x	x	x	horse								a			
T	Rána		6	4	3	8	Ne					Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalces
T	Eldarion		4	1	7	7	elf		W			Sa		3	Book of Andraax	Ringlin's Axe		

Elven Fortress	Pledge of Conduct
0	0
Walls Behind Walls	Poison of His Voice
Walls Behind Walls	Marvels Told
Ulmodili	0
Hand: 8	MP: 31
SP: 1	PD: 16

Res: Safe From the Shadow, Gates of Morning, Ordered to Kill, Hair of Uinen

Haz: Dragon Arises, Wardens of the Night

Infested Jungles, Fearful Sun, Tidings of Doubt and danger, Full of Froth and Rage, Echoes of Numenors Fall, Worn and Faminshed

UNTAP

Worn and Famished Rolls made: only Eldarion stays tapped.

ORG

(GOE) Klaen taps as avatar to shuffle Jewel of Unlight.

Laurre+ and Rana+ move to Vog Mur. Huinen+ move to Tauronde.

MOVE-AkiAdC

Huinen, J-h, starter

Plays secret News.

HL2, Akhorahil plays Doors of Night, Imrahil plays Twilight

Laurre, J-C-bh, region

HL4, Akhorahil plays Mirage.

HL2, Indur plays Twilight on Gates

SITE

Vog Mur entered. AA1-men.2s8p, detainment

Laurre, 7p-3x+12roll=16.

Rana, 3p-3x+6roll= taps.

Featur taps to make an INF attempt on Ulmodili

+2.di+4roll=6, fail.

Huinen taps to play Marvels Told to remove Worn and F, cc -1-2res+7roll=4, pass.

END

TURN 19

@ Tauronde-T

T	Huinen	7	6	3	8	No					Sa	D	1	elf-stone		Ancient Knowledge
T	Klaen	5	1	6	9	No			Sc	R		D	4	Sword of Talan	Elven Rop	Ardan Card Deck

@ Vog Mur-U

T	Laurrë Menelrana	8	7	7	9	No				R	Sa	D	3	elf-stone	Kirlhach	Order of the Watcher
U	Arrokko	2	x	x	x	horse							a			
T	Fëaturl	7	4	5	9	No	W				Sa	D	1	Bracers of Mira		
U	Arrokko	2	x	x	x	horse							a			
T	Rána	6	4	3	8	Ne					Sa		3	Master Healer	elf-stone	Herb-lore
T	Eldarion	4	1	7	7	elf	W				Sa		3	Book of Andraax	Ringlin's Axe	Scabbar

Jewel of Unlight	Pledge of Conduct		
Many Turns and Doublin	0		
Many Turns and Doublin	Elven Bridge		
The Wind is Turning	Elven Fortress		
0	0		
Hand: 8	MP: 31	SP: 1	PD: 7

Res: Safe From the Shadow, Ordered to Kill, Hair of Uinen

Haz: Dragon Arises, Wardens of the Night

Infested Jungles, Fearful Sun, Full of Froth and Rage,

Mirage, Drought

UNTAP

ORG

The Wind is Turning targets Drought, 9roll= pass.

All move to Ithilkîr. Elven Bridge played on Klaen naming Taliran region.

MOVE-iAdcAk

Laurre, C-J-SL-J-sh, region

Plays Secret News.

HL4, Indur uses Use and Old Age Accepted to fetch Muster Disperses.

Awaken Denizens played.

Unabated in Malice played on first AA of the site.

Foolish Words played on Featur.

Huinen, J-J-J-sh,

Guild deck exhaust.

HL2, Adunaphel plays Spirit of Oku-Tori

SITE

Ithilkir entered. AA1-elves.each.9p (UiM=10p)

Huinen, $3p+9\text{roll}=12$.

Klaen, $6p-3s+7\text{roll}=10$

Laurrë Menelrana, $5p+2\text{wp}+6\text{roll}=13$.

Fëatur1, $5p-3x+11\text{roll}=13$.

Rána, $3p+6\text{roll}=9$, bc.6

Eldarion, $5p+2\text{wp}+7\text{roll}=14$.

Klaen and Laurre tap to play Elven Fortress on the site making it a hidden site.

Featur taps to play Jewel of Unlight.

END

TURN 20

@ Ithilkir-U with Nature's Revenge

T	Lauré Menelrana	8	7	7	9	No			R	Sa	D	3	elf-stone	Kirlhach	Order of the Watcher		
U		Arrokko	2	x	x	x	horse					a					
T	Featur1	7	4	5	9	No		W		Sa	D	4	Bracers of Mira	Foolish Words	Jewel of Unlight		Elven Fort
U		Arrokko	2	x	x	x	horse					a					
W	Rána	6	4	3	8	Ne				Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcidony	
T	Eldarion	4	1	7	7	elf		W		Sa		3	Book of Andraax	Ringlin's Axe			
T	Huinen	7	6	3	8	No				Sa	D	1	elf-stone		Ancient Knowledge		
T	Klaen	5	1	6	9	No			Sc	R		D	4	Sword of Talan	Elven Rope	Ardan Card Deck	

0	Pledge of Conduct		
Many Turns and Doublin	0		
Many Turns and Doublin	Jewel of Unlight		
The Wind is Turning	Marvels Told		
Ordered to Kill	Pledge of Conduct		
Hand: 8	MP: 31	SP: 1	PD: 77

Res: Star of High Hope,

Haz: Dragon Arises, Wardens of the Night

Infested Jungles, Fearful Sun, Sand-storm, The Enemy at Hand, Doors of Night

Mirage, Awaken Denizens, Earcaraxe aHunt

UNTAP

ORG

Ordered to Kill. The Wind is Turning is played, 3roll=fail.

All move to Ty ar rana.

MOVE-AkiAdC

Laurre, J-SL-rl, region

HL4, Akhorahil plays Twilight to remove Fearful Sun.

HL4, Akhorahil plays agent Punakasi face-down. Then plays Nobody's Friend.

Turn agent face-up at Korlan.

Featur plays Poison of His Voice to discard Foolish Words, Pledge of Conduct is played to transfer Jewel to Eldarion; Eldarion taps to support, cc-1-3res+1sup+11roll=8.

SITE

END

Akhorahil deck exhaust.

Huinen taps to use Marvels Told to discard Awaken Denizens, Klaen and Featur tap to support, cc=auto.

TURN 21

@ Ty-ar-Rana-U

T	Huinen		7	6	3	8	No					Sa	D	1	elf-stone	Ancient Knowledge		
T	Klaen		5	1	6	9	No		Sc	R			D	4	Sword of Talan	Elven Rop	Ardan Card Deck	
U	Laurrè Menelrana		8	7	7	9	No				R	Sa	D	3	elf-stone	Kirlhach	Order of the Watcher	
T		Arrokko	2	x	x	x	horse							a				
T	Féatur1		7	4	5	9	No		W			Sa	D	1	Bracers of Mira			
T		Arrokko	2	x	x	x	horse							a				
W	Rána		6	4	3	8	Ne					Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcedony
T	Eldarion		4	1	7	7	elf		W			Sa		6	Book of Andraax	Ringlin's A	Jewel of Unlight	

0	Venomous Sting
Many Turns and Doublin	Pledge of Conduct
Many Turns and Doublin	Jewel of Unlight
Jungle Demon	Elven Bridge
Morelen	0
Hand: 8	MP: 31
SP: 1	PD: 68

Res: Ordered to Kill,

Haz: Dragon Arises, Wardens of the Night

Infested Jungles, Doors of Night, Mirage, Earcaraxe aHunt

UNTAP

ORG

(GOE) Klaen taps as an avatar to put Hiding and WNBHaL to discard pile.

Eldarion transfers Ringlin's Axe to Featur, Pledge of Conduct played.

Eldarion stores Jewel of Unlight at the site, Huinen supports, cc-1-3+1sup+4roll=1.

All move to tauronde.

MOVE-cAkiAd

Laurre, SL-J-J rl, region

HL6, Court plays Something has Slipped on the company.

Waiting Shadow is played taps Laurre.

Gnaw with Words taps Featur.

HL2, Akhorahil turns up agent Punakasi at Korlan. Moves him to Sarul.

SITE

END

Master Healer taps to fetch WNBHaL.

TURN 22

@ Tauronde

T	Huinen		7	6	3	8	No					Sa	D	1	elf-stone	Ancient Knowledge				
T	Klaen		5	1	6	9	No		Sc	R			D	4	Sword of Talan	Elven Ropi	Ardan Card Deck			
U	Lauré Menelrana		8	7	7	9	No					R	Sa	D	3	elf-stone	Kirihach	Order of the Watcher	Something has Slipp	
T		Arrokko	2	x	x	x	horse								a					
U	Féaturl		7	4	5	9	No		W				Sa	D	3	Bracers of Mira	Ringlin's Axe			
T		Arrokko	2	x	x	x	horse								a					
W	Rána		6	4	3	8	Ne						Sa	3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcedony		
T	Eldarion		4	1	5	7	elf		W				Sa	1	Book of Andraax					

Warm Now Be Heart and Spying Out the Land	
Many Turns and Doublin	0
Many Turns and Doublin	Jewel of Unlight
Jungle Demon	Poison of His Voice
Uvag-aak	0
Hand: 8	MP: 31
SP: 1	PD: 61

Res: Ordered to Kill,
 Haz: Wardens of the Night
 Infested Jungles, Mirage, Wardens of the Night

UNTAP

ORG

Warm Now Be Heart and Limb played on Laure's company.
 All move to Mirisgroth.

MOVE-CIAdAk

Laure, J-CS-sh, region. Order of the Watcher discarded to reveal.
 HL6, Court plays Outpost.
 HL5, Court plays Weariness of the Heart on Rana
 Featur supports, cc-1-1-1+1sup+7roll=5.
 HL3, x

SITE

Mirisgroth entered. AA1-elves.9p, detainment
 Rolls made: Huinen and Klaen tap.
 Eldarion taps to play Jewel of Unlight. Site taps.

END

TURN 23

@ Mirisgroth-T

T	Huinen		7	6	3	8	No					Sa	D	1	elf-stone	Ancient Knowledge			
W	Klaen		5	1	6	9	No		Sc	R			D	4	Sword of Talan	Elven Rope, Ardan Card Deck			
T	Lauré Menelrana		8	7	7	9	No					R	Sa	D	3	elf-stone	Kirihach		
T		Arrokko	2	x	x	x	horse								a				
T	Féaturl		7	4	5	9	No		W				Sa	D	3	Bracers of Mira	Ringlin's Axe		
T		Arrokko	2	x	x	x	horse								a				
T	Rána		6	4	3	8	Ne						Sa	3	Master Healer	elf-stone, Herb-lore, Scabbard of chalcedony			
T	Eldarion		4	1	5	7	elf		W				Sa	4	Book of Andraax	Jewel of Unlight			

0	Old Man Willow		
Many Turns and Doublin	Majmun		
Many Turns and Doublin	Jungle Demon		
Jungle Demon	Poison of His Voice		
0	Pledge of Conduct		
Hand: 8	MP: 31	SP: 1	PD: 50

Res: Ordered to Kill,

Haz: Wardens of the Night

Infested Jungles, Mirage, Wardens of the Night

UNTAP

ORG

Klaen transfers Elven Rope to Featur, Pledge of Conduct played to auto cc.

Rana+ and Laure+ move to Emyn Din. Others to Tauronde.

MOVE-CAdAkI

Laure, Elven Rope is tapped to move +1 region; Ancient Knowledge discarded to be Lost K.

C-C-C-C-W-rl

HL4, Court plays A Lie in Your Eyes on Eldarion, taps.

HL3, Court plays Gloom on Eldarion.

HL1, Indur plays Doors of Night

Huinen, C-J-h, starter

HL2, Court plays Gloom on Klaen.

HL1, Court keys Majmun to J, animal/ape.4s9p

Many Turns and Doublings cancels.

Secret News is played.

SITE

END

TURN 24

@ Emyr-Din-U

U	Lauré Menetrana	8	7	7	9	No				R	Sa	D	3	elf-stone	Kirihach				
U		Arrokko	2	x	x	x	horse						a						
T	Featur1		7	4	5	9	No	W			Sa	D	4	Bracers of Mira	Ringlin's A	Elven Rope			
U		Arrokko	2	x	x	x	horse						a						
U	Rána		6	4	3	8	Ne				Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcedony		
T	Eldarion		4	1	5	7	elf	W			Sa		4	Book of Andraax	Jewel of Unlight				

@ Tauronde-U

U	Huinen		7	6	3	8	No				Sa	D	1	elf-stone				
W	Klaen		5	1	6	9	No		Sc	R		D	3	Sword of Talan			Ardan Card Deck	

Marvels Told	Old Man Willow		
Poison of His Voice	Mallorn-Dweller		
Many Turns and Doublin	0		
Jungle Demon	Poison of His Voice		
Pledge of Conduct	0		
Hand: 8	MP: 31	SP: 1	PD: 39

Res: Ordered to Kill,

Haz: Wardens of the Night

Infested Jungles, Mirage, Wardens of the Night, Echoes of Numenor's Fall, Worn and Famished

UNTAP

Huinen taps to play Marvels Told to discard WaF, cc-3+7roll=4

ORG

Eldarion stores Jewel at site, Featur supports=cc-1-3+1sup+8roll=5.

Mallorn-Dweller played at Tauronde.

All move to Citadel of Ardor.

MOVE-cAkiAk

Huinen, J-C-sh, region

HL3, Court plays Something Has Slipped

HL2, Court keys Mistress of the Court of Ardor to the site. Elf.1s13p10p

Dweller, 2p+10roll=10, wounded. Bc+1delta+11roll=12, eliminated.

HL1, Court keys Uvag-aak to J, animals.2s9p, attacker

Many Turns cancels.

Laurre, W-W-C-C-sh, region

Secret News played

HL4, Court plays Full of Froth and Rage

HL3, Court plays Waiting Shadow using Infested Jungles to tap Laurre.

HL2, A Lie in Your Eyes played on Eldarion, 4roll+6>7roll, fail.

HL1, x

SITE

Citadel entered. AA1-elves.each9p, detainment

Rolls made: Rana and Eldarion tap.

Combat

T	Laurrë Menelrana	8	7	7	9	No			R	Sa	D	3	elf-stone	Kirlhach				
T	Arrokko	2	x	x	x	horse						a						
T	Féatur1	7	4	5	9	No	W			Sa	D	4	Bracers of Mira	Ringlin's A	Elven Rope			
T	Arrokko	2	x	x	x	horse						a						
T	Rána	6	4	3	8	Ne				Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcedony		
T	Eldarion	4	1	5	7	elf	W			Sa		1	Book of Andraax					
W	Huinen	7	6	3	8	No				Sa	D	1	elf-stone					
T	Klaen	5	1	6	9	No		Sc	R		D	3	Sword of Talan		Ardan Card Deck		Something Has Slip	

W	Khelekar	5	2	2	9	No				Sa		0						
W	Sarkarxë	2	0	2	9	Sv				R		3	Jewel of Unlight					
W	Valmorgül	6	10	4	10	No	W			Sa		4	Trifling Ring	Headband of Elerior	Elf-stone			
W	Valkrist	5	1	6	8	He	W			R		4	Staff of Eldarion	Earrings of Lverin				
U	Sülherok	1	0	10	9	No		Sc				4	Falcon's Crest	The Warding Ring				
U	Vilwarokko	2	0	2	9	animal						a						
T	Falcon of Ardor	2	0	2	9	animal		Sc				a						

Laurre taps Kirlhach to untap, cc-3+10roll=7

Featur, 5p-1t-2haz+5roll=7, wounded. Bc.+2delta+3roll=5
Sulherok, 10p+11roll=21

Klaen, 4p-1t-2haz+10roll=11
Vilwarokko, 2p+10roll=10, wounded. Bc.6roll

Laurre, 5p+2wp+2card-2haz+8roll=15
Khelekar, 2p-2w+8roll=8, wounded. Bc+1delta+1w+10roll=12, KILLED.

Huinen, 3p-2w-2haz+9roll=8
Sarkarxe, 2p-2w+6roll=6, wounded. Bc+1w+12roll=13, KILLED.

Rana, 3p-2w-2haz+9roll=8, wounded. Bc.5roll
Valmorgul, 4p-2w+8roll=10

Eldarion, 5p-1t-2haz+10roll=12, wounded. Bc.3roll
Valkrist, 6p-2w+12roll=16

GUILD

1	2	3	4	5	6
5	10	8	9	9	10
8	6	10	12	6	4

COURT

1	2	3	4	5	6
11	10	8	6	8	12
3	10	2	9	5	3

@ Citadel of Ardor

T	Laurrè Menelrana	8	7	7	9	No			R	Sa	D	3	elf-stone	Kirhach					
T		Arrokko	2	x	x	x	horse					a							
W	Féatur1		7	4	5	9	No	W		Sa	D	4	Bracers of Mira	Ringlin's A	Elven Rope				
T		Arrokko	2	x	x	x	horse					a							
W	Rána		6	4	3	8	Ne			Sa		3	Master Healer	elf-stone	Herb-lore	Scabbard of chalcedony			
T	Eldarion		4	1	5	7	elf	W		Sa		1	Book of Andraax						
W	Huinen		7	6	3	8	No			Sa	D	1	elf-stone						
T	Klaen		5	1	6	9	No		Sc	R		D	3	Sword of Talan		Ardan Card Deck		Something Has Slip	

Laurre, cc-3+1 roll=8

Featur, cc-4+8roll=4

Rana, cc-3+4roll=1

Klaen, cc-3+7roll=4

				COURT
			33	21
C	9	Taurondë	12	7
I	10	Utter South	12	7
F	2	vs. Court of Ardor	3	7
A	2	Harad Division	2	0
M	5	Sages	1	0
K	4	Tapping	3	0

33	Marshall Points			1	Elves of Talirân
2	Huinen			2	Avari
2	Rána			(*)	Jewel of Unlight
3	Laurrë Menelrana			(*)	Jewel of Unlight
2	Fëatur1			(*)	Jewel of Unlight
2	Klaen			1	Arrokko
1	Eldarion			1	Arrokko
3	Bracers of Mira			1	Order of the Watcher
(2)	Book of Andraax			1	Orc-Guard
3	Sword of Talan			2	Khelekar
3	Kirlhach				
3	Ringlin's Axe				

t01	Longbottom Leaf				
t02	Longbottom Leaf				
t03	Shipwright	wking	ghosts	CD x2	
t04	Old Man Willow	ardagor	ognor		
t06	Old Man Willow	ren			
t07	Slow-fang	court			
t07	Wood-elf	hoarmurath		stirring bones	2 strikes
t09	Cobras	court			
t09	Longbottom Leaf				
t11	Slow-fang	court			
T19	Majmun	indur			
t23	Mallorn-Dweller				

1	Bracers of Mira	0	s01,p01		x	x	
2	Sword of Talan	0	h06,p07		x	x	
3	Book of Andraax	0	h05,p06		x	x	
4	elf-stone	0	h02,p02		x	x	
5	Ulmodili	0	h01,d04		h17,p18	x	
6	Elves of Talirân	0	h01,p02		x	x	
7	Walls Behind Walls	0	h04,d05		h16,d17	h23,d23	
8	Order of the Watcher	0	h01,d04		h14,d14	h24,d24	
9	Order of the Watcher	0	h04,p05		h15,p16		
10	Order of the Watcher	0	h11,p13		u16,p16		
11	Many Turns and Doublings	0	h02,p02		h16,p17	h23,p23	
12	Many Turns and Doublings	0	h04,p05		h17,d23		
13	Many Turns and Doublings	0	h08,p11		h18		
14	Ancient Knowledge	0	h11,p13		x	h24,d24	
15	Ancient Knowledge	0	h04,d05		h13,d13		
16	Marvels Told	0	h02,p02		h11,p12,	h20,p20	
17	Marvels Told	0	h02,P03		h15,p17	h24,p24	
18	Marvels Told	0	h08,p10		h16,p18		
19	Elven Bridge	0	h07,p08		h14,d14	h21,d22	
20	Elven Bridge	0	h08,p08		h14,o15	h23,d24	
21	Elven Bridge	0	h09,d10		h19,p19		
22	Elven Fortress	0	s01,d01		h17,d17	h21,d22	
23	Elven Fortress	0	h03,d03		h17,d18		
24	Elven Fortress	0			h19,p19		
25	Secret News	0	s01, p01+; h08,		h15,p15+s, h17,d17		
26	Secret News	0	h03,p03+s		h18,p18	h23,d23	
27	Secret News	0	h06,p06+s			h23,p23	
28	The Wind is Turning	0	s01,p01, s h04,		h12,p12	h19,f20	
29	The Wind is Turning	0	h05,p05		h15,p15		
30	The Wind is Turning	0	h11,p12		h18,p19		
31	Warm Now Be Heart and Limb	0	s01,p03		h15,p16		
32	Ordered to Kill	0	h05,p05		h17,p17	h20,p20	
33	Safe From the Shadow	0	s01,p01		h15,p15		
34	Smoke Rings	1	s01,p01		h12,p12	h23,d23	
35	Smoke Rings	1	h08,p08		h15,p15		
36	Smoke Rings	1	h10,p10		h15,p15		
37	Longbottom Leaf	0	s01,p01		x	x	
38	Longbottom Leaf	0	h02,p02		x	x	
39	Longbottom Leaf	0	h09,p09		x	x	
40	Guild of Elements	0	h06,p06		x	x	

1	Cobras	0	h08,k09		
2	Cobras	0	h08,d09	h12,d12	h24,p24
3	Cobras	0	h10,d10	h12,d12	
4	Jungle Demon	1	h06,d09	h14,d14	h20,d24
5	Jungle Demon	1	h09,d11	h17,p17	h23
6	Jungle Demon	1	h10,d11	h17,p18	
7	Majmun	0	h03,d04	h15,p15	h23,p24
8	Majmun	0	h06,d06	h16,p17	
9	Majmun	0	h07,d07	h19,k19	
10	Old Man Willow	1	h02,k04		
11	Old Man Willow	1	h04,d04	h15,d15	h22
12	Old Man Willow	1	h05,k06		
13	Slow-fang	0	h02,d03	h15,d15	h22,p22
14	Slow-fang	0	h05,h07		
15	Slow-fang	0	h10,d10		
16	Uvag-aak	0	h01,p02	h13,d14	h21,p21
17	Uvag-aak	0	h02,d03	h15,p15	h22,p23
18	Uvag-aak	0	h07,d07	h15,d15	
19	Darkness Under Tree	0	h01,d01	h12,d13	h21,p21
20	Darkness Under Tree	0	h01,d02	h15,o15	h23,p23
21	Darkness Under Tree	0	h04,d05	h16,d19	
22	New Moon	0	s01,p01	h12,d14	h20,p21
23	New Moon	0	h04,p04	h14,d14	
24	New Moon	0	h06,d07	h17,p17	
25	Waiting Shadow	0	s01,p01	h11,p12	h20,p20
26	Waiting Shadow	0	h05,p05	h13,d13	
27	Waiting Shadow	0	h09,p09	h14,p15	
28	River	0	h07,p07	h13,p13	h20,p20
29	River	0	h08,p08	h15,p16	h20,p21
30	Full of Froth and Rage	0	h09,p09	h14,p15	h24,p24
31	Full of Froth and Rage	0	h10,d10	h15,p16	
32	Infested Jungles	0	h03,d04	h15,d15	
33	Infested Jungles	0	h09,p09		
34	Nature's Revenge	1	h03,p04	h14,d15	h24
35	Nature's Revenge	1	h05,d07	h19,p20	
36	Venomous Sting	0	h05,d08	h12,d12	h20,d21
37	Venomous Sting	0	h06,d08	h13,p13	h20,d21
38	An Unexpected Outpost	0	h01,p02	h15,p15	
39	An Unexpected Outpost	0	h03,p03	h18,d18	
40	An Unexpected Outpost	0	h05,p06		

	SIDEBOARD	0					
1	Jewel of Unlight	0	dp07			h16,d16	h20,p22
2	Jewel of Unlight	0				h16,d18	
3	Jewel of Unlight	0	pd18			h18,p19	
4	Ringlin's Axe	0	dp10			h14,p15	
5	Kirlhach	0	lb.02	h07,p11	x		x
6	Ardan Card Deck	0		h11,p12	x		x
7	scabbard of chalcedony	0	dp07			h12,p15	
8	Arrokko	0	lbl.01	h04,p05	x		x
9	Arrokko	0	lbl.01	h06,d06		h14,p14	
10	Avari	0	lb.02	h09,p11	x		x
11	Hiding	0	dp07			h13,p14	
12	Hiding	0	dp07			h16	
13	Concealed Entrance	0	dp07			h17,d17	h23,do23
14	Pledge of Conduct	1				h16,p20	h22,p23
15	Pledge of Conduct	1				h19,p21	h23
16	Pledge of Conduct	1					
17	Spying Out the Land	0	smok	h11,d11		h13,p14, h16,d16	
18	Calm-song	0	dp08			h14, p14,b14,h15, c	
19	Poison of His Voice	2	dp08			h16,d18	h20,p20
20	Poison of His Voice	2	dp08			h17,d19	h21
21	Wit	0	dp08			h15,d15	h22,d22
22	Wit	0	dp08			h19,d19	
23	Wit	0	dp10				
24	What Have I Got in my Pockets	0	dp10				h19,d20
25	What Have I Got in my Pockets	0	dp10				
26	Master Healer	0	lb09	h10	x		x
27	Herb-lore	0	dp10			h14,p14	
28	The Burden of Time	0					
29	The Burden of Time	0					
30	The Burden of Time	0	out15			h15,d15	
31	Thrice Told Tales	1	out.0	h05,p06		h15,d15	h24
32	Thrice Told Tales	1	out.0	h08,p08		h15,p16	
33	Thrice Told Tales	1	ex1			h19,p19	
34	Rats!	1	out.0	h10,p10		h12,p13	h23,p23
35	Rats!	1	ex1			h14,d14	h24
36	Rats!	1	ex1			h14,d14	
37	Gnaw with Words	0	ex1			h12,p13	h22,p22
38	Gnaw with Words	0	ex1			h12,p14	h24,p24
39	Gnaw with Words	0	ex1			h16,p16	
40	Venomous Sting	0	ex1			h12,d14	

	Huinen	0	start				
	Tûranar	0	start			h16,d16	
	Shipwright	0	start	k03			
	Wood-elf	0	start	k07			
	elf-stone	0	start				
	elf-stone	0	start				
	Elven Rope	0	start				

1	Laurrë Menelrana	0	h04,p05		x	x	
2	Eldarion	0	h06,c sm0	h11,	x	x	
3	Klaen	0	h08,p09		x	x	
4	Yavëkamba	0	h07,d08		h14,d14		
5	Mallorn-Dweller	0	h01,d01		h14,d14	h24,p24	
6	Rána	0	h09,p11		x	x	
7	Fëatur1	0	h07,p07		x	x	
8		0					
9	Moran	0	h01,d02		h12,d12	h21	
10	Morelen	0	h08,d08		h14,d14	h22,d22	
11		0					
12		0					
13		0					
14		0					

t20	t24	M	ag
44	11	23	0

	played	stk	bc	cc	inf
Fëatur1 p07	12	1	6	1	
Mallorn-Dweller p24,k24	1	1			
Wood-elf s00,k07	7	3	1		
Laurrë Menelrana p05	13		2		
Tûranar s00,d10	6		3	1	
Eldarion p12	6	1	1		
Klaen p09	8		1		
Yavëkamba					
Shipwright s00,k03	3	2	4		
Rána p11	5	1	2		
Huinen s00	12	3	6	1	
Moran					
Morelen					

GUILD	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro	New Moon	0	0	0	0	0	0	0	0	0	An Unexp	0	0	0	0	0	0	0	0	0	0
Witchking	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	0	0	0	0	0	0	outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ardagor	Waiting Sf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Azog	0	0	0	0	0	0	Rats!	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Mouth	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Felagrog	Waiting Sf	Infested Ju	Full of Frc	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Fankil	Gnaw with	0	0	0	0	0	Gnaw with	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Durlach	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Throkmaw	Rats!	River	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	Tidings of Abductor	Sons of K	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	Jungle De	New Moor	0	0	0	0	Jungle De	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ren	0	0	0	0	0	0	Old Man V	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	0	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	Waiting Sf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
COURT	0	0	0	0	0	0	Uvag-aak	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5th hazard player	0	0	0	0	0	0	Thrice Tol	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Cobras	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
COURT	River	New Moor	Darkness	Uvag-aak	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Gnaw with	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Darkness Uvag-aak	Rats!	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Full of Frot	Majmun	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	0	0	0	0	0	0	slow-fang	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Bottom three rows are hazards played in last four turns not by main hazard player.
Cards below tan line are in last four turns.

top		Laurre	Huinen	Rana					MP	DP				
	1	Tarounde							6	86		Bracers		
	2	Tartaust							8	72		Elves of Talirân	ELF-stone	
	3	Tarounde							10	66				
	4	Naurindol							9	64				
	5	Laurrë Menelrana							9	53		Arrokko		
	6	Menelcarca							13	43		Book of Andraax		
	7	Featur1	Laurrë's M	Laurrë's Manor					13	35		Sword of Talan		
	8		Ithilkîr	Laurrë's Manor					17	27				
	9	Klaen	Tarounde						17	18				
	10	d-Turanar	Tarounde	Tarounde					19	12				
91	11	Rana	Gaven	Tarounde	Tarounde				18	7		Kirlhach	Avari	
	12	Eldarion	Gaven	Aurax-Dur	Tarounde				25	89		Ardan Card Deck		
	13		Menelcarc	Korlan	Tarounde				26	80				
	14		Menelcarc	Tarounde	Tarounde				26	73		Arrokko	Ringlin's Axe	
	15		Menelcarc	Naurindol	Tarounde				30	58		Scabbard of chalcedony		
	16		Tarounde	Three Sistr	Three Sisters				30	41		Jewel of Unlight		
	17		Taurang	Tarounde					31	28				
	18		Laurrë's M	Laurrë's Manor					31	16				
83	19		Vog Mur	Tauronde					31	12		Jewel of Unlight		
	20		Ithilikir						31	77				
	21		Tyar rana						31	73				
	22		Tauronde						31	66		Jewel of Unlight		
	23		Mirisgroth	Mirisgroth					31	59				
	24	Mallorn-Dweller	Eryn Din	Tauronde					31	47				
									33	34				

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Orange font = initiated CvCC OR INFLUENCE ATTEMPT

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sidebar cards to discard pile; pd=playdeck from sidebar; p. = tap to play (faction, ally, item).

Stk = face strike, +W = body check, sup=tap to support character.

+

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

top		Laurre	Huinen	Rana					MP	DP	GoE				
	1	Tarounde							6	86		Bracers			
	2	Tartaust							8	72		Elves of Talirân	ELF-stone		
	3	Tarounde							10	66					
	4	Naurindol							9	64					
	5	Laurrë Menelrana							9	53		Arrokko			
	6	Menelcarca							13	43		Book of Andraax			
	7	Featur1	Laurrë's M	Laurrë's Manor					13	35	dp	Sword of Talan			
	8		lthilkîr	Laurrë's Manor					17	27	dp				
	9	Klaen							17	18					
	10	d-Turanar							19	12	dp				
91	11	Rana	Gaven	Tarounde	Tarounde				18	7		Kirlhach	Avari		
	12	Eldarion	Gaven	Aurax-Dur	Tarounde				25	89		Ardan Card Deck			
	13		Menelcarc	Korlan	Tarounde				26	80					
	14		Menelcarc	Tarounde	Tarounde				26	73		Arrokko	Ringlin's Axe		
	15		Menelcarc	Naurindol	Tarounde				30	58		Scabbard of chalcedony			
	16		Tarounde	Three Sistr	Three Sisters				30	41		Jewel of Unlight			
	17		Taurang	Tarounde					31	28					
	18		Laurre's M	Laurre's Manor					31	16	pd				
83	19		Vog Mur	Tauronde					31	12		Jewel of Unlight			
	20		lthilikir						31	77					
	21		Tyar rana						31	73	pd				
	22		Tauronde						31	66		Jewel of Unlight			
	23		Mirisgroth	Mirisgroth					31	59					
	24	Mallorn-Dweller	Eryn Din	Tauronde					31	47					
									33	34					

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Blue font = initiated CvCC OR INFLUENCE ATTEMPT

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = body check, sup=tap to support character.

+

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

128	12	73	28
hl	bc	stk	cc

base hazard limit total: 128
 rolled 28 corruption checks
 rolled 73 strikes; 6 in last cvcc.
 made 12 body checks

	top	Sites in DP				
t01		Tartaust	Bracers of Mira			
	T02	Taurondë	Elves of Talirân			
t05		Menelcarca	Arrokko			
t06		Laurrë's Manor	Book of Andraax			
t07		lthilkîr	Sword of Talan			
t11		Gaven	Kirlhach			
t11		Aurax-Dûr	Avari			
t12		Korlan	Ardan Card Deck			
t14		Menelcarca	Arrokko			
t14		Naurindol	Ringlin's Axe			
t15		Three Sisters	Scabbard of chalcedony			
t16		Taurang	Jewel of Unlight		Order of the Watche	
t19		lthilkîr	Jewel of Unlight			
t23		Mirisgroth	Jewel of Unlight			

+

COUNT OF PLAYING OWN HAZARDS. Look at other list for using Twilight.

outpost	5	0	The Burden of Time
Twilight	0	3	Thrice Told Tales
Majmun	2	0	Venomous Sting
Uvag-aak	3	3	Full of Froth and Rage
Slow-fang	3	1	Infested Jungles
Jungle Demon	2	2	Nature's Revenge
Cobras	1	3	Rats!
Old Man Willow	2	2	Darkness Under Tree
		6	Waiting Shadow
		4	Gnaw with Words
		5	River
		4	New Moon

Count of region types in movement: 107 total regions. t=desert

107		0	0	2	14	0	0	53
		ud	fd	bl	w	w2	w3	j
0	0	8	0	30	0			
t	t2	sl	dd	c	c2			

OVERVIEW

This player had great success storing three Jewel of Unlights. None of the Guild of Elements was eliminated. 33 MPs were earned. Seven Ardan Citadels were tapped. Citadel of Ardor was entered for Cvcc on Turn 24. All the Guild members were in play by Turn 12. Order of the Watcher is useful to reveal sites or cancel AAs. I would have liked to have more turns with three separate companies, only 3 turns as such. Need to wait on using all Guild members early so to allow tapping to support cc from spirit-magic. There was a good flow of turns so enough reasons to tap a site every turn. Weapons had little effect on staying unwounded, but they gave confidence to face strikes.

+

MAJOR NEWS

The jewels were stored at Laure's Manor, Ty-ar-rana, and Emyr Dim. Ardan Card Deck was not any use, but I would like to keep it in the deck. The Bracers of Mira will be given to the Court player in exchange for earrings. Featur cannot use the bracers with the card deck. Next game, I will withhold forming the core companies until the second deck so to take more risks with the non-Guild member characters. Three movements did not have a Jungle in the site path.

+

STATS

73 strikes were rolled for this player, which is I think is average. There were 12 body checks killing three. There were a flood of 28 corruption checks. There was no avatar to access the sideboard. Five times did a Guild of Elements used to access the sideboard.

+

This player face 14 creatures from 68 hazards, but 11 were agent actions. Court played 20 hazards. He played 5 creatures including Mistress. One CvCC was initiated. There were 34 moving companies and 44 total companies. Average hazard limit was 2.9; that is much. About 107 regions were moved through. 53 regions were Jungle and another 30 Coastal Sea. This was a reason of facing few creatures.

+

55 hazards were played by Guild, 0 were agents – 19 on Court. Nine creatures were played on Court. Nine players did not face more than one hazard from Guild.

+

DECK PLAY

First deck exhausted on Turn 11. Second deck exhaust on Turn 19. 14 non-Lordhaven sites were tapped. First deck shuffled 10 cards and drew a high 8.3 cards/turn. Second deck shuffled 6 cards and drew 12 cards/turn. Third deck ended with 34 in the deck, shuffled 2 cards and drew 8.5 cards/turn.

+

CHARACTER PLAY

Fëatur1, only played 2 spirit magic cards.

Mallorn-Dweller

Wood-elf

Laurrë Menelrana, faced 13 strikes and 0 body checks.

Tûranar

Eldarion

Klaen

Yavëkamba, never played

Shipwright

Rána, would of liked to do more healing.

Huinen, usually playing Marvels Told.

Moran, never played

Morelen, never played

+

RESOURCE PLAY

Jewel of Unlight, p16, p19, p22

Bracers of Mira, p01, but not effective. Will switch with Court for Earrings.

Ringlin's Axe, p15

Sword of Talan, p07

Kirlhach, p11

Book of Andraax, p06

Ardan Card Deck, p12

scabbard of chalcedony, p15. Seems useless, but kept in deck.

elf-stone

elven rope

Arrokko, p05, p14.

Avari

Ulmodili, played but failed attempt

Elves of Talirân, p02

Ancient Knowledge, p1/4

Walls Behind Walls, p0/3

Order of the Watcher, p3/6

Concealed Entrance, p0/2

Many Turns and Doublings, p6/8

Hiding, p0/2

Marvels Told, p8/8

Pledge of Conduct, p4/4. very useful.

Spying Out the Land, p1/3

Calm-song, p0/2

Poison of His Voice, p1/4

Wit, p0/3

What Have I Got in my Pockets, never played

The Wind is Turning, p7/7

Secret News, p6/7. shuffled x4

Elven Bridge, p3/8

Elven Fortress, p1/7. needed as a hidden site for jewel of Unlight.

Master Healer, t11. Fetched WBHL x2 and Herb-lore x1. Would have liked to use it more.

Herb-lore, p0/2

Warm Now Be Heart and Limb, p2/2
Ordered to Kill, p3/3
Safe From the Shadow, p2/2
Guild of Elements, p06; used 5x to access sideboard as an avatar.

+

HAZARDS

91 cards that started in the deck had 41 discarded from hand. That was average.

5 creatures killed.

Majmun, p2/6

Uvag-aak, 4/8

Slow-fang, p2/5, one killed.

Jungle Demon, p2/7

Cobras, 2/6, one killed.

Old Man Willow, p2/4 with two firewood

The Burden of Time, p1/3

Thrice Told Tales, p4/5

Venomous Sting, p1/7

Full of Froth and Rage, p4/5

Infested Jungles, p1/4

Nature's Revenge, p2/4

Rats!, p3/5

Darkness Under Tree, p2/8

Waiting Shadow, p6/7

Gnaw with Words, p5/5

River, p6/6

New Moon, p4/8

An Unexpected Outpost

+

Facing Eriador Division, they play 13 hazards. Court played 0 hazards.

T01-All move to Tartaust to play Bracers of Mira. Lucky rolls for the site's detainment allows the play of the item.

T02-Move to Tauronde to play faction. Elves of Taliran played by Turanar.

T03-Move to Naurindol. Chill Douser wounds Wood-elf. Another copy gives Shipwright Icy Touch. Woodelf wounded again. Huinen wounded. Ghosts follow with 5 strikes. Huinen wounded and survives corruption check. Shipwright was killed.

T04-Return to haven to heal. Durin's Folk bothers Turanar, but no effect. Faces of Dead target Wood-elf, but he ignores.

+

Facing Gondor Division, they play 11 hazards. Court played 0 hazards.

T05-Laurre Menelrana played. Move to Menelcarca. Bring Out Your Dead. Mewlips are a Plague. Many Turns and Doublings confuses the undead. Laurre plays Arrokkko. Turanar plays Order of the Watcher.

T06-Move to Laurre's Manor for wine and cheese. Turanar reads Book of Andraax.

T07-Guild of Elements played. Featur played. Some move to Ithilkir. Others stay. Stirring Bones attack and kill Wood-elf. Order of the Watcher cancels the first AA. Book of Andraax leads to the finding of Sword of Talan.

T08-Elven Bridge helps move; all go to haven.

+

Facing Wilderland Division, they play 9 hazards. Court played 0 hazards.

T09-Klaen played. Many tapping to support corruption checks with item transfers. No move.

T10-Turanar is discarded. Laurre and Featur move to Gaven. Others stay.

Orc-Guard is killed; both tap.

T11-Rana is played with Master Healer. Huinen and Klaen move to Aurax-Dur. All stay Gaven entered. Animals and Traps only tap Featur. Laurre plays Kirlhach. (one of the best artwork in the game). Huinen plays Avari.

T12-Eldarion played. Laurre and Featur move to Menelcarca. Huinen and Klaen move to Korlan. Orc-Guard returns and lives. Huinen taps to play Ardan Card Deck. Lucky rolls for combat (26 strikes had -3 to prowess to stay untapped).

+

Facing Northern Waste Division, they play 7 hazards. Court played 1 hazards.

T13-Huinen moves to haven. Menelcarca is entered, but Featur is tapped.

T14-Laurre and Featur stays. Others move to Naurindol. Giant Spiders wound Huinen. Featur plays Arrokkko. Eldarion plays Ringlin's Axe.

T15-Laurre and Featur move to haven. Others to Three Sisters. Rana plays Scabbard of Chalcedony.

T16-WNBHL played to heal Huinen. Some move to haven, others move to Taurang.

Order of the Watcher cancels first AA. Featur plays Jewel of Unlight. Laurre taps to play Order of the Watcher.

+

A good amount of 31 MPs earned with 21 cards in playdeck. 5 Game Points earned.

+

Facing Harad Division, they play 7 hazards. Court played 3 hazards.

T17-All move to Laurre's Manor. Jewel of Unlight stored there.

T18-Some move to Vog Mur. Others move to haven. Ulmodili found at Vog Mur, but failed to play.

T19-All move to Ithilkir. Elven Bridge played. Lucky rolls at site allow playing Elven Fortress and Jewel of Unlight.

T20-All move to Ty-ar-rana.

+

Facing Harad Division, they play 1 hazards. Court played 16 hazards.

T21-Jewel of Unlight stored. All move to haven. Waiting Shadow and Gnaw with Words tap elves.

T22-All move to Mirisgroth. Order of the Watcher reveals site. Jewel of Unlight found at site.

T23-Huinen and Klaen move to haven. Others move to Emyrn Din. Elven Rope is needed.

Majmum attack but see Many Turns and Doublings.

T24-Eldarion stores Jewel of Unlight. Mallorn-Dweller played. All move to Citadel of Ardor.

Something Has Slipped playe. Mistress of Court of Ardor kills Dweller. Uvag-aak cancelled by Many Turns and Doublings. Rana and Eldarion tapped by site's automatic-attack. CvCC. Sulherok almost kills Featur. Klaen wounds Vilwarokko. Laure slays Khelekar. Huinen kills Sarkarxe. Valmorgul wounds Rana. Valkrist wounds Eldarion.

+

Game ends with 33 MP and 34 cards in the playdeck. It think that the deck played well. Never did any riddling or played some characters. A second Court player would make things dismal, but give time to riddle instead of playing the jewels.