

SMAUG/TEREG

40avatar

C	7	Lonely Mt.
I	12	Erebor
F	8	vs. Lord Thorin
A	0	Enslaved Dwarves
M	3	Hoard Points
K	2	Trolls

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
14 characters in deck
10 starting cards
144 total cards
18 creatures

The whole of Middle-Earth is watching the Lonely Mountain. Smaug can now earn the recognition of dragons since Glaurung did as Dragon-King.

Smaug has awoken from a long slumber. He craves to build his hoard. Some evil men he has put under his enchanted stare or promise of wealth will find hoard items. Magic rings too will be tested by fire for use by the covert companies. Items of power such as Ringil, Thong of Fire, and Belegennon are on the short list. Factions too will be gathered such as Ando-anca and Daelomin will be Roused using a Consumed Dwarven Ring of Power.

Smaug should not move much due to his Birthspot and Dragon Hunters.

A clan of dwarves from one of the eastern tribes were captured and enslaved. Some will join Smaug in gathering hoard items. Dale will be laid waste and its People Diminished. Smaug though is paranoid and dislikes layovers at the Lonely Mountain, so he will make Long Marish another Dragon's Den for his men and dwarves to reside.

The Power deck will have more dragons to rouse and missions to fulfill such as Tempest of Fire two more times and People Diminished once for 8 MP. Another two more dragon factions is 8 more MP for 50 MP total.

The hazard deck are Trolls, corruption threats, and avatar harassment.

Smaug is in the Northern Waste Division with Lord Dain as his main hazard opponent.

Updates from Version 0

Considerable effort was made between the Dragon-lords to not share unique items. The meta-game of stealing items will be done during the Power Decks.

The change of adding body to the Dragon-Lord resulted in removing Ulukai of Morgoth.
The Mithril Coat was replaced by Belegennon (removed from Prince Imrahil).
Bright Gold Ring replaces Gold Ring that Sauron Fancies since METD Dale will start the game.

Usriev replaced by Bone-hilted Broadsword for MP and for better stat bonuses.
Minor ring replaced by an updated Black Ring of Arda.
Northern Wyrms replaced by first Lomaw Roused then Ando-anca Roused.
Wide Awake replaced by Raised Again.

Chieftest and Greatest of Calamities replaced Treason He Sent Forth.
Two Hoard Well-searched added for one copy removal of Veil Removed.
Hunting, Whispers of Wealth, and Dragon's Dream are the mode cards.

Some major changes occurred with the hazard deck.
The Spiders and Spawn given to Scatha for Ardagor's Trolls. The Iron Troll creature added.

RESOURCES(40/25)

1	Necklace of Girion	h0-j
3	Thong of Fire	h3
1	Belegannon	h2
1	Ringil	h2
2	Bone-hilted Broadsword	m2
2	Habergeon of Silver	h2
1	Valiant Sword	h2
1	Jewel of Beleriand	h1-j
1	Necklace of Silver and Pearls	h1-j
*	Old Treasure	h1-j
1	Black-Mail Coat	
2	Beast-thrall	
1	Dwarven Ring of Druin's Tribe	
3	Black Ring of Arda	
2	Magic Ring of Savagery	
1	Bright Gold Ring	
1	Perfect Gold Ring	
1	Enslaved Dwarves	sp1
4	Daelomin Roused	
4	Ando-anca Roused [lomaw]	
1	Consumed by Dragon Fire	
2	People Diminished	
1	Dragon's Abode	sp1

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3	Crept Along Cleverly	R
3	Hidden Ways	R
3	Ruse	Sc/D
1	Voices of Malice	Sa
2	Test of Fire	Sa
1	Raised Again	Sa
3	Down Down to Goblin Town	
1	Going Ever Under Dark	
1	Smart and Secret	L
1	Dwarf-friend	pe
3	Weigh All Things To A Nicety	
*	Whispers of Rings	
1	Breed Desire	GI-1
1	Gleaming Golden Hoard	hand-1
1	Long Lying on His Costly Bed-1	
1	Beaten into Submission	ally-1
3	Marauding Fire	proW
1	Rage Past Description	
1	Treason He Sent Forth	
*	Wealth of His Halls	
*	Dragon Mindbend	char1
*	Oath of the Dragon	char1
3	Whispering Voices	char
1	Hunting	hunt1
1	Whispers of Wealth	greed1
1	Dragon's Dream	dream1
1	Made His Dwelling There	sp1
1	Veil Removed	magic
1	Enchanting Stare	magic1
1	Under His Spell	magic1
1	Old and Cunning	magic1

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HAZARDS(40/15)

21/3

1	Leucaruth at Home	only one Dragon per turn	
1	Khuzadrepa at Home	dwf wounded by bal, dragon, spawn make CC-1.	
3	Wild Trolls	troll 1 2 10 x rl	WW
3	Trolls From the Mountains	troll 2 3 12 5	WWW
3	Hermit Troll	troll 1 1 12 5	WWW, TT
3	Half-trolls of Far Harad	troll 1 2 10 x sh, dh	SL, DD
3	Olog-Warlords	troll 2 3 10 4 sh, dh	SL, DD
3	Olog-hai	troll 2 3 10 5 dh	SL, DD
1	The Iron Troll	troll 3 1 16 7 dh, ud.sh	DD
3	Cave-worm	drake 1 1 16 x	N,A,G,mm3,N,WH,IH
1	Memories Stolen	P.DarKE-	x1
1	Fear of Kin	P.avatar-dwarflord	x2
1	Bitter Heirlooms	P.avatar	o2
2	Grasping and Ungracious	P.corr	
1	Lure of Power	P.corr	
1	The Balance of Things	L.corr	
1	Sorrow Long Foreseen	P.	o2
1	Imagination Run Away	P	
2	Threat of Many Feet	L.play-site of origin	out1
3	Searching Eye#	S.play-scout	
2	Frightful Guardian	P.AA-repeat AA after item played	
2	Siege	P.site-attack	
2	Troll-purse	P-AA.orcs+troll	
3	No Good Roasting Em Now		ex2
2	Imprisoned and Mocked	P.prisoner	o2
1	Devouring Wyrms		
1	Your Welcome Is Doubtful	S.agent-all/character	o1
1	Will Not Come Down		x1
3	An Unexpected Outpost		

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SITES

NR	The Lonely Mountain			Enslaved Dwarves Black-mail Coat
IH	Barak-Shathûr	m*, M*, ring	dwarf.3w9	Dwarf-friend
EO	Nurunkhizdín	m, M, ring	dwarf.4w10	Bright Gold Ring
SR	Gyogorasag Sanct	m#	men.xd7c	
Do	Shrel-kain	m, M*	men.x1d8c	
NR	Lake-town	Info	men	<i>play characters</i>
NR	Cave –Urdharkonur	heal, m	men.xd7c	
NR	Dale	ring	men	People Diminished
Do	Riavod	m*, M*	menx.9	
Fo	Logath Camp	m	men.xw7	
NR	Long Marshes	minor	undead.2w7	Dragon's Abode-Dwelling
NR	Buhr Thurasig	Info, m, M	men.2w7	
Fo	Nan Morsereg	Info, m	men3w7	
Fo	Lar-huz	m, M	men3w6	
SR	Buhr Widu	m, M	troll.1w10	
HM	Sarn Goriwing	m, M	orc	
HM	Mo. of Mirkwood	Info, m	spiders	
HM	Cor Angaladh	m, M, ring	undead.2w8	hoard-Habergeon of Silver
SR	Tol Buruth	m, M, ring	men.4w8	Bone-hilted Broadsword
GN	Gondmaeglom-adr	m, M, ring	Scatha.1w14	xxxxxxxxxxxxxxxxxxxxxx
GN	Ovir Hollow	m, M	Bairnax.1w12	
GM	Norr-dûm-adr	m, M, G, ring	Dragon.2w13	Roused
GM	Long Peak-adr	m, M, G*	Dragon.1w14	
GM	Steel Fall	m, M, G, ring	Dragon.1w16	
TO	Collarmount	m, M, G	Dragon.1w13	xxxxxxxxxxxxxxxxxxxxxx
WH	Caves of Ulund	m, M, G, ring	Dragon.1w13	Ringil
WH	Irerock	m, M, G, ring	Dragon.1w14	Thong of Fire
WH	Gold Hill	m, M, G, ring	Dragon.1w15	Belegennon
WH	Dancing Spire	m, M, G, ring	Dragon.2w11	Daelomin Roused
WH	Thundercleft-adr	m, M	Dragon.1w13	Valiant Sword
WH	Tower of WolfF	Info, m	wolf.3w6	hoard-Beastthrall
Fv	Shab Arch	m, M, G	Dragon.2w12	xxxxxxxxxxxxxxxxxxxxxx

MINIONS-10

4 Smaug	11/5/11/8+	W/Sa/D	Dragon		+4.riddle
1 <i>Northman</i>	3/0/3/7*	W/R	man	NR, SR	t.fetch(char, ally, faction) home
1 <i>Northman</i>	3/0/3/7+	W/R	man	NR, SR	t.fetch(char, ally, faction) home
2 <i>Disciple</i>	5/1/5/8	W/D	man	sp-Den	+2DI.men
2 <i>Disciple</i>	5/1/5/8+	W/D	man	sp-Den	+2DI.men
2 Perchen	5/2/3/9*+	Sc/D	Man	Dunnish CH	
Luitprand	1/0/3/7*+	Sc	Man	Lake-town	
2 Layos	5/2/3/8*+	Sa/D	Man	Shrel-kain	
2 Grimson	6/1/5/8*+	W/R	Man	Framsburg	ally control
1 Gisulf	4/1/5/7+	W/R	Man	agent	Woodmen, Lake-town, Dale
2 Gergeli	5/2/3/9a	Sc/D	Man	agent	Shrel-Kain, Lake-town, Easterling
1 <i>Judge</i>	3/1/2/7	W/D	dw		+1P.orc; t.Long Beard
1 <i>Pathfinder</i>	3/0/2/7	W/R	dw		+1CP; +1P.OT; -1DI.inf; t.OTDk
1 <i>Advisor</i>	3/1/2/6	W/Sa	dw		+1CP
<i>Mountain Miner</i>	2/0/2/7	W/Sc	dw		+1CP; +1P.orc; -1DI.inf
<i>Miner</i>	2/0/3/6	W	dw		+1CP; +1P.OT; -1DI.inf; +1deep

starting company:

<Whispers of rings><Wealth of His Halls-sp><Dragon Mindbend><Oath-sp>

2 Grimson	6/1/5/8	W/R	Mindbend-1
2 Layos	5/2/3/8	Sa/D	Oath-1
Luitprand	1/0/3/7	Sc	
1 <i>Northman</i>	3/0/3/7	W/R	
2 Perchen	5/2/3/9	Sc/D	Old Treasure

Dragon lord company:

21/28(20+5+3) GI unused

#1 Men of Gold <Going Ever Under Dark> [Missions]

Perchen	5/2/3/10	Sc/D	3	M5	Arda.SR, Dwarf
Grimson	4/1/5/9	W/R	2	M6	MRsavagery, Mindbend
Layos	5/0/3/9	Sa/D	1	M5	beastthrall, Oath, Smart

#2 Pawns [items]

<i>Disciple</i>	3/3/8/8	W/D	2	M5	valiant, Stare
<i>Northman</i>	3/0/3/9	W/R	1	M3	coat
Gisulf	4/1/5/7	W/R	0	M4	
Luitprand	1/0/3/7	Sc	0	M1	

OVERVIEW

Smaug will use minions to gather many hoard items and a few rings. His Power Deck will have him with a few minions heavily controlled and him influencing and riddling opponents near the Lonely Mountain.

SMAUG THE GOLDEN

This Dragon-Lord will move to play items and stay at a Dragon's Den awaiting for a company playing an item near to him. Turn management is crucial to avoid the avatar at the same site during the site phase with his minions. He will use resources to enhance his stats and use dragon-magic. Smaug needs to be hyper-aware when the Warlord phase begins since he will be facing the Northern Waste Division of heroes as hazard players for the next eight turns. Smaug should only move away using *Roaming* no more than four turns due to his prowess being nine unless using *Under His Spell*. His Power Deck adds *Tempest of Fire* and *People Diminished*. The Avatar Deck has him moving to play: *Made His Dwelling There*, *Consumed by Fire*, *Roused* faction or CvCC.

A pool of 20 GI is available to this Dragon-Lord. His mind is at its highest at 11. His 5 DI gives high confidence to influence a faction or bringing/keeping into play characters. His 11 prowess will help stay untap, but his 8 body causes concern.

Long Lying on His Costly Bed will grant +1 body to Smaug if *Gleaming Golden Hoard* is in play for you. But if you receive MPs for that event, then *Gleaming Golden Hoard* grants another +1 body to a maximum of 10.

Combat will be frequent for Smaug. *Marauding Fire* is for fire-dragons only. This event is played before strikes are assigned from a creature. A roll is made adding the avatar's prowess. If the result is higher than the creature's prowess then all strikes fail. Body checks are modified by +1 for each strike of the attack. Smaug's prowess in mode has a nice chance to defeat the creature.

MODES

There are two mode events in the deck: *Dream, Greed & Hunting*.

Whispers of Wealth (Dream mode) allows the avatar at a Dragon's Den to move up to six regions to a site an opponent plays an item at that site while discarding this mode event. The avatar directs at least one strike to the character playing the highest MP item that turn. This can be dangerous, so wait until his body is enhanced to 9 or even 10 and if you have the same item in your hand. Be aware that as the game continues, characters will become stronger. Likely, you will not play this event during the third deck. Also, avoid using this movement early in the mini-turns allowing other White Players to CvCC. Six region movement reaches Heb Aaraan, Hyarmenfalas, Gap of Isen, Narthalf, and Arthedain. Hunting can get him back home. [Who is the opponent? Is it Lord Dain only? Those in the opposing Hero Division? How about the first hazard opponent? That sounds good.]

Dragon's Dream is the dream mode resource to gain GI. The avatar must be at a Dragon's Den. His DI is decreased by two to three and his prowess is decreased by 2 to 9, but his GI is modified +5. Use this mode when needing to play many minions to have protection when not much more needs to be done near the end of the game.

Hunting allows movement, but to a degree more than Roaming. His prowess is modified by -2 to a low 7. But he can move to sites in regions with or adjacent to a Dragon's Den or home site. Move him away with another mode, then return with this mode. **Hunting** allows the Dragon to attack during another player's turn. Beginning an opponent's MOVE phase, an unwounded winged dragon can attack the company if moving through the region of his current site. If so, the company faces an attack with two strikes, prowess +7. Success results in a wounded dragon. This is useful to attack any man with a dwarven-forged bolt.

DRAGON-MAGIC

Four magic events will be used. Enchanted Stare is explained elsewhere. **Veil Removed** is playable during the MOVE phase; it discards one hazard permanent-event on the company or character. It can also be called birth-spot removed.

Under His Spell is a permanent-event. The avatar taps to place Memories Stolen from his sideboard or discard pile on the character facing the Dragon-Lord. This hazard will be kept in the sideboard. Use this in conjunction with Whispers of Wealth. It cannot be used with Hunger's special attack.

Old and Cunning is a permanent-event. The Dragon-Lord taps to take a sideboard resource to hand. Next time the avatar untaps, this event is instead discarded. This will be crucial to acquire the right card at the right time. Thus, put Hunting in the sideboard after the first exhaust.

CHARACTERS

Breed Desire increases your GI based on the MP of your stored hoard items. For much of the game it will provide +1 GI when you have 5 or fewer stored hoard items; +3 [7-11], +5 [12-17], +7 [18+]. The table below has the non-ring items. Ten items are hoard, five are jewels, and six are treasure. Each jewel item is also a treasure. The items here provide **13** normal hoard MPs, five normal jewel and five normal treasure MPs. The Power Deck will provide a few more hoard items for storing and earning +7 GI. [May be include unique items too?]

hoard	jewel	treasure			
2			Bone-hilted Broadsword		
	3	3	Necklace of Girion		
2			Ringil		
3			Thong of Fire		
0	0	0	Necklace of Silver and Pearls		
0	0	0	Jewel of Beleriand		
2			Belegennon		
2			Habergeon of Silver		
2			Valiant Sword		
0	0	0	Old Treasure		
0		0	Share of the Treasure		
			Black-mail Coat		
	2	2	Beast-thrall		

Bringing characters into play is a problem. **Whispering Voices** will help bring characters into play. The influence attempt by a character not in a Dragon Lord's is replaced by a roll modified by the unused Dragon Lord's DI if he taps. Smaug has 5 DI. If the result is two more than the

character's mind he joins the company or is discarded. The lowest result will be 7. There are only two characters in the deck with a mind greater than five. Nine characters are non-unique including five hero dwarves. Ranger, Scout, Diplomat, and Sage resources are in the deck. There are items that are better with a Warrior.

Grimson the Fearless is the highest mind character as a 6-mind Man. His Warrior and Ranger skill will have him as the trailblazer for a core company. He has the average 1 DI, 5 prowess, and 8 body for his mind. A home site of Framsburg is near to the Lonely Mountain. His toughness is seen by a -1 prowess when not tapping to face a strike. He can play allies normally only playable by a Dragon-lord and control two such allies. Transfer of any allies by the Dragon-lord to this character can occur during the Organization phase.

Layos is a typical 5-mind Sage Diplomat reading ancient papers. He is a Sage and Diplomat that can play Voices of Malice. A 2 DI is nice to have a follower, but a 3 prowess and 8 body is worrisome in the wild. His home site of Shrel-kain can be useful visiting that site. He starts the game and stays in play in a core company.

Perchen is a 5-mind Man from Dunnish Clan-hold. His life among the mountains makes him suited to transverse the Grey Mountains. His 2 DI is useful for being a Scout and Diplomat. His 3 prowess is low, but a 9 body will offset this. He will start the game and be in a core company influencing factions.

Gergeli is a Man agent. He is identical to Perchen. His three home sites can be useful: Lake-town, Shrel-kain, and Easterling Camp. This agent will be played at one of his home sites or at Buhr Thur if Perchen is eliminated.

Gisulf is another Man agent. He is a Warrior-Ranger from Woodman-Town, Lake-town and Dale. His 4 mind is average with a strong 5 prowess, but low 7 body. He has 1 DI.

Luitprand was a fisherman from Lake-town. Now, he is a Scout. A low-cost 1mind, three prowess and 7 body Man can be that one character to take a big strike or tap to play an item. Try to discard him soon to keep him alive.

Two copies of Dragon's Disciple will provide needed Sages. He is costly at 5 mind, but has average stats of 1 DI, 5 prowess and 8 body to go with his Warrior and Diplomat skills. His home site of any Dragon's Den is convenient. He has +2 DI against Men. One copy is in a core company.

Two copies of Grim-Faced Northman provide a low-cost Ranger for 3 mind, 3 prowess, and 7 body. A home site in Northern or Southern Rhovanion is great. He can tap to fetch a character, ally, or faction playable at his home site. Use this to play the slave faction at the end of the first deck. Definitely get him armor to raise his body.

Five non-unique hero dwarf characters are included. All are different. These will be played in the second deck after playing Enslaved Dwarves faction. There is room under general influence to play one 3-mind dwarf or two 2-mind dwarves. Grimson will be a Dwarf-Friend.

COMPANIES

Smaug the Golden has 20 GI and 5 GI restrictive. Expect Breed Desire to grant at least 3 GI

in the second deck. The two companies with five total minions will use 21 of 28 GI.

The starting company has Grimson, a Ranger, using Dragon Mindbend. This will lower his mind. Grim-Faced Northman is the main Ranger. There is another copy of Northman. Northmen can tap to take an agent for later playing along with both factions to hand. Layos is also included to provide the Sage skill. Oath of the Dragon makes him a leader, and helps with corruption. He will be the Sage and Leader for the company. Perchen is the Diplomat to influence factions. He carries Old Treasure. This company will move to play many items. Luitprand starts the game to make room for another minion in the deck. He stays at the Lonely Mountain to keep that site in play. Take his turn last.

One starting item is Old Treasure. Another is Whispers of Rings in lieu of an item. Dragon Mind-bend is played in lieu of an item. It is also a stage event. Oath of the Dragon and Wealth of His Halls are the other two stage events to start the game.

<Whispers of rings><Wealth of His Halls-sp><Dragon Mindbend><Oath-sp>			
2 Grimson	6/1/5/8	W/R	Mindbend-1
2 Layos	5/2/3/8	Sa/D	Oath-1
Luitprand	1/0/3/7	Sc	
1 Northman	3/0/3/7	W/R	
2 Perchen	5/2/3/9	Sc/D	Old Treasure

The Men of Gold company will move to relatively safer sites for playing characters and items. None are followers and contain 11 MP. Perchen wears Black Ring of Arda and is a Dwarf-friend to later have 4-mind of dwarf followers. The ring allows him to acquire any of the three other skills, use magic, fetch some cards, or increase hand size. Usually the hand size increase is the common use for this ring. This company will include any two non-unique dwarves used as dragon bait.

Grimson keeps Dragon's Mindbend. Dragon Mind-bend lowers the mind by two. No rolls are required to keep him in play. He has a Magic Ring of Savagery to cancel attacks.

Layos is under general influence. He is the Sage for the company. He has Beast-thrall and Oath of the Dragon. That jewel item burdens him with another 2 corruption points if it has an ally. Since he is a leader he also has the command Smart and Secret to give all three characters +1 body. Oath of the Dragon grants +1 to CC and makes him a leader. He can only be controlled by GI or by Smaug. Influence attempts on him are modified by -3. They have Going Ever Under Dark to lower the hazard limit by one. Restrictions to movement are negligible.

#1 Men of Gold	<Going Ever Under Dark>		[Missions]	
Perchen	5/2/3/10	Sc/D	3 M5	Arda.SR, Dwarf,
Grimson	4/1/5/9	W/R	2 M6	MRsavagery, Mindbend
Layos	5/0/3/9	Sa/D	1 M5	beastthrall, Oath, Smart

The other company, Pawns, will be non-unique minions visiting the Lairs for items. Disciple will have a Valiant Sword and Enchanted Stare controlling Northman whom is wearing Black-mail coat. Enchanted Stare adds +1 prowess, but decreases body by -1. The weapon will help get

his body to 8, but his prowess will be a strong 8. Disciple can only be controlled by Smaug or GI. No rolls are required to keep him in play. Be careful using magic on Disciple.

Gisulf is another Ranger with a nice 5 prowess, but a low 7 body. Luitprand is the Scout with a low 7 body and average 3 prowess.

#2 Pawns					[items]
<i>Disciple</i>	3/3/8/8	W/D	2	M5	valiant, Stare
<i>Northman</i>	3/0/3/9	W/R	1	M3	coat
<i>Gisulf</i>	4/1/5/7	W/R	0	M4	
<i>Luitprand</i>	1/0/3/7	Sc	0	M1	

ITEMS

The items are used for either: hoard points, treasure, influence, or body enhancing. This worm of the First Age desire many things of value. There are 18 items on his list including: 4 minor, 4 major, 3 greater, 2 special, and five rings. Item types include 3 armour, 1 mace, and 3 swords for seven battle-gear items. Five of the remaining items are jewels. Six items are hero items. Five items are unique.

Consumed by Dragon-Fire is played at a Lair when carrying a unique hero item. The item is removed from play. This will be the dwarven ring. An influence attempt against a dragon faction that turn at the site is modified by the item if discarded for the attempt. A ring item is treated as a greater item. This event yields two Item MP. Consider moving a dwarf with ring to a Lair while another company influences a Dragon faction with a greater item. Fetch that item that same turn with the ring, then later using the ring as a gift to another Dragon faction.

A few hoard minor items are included. **Old Treasure** will start the game allowed by Wealth of His Halls. It will be used for its +1 DI for controlling characters. Discard this jewel to bring a character into play for +4 DI for that turn. Use the item during the second deck for a dragon faction influence attempt. **Jewel of Beleriand** will stay in play to have a chance each turn untapping the bearer. **Necklace of Silver and Pearls** is a jewel. It can be used if in play, but store it with the two other jewels in the second deck for Long Lying on His Costly Bed.

Four major items are included. **Black-mail Coat** is armor that will stay in play providing a +2 body to the bearer. The other three items are hoard items. **Valiant Sword** too will stay in play providing +2 prowess and +1 body to a Warrior bearer. **Habergeon of Silver** and **Bone-hilted Broadsword** will be stored.

Three greater hoard items are included. **Thong of Fire**, 3MP, is a minion item likely to be played by another player. This item may have to be stolen in combat. Thong of Fire and **Belegennon**, 2 MP, will be stored when possible. **Ringil**, 2 MP, is a powerful weapon that must be kept in your hoard. Why dull its edge with useless fighting?

Minion version of **Necklace of Girion** will be played. It can be used to control followers. However, its discarding ability should be used to play up to three non-unique major/minor items. Discard to play at least two such items to avoid moving to play the items. Then do this again in the second deck. Next, recycle the item in the second deck for later playing and storing for Long Lying on His Costly Bed.

Ring items are included – 3 special. The unique non-stored ring items give full MPs to this dragon-lord. **Bright Gold Ring** and **Perfect Gold Ring** will be tested. Whispers of Rings will hold Black Ring of Arda and Magic Ring of Savagery. Perfect Gold Ring will play the spirit ring. Bright Gold Ring allows the play of a magic ring 5 or less, but a dwarven ring on a roll of 9 or more. Two Test of Fire events will test the gold ring items. **Dwarven Ring of Druiin's Tribe** will be used with Consumed by Fire to influence a dragon faction. The ring grants the same bonus as a greater item. If this ring survives into the Power Deck, then use Wisdom to Wield to fetch greater items. Ringil can be used instead for the event. In that case, keep the dwarven ring in play by one of your characters. **Magic Ring of Savagery** is the last ring. It is desperately needed for the wild North cancelling any attack if the ring is tapped with its bearer for the ability. **Black Ring of Arda** has three abilities costing taping: grant wearer any skill for a turn, increase hand size by one for a turn, or to fetch either Wisdom to Wield, Raised Again, or Origins Revealed. If the Dwarven Ring is used to fetch items, then untap that ring with Raised Again. Mostly Raised Again will be used to untap Magic Ring of Savagery.

Beast-Thrall is a unique special item that allows a Sage to make a roll when facing a Drake attack against his company. If the result plus the Sage's mind is greater than the attack's prowess the creature becomes an ally with normal prowess -7. During every untap phase make the same roll to determine if the creature remains or if you choose to discard the creature. Layos will wear this; his mind will be five.

ALLIES

The main method to acquire an ally is using **Beaten into Submission**. This event is played on the Dragon Lord's company against a Dragon hazard manifestation. The attack is cancelled and the hazard becomes an ally with its MP and mind half its normal MP. Its prowess is normal -7, but its body is the same. Its skills can be multiple. All rolls to keep the ally in play are modified by -2. Select an At Home manifestation that has the Northern Rhovanion as a normal range for the Hunt manifestation such as a MECCG dragon. Beast-thrall allows Drakes to become allies but there are no MPs from this.

FACTIONS

There are three factions to play as Gathered Troops: one dwarf and two dragons. Daelomin Roused will be influence by playing Consumed by Dragon Fire; the dwarven ring will modify the influence attempt by +6. Use Old Treasure for +4 DI. This Roused faction creates a Dragon attack of 3 strikes with 13/8 prowess/body to the main four regions of dragon country. Play this faction late into the Avatar Deck to use the ring first.

Ando-anca Roused will be influence by discarding a greater item for a +7 modification. Use Old Treasure for +4 DI. Smaug himself gives -3 modification. These three modifications provide +8 to roll greater than 14. This Roused faction creates a Cold-Dragon attack of 3 strikes with 16/8 prowess/body to Dragon Gap, Forovirkain, Grey Mountains, and Narrows. You have no use in three of those regions. But Throkmaw the Vain and Scatha the Worm will be shadowed by this tough attack. Play this faction soon.

Enslaved Dwarves is a slave faction. It requires an untapped or tapped Ancient Dwarf-ruin site. The influence check must be greater than 9 (magic discard +3). Smaug should influence this

faction too. This faction allows the playing of non-unique dwarf characters at this site. These dwarves can play hero ores and Reforging. All dwarf factions in play at sites in the same territory have their MP modify by -1. This will hurt Dwarf-Lords.

MISSIONS & GATHERED BONES

A mission event and one gathered bones Smaug has on his menu. Both will likely be played to start the third deck. Smaug should have some trouble staying untap when facing all the attacks. His prowess is 9 when Roaming.

People Diminished is playable at a Border-hold or Free-hold. This site will be Dale or Riavod. The event presents three Men attacks: 4 strikes with 8 prowess, 3 strikes with 10 prowess, and 2 strikes with 12 prowess. Smaug should take two high-body minions with him.

<u>Attack</u>	<u>alone</u>	<u>Smaug</u>	<u>roll</u>	<u>detail</u>
Site AA: Men-xw5	1w5	11-1-2=8	-3	Smaug-no tap
Event 1: Men-4w8	1w11	11-1-2=8	3	Smaug-no tap
Event 2: Men-3w10	1w12	11-1-2=8	4	Smaug-no tap
Event 3: Men-2w12	1w13	11-1-2=8	5	Smaug-no tap

Smaug will attempt one gather bones from the faction a Man faction. This is done using Treason He Sent Forth. Resource Treason He Sent Forth allows a Diplomat Dragon-lord to make an influence attempt against an opponent's Man faction at a Border-hold. The influence attempt is treated as if you have revealed the faction from hand. Normally, the modifier will be the controller's unused GI. Expect this to be 8 GI. Smaug's has 5 DI.

DESOLATION OF SMAUG

The land around the Lonely Mountain is one without hope or flower. It is desolated from the Dragon-Lord. Yet, it is still dangerous for anyone. The minions have a few regions to enter for playing items. Most of the regions will be Wilderness. Two Borderlands and one Shadow-Land must be visited. Almost all the sites visited are Ruins or Lairs.

Hidden Ways is a Ranger event that removes Wilderness creatures from attacking the company.

Down Down to Goblin-town removes hazard creatures keyed to regions too, but the site moving to by the company must be a Ruins.

Crept Along Cleverly is another Ranger event. It will cancel many tough attacks found in the Withered Hearth such as dragons, drakes, undead, wolf, spiders, and animals.

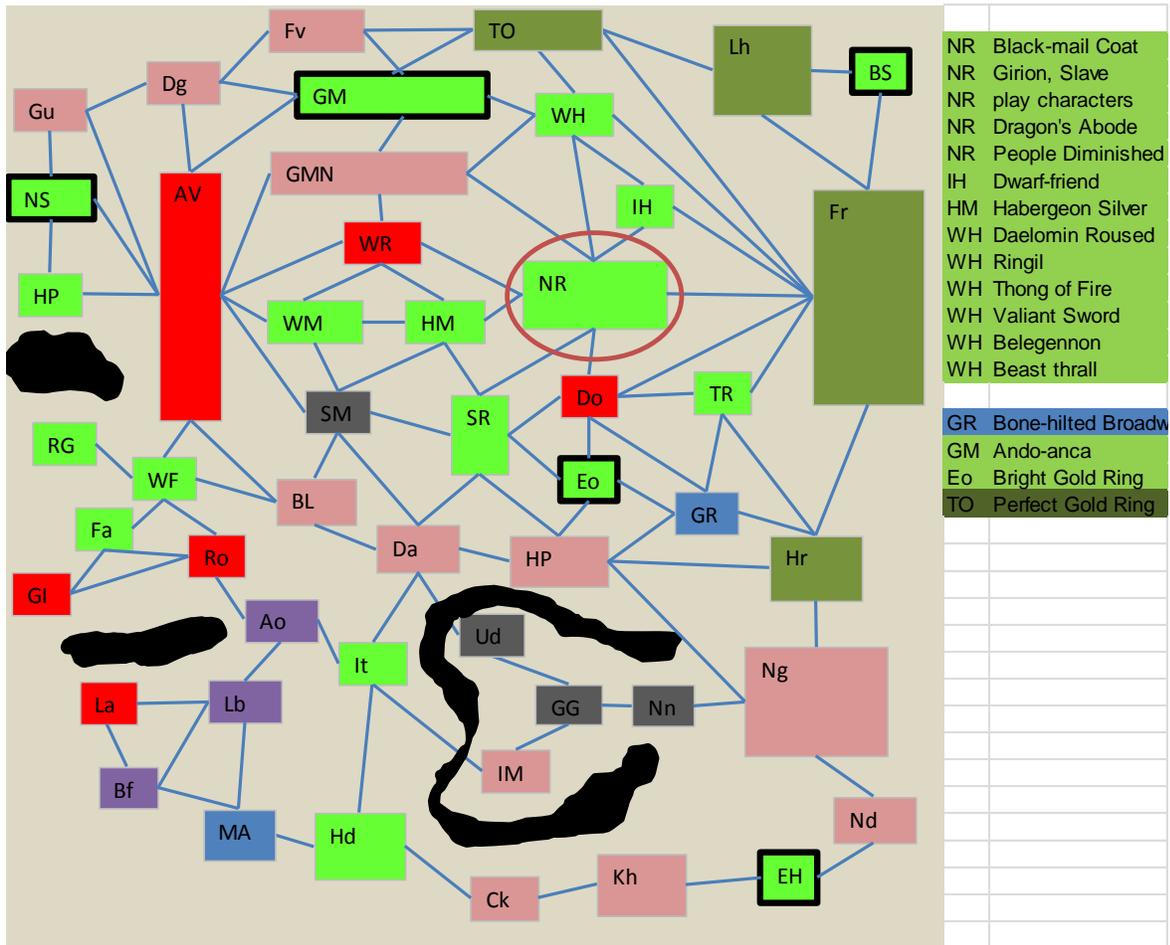
Ruse if used by a covert Diplomat cancels any attack or if used by a Scout prevents strikes being assigned to him. These 12 resource events should help the minions stay untap for the site phase.

Going Ever Under Dark is key to this deck from the centralization of resources. This event reduces the HL of the company by one to a minimum of two, but the cost is the maximum region allowance of three regions. This limitation should not be noticed during the game. Another feature is the chance to cancel CvCC. No site you expect to visit is more than three regions away from Northern Rhovanion.

Voices of Malice will remove hazards such as Foolish Words or those that require a special requirement or no requirement such as Rabies.

Raised Again allows a Sage to tap to untap an item in his company. Else a character with a skill can tap to untap an item with that skill-specific use. Magic Ring of Savagery, Dwarven

Ring, and Jewel of Beleriand can be untapped for further use.



Smaug has the best home in the area – everyone wants it. Conflict will arise from jealousy. Lomaw, Throkmaw, Azog, Khamaul, and Scatha are near. Scatha will use Ierock and Caves of Ulund to rouse the owner. Expect Khamaul to use Cor Angaladh. Grey Mountain sites will be visited by Throkmaw. Grey Mountain Narrows has Scatha.

Northern Rhovanion	L	The Lonely Mountain	smaug	Dragon
Northern Rhovanion	R	Dale	smaug	Drake
Northern Rhovanion	B	Lake-town	smaug	Men
Northern Rhovanion	R	Long Marshes	smaug	Undead
Iron Hills	F	Barak-shathûr	smaug	Dwarves
Heart of Mirkwood	R	Cor Angaladh	smaug, khamal	Undead, /
Withered Hearth	L	Caves of Úlund	smaug, scatha	Dragon
Withered Hearth	L	Dancing Spire	smaug	Dragon
Withered Hearth	L	Gold Hill	smaug	Dragon
Withered Hearth	L	Irerock	smaug, scatha	Dragon
Withered Hearth	L	Thundercleft-Khuzadrepá	smaug, throkmau	Dragon
Withered Hearth	R	Tower of the Wolf-friend	smaug	Wolves
Grey Mountains	L	Norr-um - Ando-anca	smaug	Dragon
Dorwinion	B	Riavod	smaug	Men
Eorstan	F	Nurunkhizdín	smaug	Dwarves
Sea of Rhun	R	Tol Buruth	smaug	Men

SITES

The Lonely Mountain is the inherited Dragon's Den. However, it is best to have another Den for healing the minions away from the avatar. Long Marish will be made into a Den using Made His Dwelling There and kept in play with Dragon's Abode. This new Den will allow minions to move to Withered Hearth using two Wilderness regions. Thirteen of the 16 sites to visit have AA types cancelled by Crept Along Cleverly including Undead(2), Dragon (9), Drake (1), Wolf (1). Men are at the other three sites.

Enslaved Dwarves require an Ancient Dwarf-ruin. This will be Lonely Mountain. Black-mail Coat will be played there too through Wealth of His Halls.

You do not need to visit any Dark-hold, or Shadow-hold. The only Free-hold to visit is a dwarf-hold to play Dwarf-Friend. Visit Barak-Shathûr to play this event.

Many Border-holds are near to the Lonely Mountain. All of these sites have Men AA. There are no such sites for you to visit except Lake-town to bring in characters with that home site and Tempest of Fire to play at Riavod.

A majority of the visited sites are Ruins or Lairs. Long Marish has undead AA; it will be a Dragon's Abode. Buhr Thurasig will be used to bring characters into play.

Sites in Northern Rhovanion or adjacent are meant to be the bulk of the sites. Tower of the Wolf-friend appears to be an excellent site for a Dragon's Abode, but visitors have their hazard limit increased by one for every Dragon manifestation in the territory. But Beast-thrall is only playable there. Its Wolf AA is weak at 3 strikes with 6 prowess. The other non-Lair site to visit is in Mirkwood at Cor Angaladh - a two region movement to Heart of Mirkwood. Play a non-unique hoard major item after facing the weak Undead AA.

Withered Hearth, Grey Mountain Narrows, and Grey Mountains have 10 Lairs! Avoid the sites in the Grey Mountains since that is adjacent to Forovirkain and Throkmau. Gondmaeglom is an ancient dwarf-hold, which can be targeted by Dwarven War-party. Play Perfect Gold Ring there after its strike at 14 prowess if you are able and Scatha the Worm has yet to be played. Ovir Hollow has hoard major items at its strike at 12 prowess. But avoid that site if possible. Each lair in the Withered Hearth is ripe for plundering. Four of the lairs have gold rings and greater items. All have one strike at prowess 13, 13, 14, 15. One site has two strikes. Only Thundercleft lacks both items. It too is an ancient dwarf-ruin. Daelomin Roused must be played at her lair of Dancing Spire. Play a major hoard item, Ringil, Belegennon, and Thong of Fire at the other four sites. You will be playing two Dragon Home manifestations so avoid those Lairs when these hazards are in play. The second deck will refresh all of these Lairs anyway. Try to play a greater item at Collarmount so to have a Lair in Withered Hearth for Perfect Gold Ring. Going Ever Under Dark will help cancel CvCC. Then there are six cancellers in the deck to use instead.

Norr-um has a dragon faction. It is three regions from the Lonely Mountain. It's automatic-attack as two strikes.

STAGE RESOURCES

There are many stage resources for this avatar. It is expected that in the second deck Smaug will have 12 SP as base cards and possible 16 SP in certain conditions.

Dragon Mind-Bend, Enchanted Stare, and Oath of the Dragon are each 1 SP. Each mode event is worth 1 SP. These three events total 3 SP. Made His Dwelling There, Dragon's Abode,

and Dragon's Den are each with 1 SP for a total of 3 SP. Enslaved Dwarves is worth 1 SP.

Breed Desire modifies your GI by +3 for 7-11 MP of stored hoard items (Vsword-2, Hsilver-2, Broadsword-2, Ringil-2, Belegennon-2, Thong of Fire-3). An amount of 12-17 grants +5. This avatar has at most 11 MPs. The Power Deck may have hoard items in play by others, so to include those items for stealing.

Gleaming Golden Hoard is played on a Dragon's Den. So the site must stay in play. Your hand size increases by one if you have 10 normal MP from hoard or treasure items with each minor item counting as 1 MP. Store all three hoard minor items to get to 10 HP for this stage event. When you store three treasure items at the site you gain 1 MP.

Long Lying on His Costly Bed requires Gleaming Golden Hoard. The avatar's body is modified by +1. If you gain MPs from Gleaming Golden Hoard, then it is +2 body.

Wealth of His Halls is a starting stage event. It allows that starting company to include non-unique minor hoard items.

Faction Enslaved Dwarves is a massive pile of 1 stage point.

Beaten into Submission is worth 1 SP, but do not expect it to always be in play. Wide Awake is 2 SP, but that event may not always be in play.

Rage Past Description shuffles one Dragon mode card from the discard pile or sideboard. Else you can take a hunting mode card to your hand if the Dragon is winged. This will help after moving with Whispers of Wealth. Alternatively, discard an item the Dragon bears to give a number of extra strikes in CvCC equal to the normal MP of the item (min 1). This will help wound heroes at The Lonely Mountain. Unstore during the Organization phase to later combat.

HOARD POINTS

The benefit of stored items can only be done if all the items in this deck for storage happen at the same site, but one faction will be played at the Lonely Mountain potentially tapping the site. Smaug should move away from his Lair for his minions to store items at the Lair. Enslaved Dwarves will be played at the Lonely Mountain first tapping the site, then that site card must be vacated to untap. Gleaming Golden Hoard is played on a site. Play this stage event late in the second deck on an untapped Lonely Mountain Dragon Den.

Some hoard items will stay in play, but may be stored to gain benefits for stage resources. Thong of Fire is 3 MP if stored. Ringil or Belegennon will be used as a token to influence the dragon factions. Use the other for its 2 MP when stored. Bone-hilted Broadsword will be stored when played for 2 MP. Habergeon of Silver also will be stored when played for 2 MP. Valiant Sword and Jewel of Beleriand can stay in play unless their hoard points are needed. Old Treasure likely will be discarded during both decks for the influence bonus. Necklace of Silver and Pearls can be carried if possible. Store it if carried into the second deck or played in the second deck. Thus only: Thong of Fire (3), Broadsword (2), and Habergeon of Silver (2) will be immediately stored for 7 hoard MPs. Store Ringil and Belegennon when played for the second time to have 11 hoard MPs for +1 hand size from Gleaming Golden Hoard.

Store Valiant Sword for two more hoard points and +5 GI from Breed Desire. Long Lying on His Costly Bed needs three stored treasure. There are four treasure items in the deck: Girion, Pearls, Old Treasure, Beleriand. Four items are non-unique.

MARSHALLING POINTS

- C=7 There are not many MP characters expecting to survive. Most of the characters are at least 1 MP. Plan on having 7 MP from characters.
- I=12 Most of the items will be stored for hoard points. There are several hero items halving their own MP by half. Two rings and Beast-thrall are 6 MP. Expect to store four items including: Ringil, Thong of Fire, Habergeon of Silver, Valiant Sword for 6 MP.
- F=8 There are three factions. Plan on playing all of them.
- A=0 There are no allies in the deck. Beaten into Submission is not expected to in play at the end of 24 turns.
- M=3 People Diminished is 2 MP. Dragon's Abode will be another MP.
- K=2 Smaug can always gather bones for MP.
- GAME POINTS: Raised Again, Origins Revealed, Hoard Well Searched

NORTHERN WASTE DIVISION

This is a harsh division with another dragons, and a balrog. You must gain more MP than two of these since you do expect Felagrog to earn a Power Deck slot. You are able to attack Throkmau, Scatha or Lomaw if necessary, but you can enjoy the many MP of the deck. This deck is able to reach 40 MP. Durlach will not bother you unless you have a vulnerable company close to Talath Uichel ripe for attack. Throkmau will try to attack your minions if the minions are within three regions of his home region such as Grey Mountain Narrows or Withered Hearth. Lomaw may attack if you have a company in Talath Oiohelka, Withered Hearth, or Forrhûn. Scatha may enter your home region if you are dreaming and so are your minions.

Be careful of dwarves. Lord Thorin is undoubtedly planning an assault on your home. Ads of an expert thief have been appearing all over Wilderland. What could this mean? Dain II is near too. Even though this dwarf is targeting your rival this dwarf may attack you. Ignore non-dwarf heroes who venture into Northern Rhovanion. Attack Lord Thorin if he is within two regions of your home. Other heroes such as Elves of Evermist and Alatar should not bother you. Each has his own task. Your dragon factions provide a moat of teeth and scales.

POWER DECK

Smaug will stay close to home and only cause destruction nearby by playing People Diminished. His prowess is 11 when Hunting. Four more events will be added for the Power Deck, which is 10 Misc. MPs.

Tempest of Fire is playable at a Border-hold or Shadow-hold. One event was already attempted on Shrel-Kain. Another will be played on Sarn Goriwing if a faction is still at the site, else play the event on Logath Camp. The event presents three Men attacks: 5 strikes with 8 prowess, 4 strikes with 9 prowess, and 3 strikes with 12 prowess.

Attack	alone	Smaug	roll	detail
Site AA: Men-xw9	1w9	11-1-0=10	-1	Smaug-no tap
Event 1: Men-5w8	1w12	11-1-0=10	2	Smaug-no tap
Event 2: Men-4w9	1w12	11-1-0=10	2	Smaug-no tap
Event 3: Men-3w12	1w14	11-1-0=10	4	Smaug-no tap

First Deck

Go play as recklessly as possible hoard and gold ring items. Tap at least Lair sites. Play Magic Ring of Savagery first to cancel attacks. Establish a new Dragon Den this deck. No dwarves are required to be played, but bring Gergeli into play. Use the armour and weapons until you need to the points for gaining abilities. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. ~9). The avatar taps 3x to place 15 cards into the discard pile. These included three factions, four dragon-specific, ally, and two hoard events. Made His Dwelling There and Perfect Gold Ring will be shuffled into the deck. Then Dragon's Abode and Enchanted Stare shuffled for a total of four avatar taps. Whispers of Rings will grab three rings.

Consider using Weigh All Things to shuffle events you want in play quicker from the sideboard or recycle useful events to cancel attacks.

An Unexpected Outpost shuffles *Flies and Spiders* x2 and *Your Welcome Is Doubtful*.

First Exhaustion

Remove from the sideboard 5 hazards: *Darkness Made By Malice* x3, *Will not Come Down*, *Memories Stolen*.

Place these resources in the sideboard: 4 dwarf characters, Hunting.

Second Deck

Begin storing items too valuable to lose such as Thong of Fire and minor items. Each special ring should be in play along with the factions. Get dwarves into play once Enslaved Dwarves is in play. Tap another four Lair sites. Keep the avatar moving to play items. Expect to exhaust on Turn 17.

The quantity of cards shuffled into this deck will be high (e.g. ~12). The avatar taps by Turn 13 to place 5 cards into the discard pile. Tap the avatar during Turn 14 to shuffle Consumed by Dragon Fire. Use the dwarven ring to influence a dragon faction. Move on Turn 15 for that attempt. Next turn, tap the avatar on Turn 16 to shuffle People Diminished.

Consider using Weigh All Things to shuffle dwarf characters and a dragon faction.

An Unexpected Outpost shuffles *Bitter Heirlooms*, *Imprisoned and Mocked* x2.

Second Exhaustion

Remove from the sideboard 4 hazards: *Desire All for Thy Belly* x3, *Fear of Kin*, also a game point card.

Place these resources in the sideboard: Nobody's Friend, Test of Fire, Memories Stolen, dragon magic.

	Smaug	Perchen	Disciple
1	x	Nurunkhizdin(Bright GR)	miner
2	x	LM	pathfind
3	x	Thundercleft (Valiant S.)	SMAUG
4	LM	LM	Gisulf
5	Cor Angaladh(H.Silver)	Laketown(Northman)	northm
6	LM	Gold Hill (Perfect GR)	Gergeli
7	LM	LM	judge
8	LM	LM	disciple
9	LM(Enslaved Dwarves)	Laketown	mountn
	Exhaust		
10	Long Marish(Made, Abode)	LM(Coat)	
11	LM	Long Marish	
12	LM	Irerock	
13	LM	Irerock(Thong of Fire)	Barak-shuthur (Friend)
14	Shrel-Kain(Treason)	Long Marish	Long Marish
15	LM	Long Marish	Barak-Shathûr (Bright GR)
16	Dancing Spire(Dael. Roused)	Caves of Ulund(Ringil)	LM (store items)
17	LM	Long Marish	Long Marish
	Exhaust		
18	CvCC(Under His Spell)	Long Marish	Gold Hill(Belgennon)
19	LM	Tower WF(beast thrall)	Long Marish
20	LM	Long Marish	Long Marish
21	LM	Caves Ulund(greater)	Tol Buruth(Bone-hilted)
22	LM	Dale(Fancy GR)	Long Marish
23	People Dim(Dale)	LM (store items)	avatar
24	LM	Long Marish	LM

SIDEBOARD MANIPULATION [tapping from avatar-card use]

- 4 [x5=Enslaved, Raised Again, Marauding Fire x3]
 - 5 *nothing due to moving to tap during site phase*
 - 6 Made His Dwelling There, Perfect GR
 - 7 Dragon's Abode, Enchanted
 - 8 [x5= Daelomin Roused, Ando-anca Roused, Long Lying, Beaten Submission, GG Hoard]
 - 9 [x5= Cunning, Under His Spell, Veil Removed, Rage, Treason]
- >>>place three dwarf characters into sideboard with a Roaming and Rage
- 13 [4 characters to DP, Whispers of Wealth]
 - 14 Consumed by Dragon Fire
 - 16 People Diminished

CREATURES

There are 19 trolls in the deck! Yet, you only have one event to increase playability. Another hazard event is a troll prisoner event.

Other hazards will increase the hazard limit, especially against dwarves. The prowess of these trolls does not fall below 10. Four trolls are playable in black-lands and black-holds. The others are keyed to Wilderness either double or triple. Some trolls have a body stat. Do not worry about Hero players killing these creatures. Lomaw the Old has Choking Shadows expanding hazards to help some of your trolls to roam.

Wild Trolls are played at Ruins or Double Wilderness. The prowess is good at 10 for two strikes. Try to use the prisoner event with these guys.

Trolls from the Mountains are the powerhouse of 3 strikes with 12 prowess and 5 body. But are worth 2 MP.

Hermit Troll needs Triple Wilderness or Double Desert. It too has 12 prowess and 5 body, but only one strike.

Half-trolls of Far Harad are found at shadow-holds and dark-holds or Shadow-lands and Dark-Domains. There are two strikes with 10 prowess. Angmar Arises will expand their range.

Olog-Warlords have the same playability: shadow-holds and dark-holds or Shadow-lands and Dark-Domains. There are 10 prowess and 4 body for three strikes.

Olog-hai are similar with 3 strikes of 10 prowess and 5 body. But found more limited to dark-holds or Shadow-lands and Dark-Domains.

The Iron Troll is the only unique creature. He is keyable to Shapol Udun and Azjan. Do not expect that to be useful. Normally, he is keyable to Dark-Domains and Dark-holds. The ability to be keyed to any Under-deep Shadow-hold is not useful. The single strike 16 prowess attack will tap anyone and likely wound. The 7 body is a worry.

Non-troll creatures include: Cave-worm will be found in caves thought to be emptied. It is only one strike, but its 16 prowess will tap any target and may even wound most. It is limited to mountainous areas, but should see play against those moving over the Misty Mountains and of course Numeriador

Leucaruth at Home is an anti-dragon hazard. This hazard allows only one unique Dragon manifestation played per turn. This will help your companies face little trouble of hunting dragons.

Khuzadrepá is anti-dwarf. Any dwarf wounded by a balrog, dragon, or spawn must make a CC modified by -1 after the body check.

Creatures: Playability

- FH:
- BH:
3 RL: Wild
6 SH: Half-troll Warlords
10 DH: Half-troll Warlords Olog-hai Iron
- UD:

- FD:
- BL:
- W
3 WW Wild
6 WWW Mountains Hermit Troll
9 SL Half-troll Warlords Olog-hai
- SL SL
10 DD Half-troll Warlords Olog-hai Iron
3 TT Hermit Troll
- CS

HAZARD EVENTS-33

The hazards affect corruption checks, adds poison and fangs to spider creatures, and exploiting the many spawn in play.

Base cards-0

You have no base cards.

Corruption/Disease/Avatar-9

Greed can be played on-guard and is for causing CC for anyone not playing an item during the site phase when an item is played. This will hurt those already having many items.

Memories Stolen is another Dark Enchantment. It will be played via a dragon-magic event. Bearer loses all his skills. The roll to remove this hazard only at a haven must be greater than 8, but +1 is added for anyone that taps to support. Play this on a high-mind dwarf Sage or a character with a resource that lowers your stats.

Fear of Kin are for Dwarf-Lord's wearing a Dwarven Ring or carrying a greater item and has at least 7 SP. The CP of the item is decreased by two and adds 3 SP. A roll is made adding his mind; if greater than his SP then either the highest non-follower dwarf moves to another site or the Dwarf-lord must move.

Bitter Heirlooms corrupts a Lord avatar. Only a dwarf-lord receives 2 CP. The avatar receives 1 CP. Try to play this on Lord Thorin The hazard forces a roll during the ORG phase modified base on his stage points. A failure results forcing a move to a different site. Such an effect will exposed the company to region hazards such as the Hunt Dragons and to exposed wounded or weak companies for another attack. However, the hazard is easily discarded when bearer is at a Haven during the ORG phase.

Grasping and Ungracious is a weak corruption hazard playable on a non-diplomat and non-avatar. This hazard forces the target to keep his items to make him vulnerable for more corruption.

Lure of the Power is a permanent-event bringing dread to those seeking glory. One that makes a successful influence attempt must make a corruption check modified by -4. This can tap a few characters that support. You have only three factions giving many turns for the hazard to be triggered. Do not expect smooth words when the next hazard is in play.

The Balance of Things is a unique Long-event. One source of corruption for each character has its corruption doubled. Only Black Ring of Arda is a problem. Expect many characters to tap supporting checks. Then you can have a good chance visiting a dangerous site without fear of not selecting defending characters in CvCC.

Sorrow Long Foreseen is a permanent-event affecting some avatars. The hazard affects you to a degree. First, any defeated non-unique Gathered Bones yield zero MPs. Dragon-lords and War-lords receive 2 SP. This will not hurt any Dragon-lord. Any defeated creature or Gathered Bone for any Lord, Dragon-lord, or War-lord give no MPs if that avatar has less than 6 SP. This may help keep the dwarven-lords lack points from killed dragons. That will result in the Lord attacking his enemy to reduce points helping you.

Imagination Run Away hurts those stealing items. All burglary and flattery attempts are modified by -2. This bothers Lomaw the Old and Hobbits. Additionally, showing the hand to

another forces the other to also show his hand. Will Shaken is more risky too.

Main theme: Creature Effects – 5

These hazards bring attacks into play during the Movement phase or enhances them. All of these are in the playdeck.

Threat of Many Feet allows keying creatures to the site of origin. If the heroes visited a shadow-hold, then there will be pain, else echoes of your failure. Wild Trolls are the only creatures keyed to Ruins. This hazard does not count against the limit.

Searching Eye is used to be rid of those annoying Scout resources cancelling your mighty troll attacks.

Secondary Theme: Site – 11

These hazards will make use of sites to bother the heroes.

Frightful Guardian revives the site's AAs after an item is played. Expect the whole company to be tapped, which allows you to CvCC a nearby company.

No Good Roasting 'Em Now is a prisoner hazard for Troll creatures. If the Troll is not keyed to Ruins & Lairs, then defending characters gain +3 prowess. A successful strike takes the prisoner to a Shadow-hold or non-Lair Ruins. The prisoner makes a body check by +1 during his untap phase, by +2 if carrying spices. Send the prisoner to a Troll-hold so to play the next hazard.

Troll-purse is similar to the previous hazard event, but is also a prisoner hazard. The hazard is playable on a site with an Orc or Troll AA, which are almost 60 total. Playing an item at the site makes the company face all AA at the site with +3 prowess. Then any successful strike takes a prisoner. A prisoner will unlikely be visited by you to CvCC the rescuers due to the distance of such sites with orc/troll AA. The Rescue attack is harsh equating to the site's AA at the time of rescue.

Siege should be played on border-holds in Northern Waste that are mostly in the discard pile of the heroes in your Division so to limit assistance. There are 137 such sites in the game. Those entering a Siege site face an Orc attack of 3 strikes with 7 prowess.

Imprisoned and Mocked is a temporary prisoner hazard. The host troll or orc attack must have more strikes than characters and not be defeated or cancelled. This can be good for trolls. A roll is made to determine if the character with the highest mind is placed off-to-the side until the next turn. Then that character is returned to his owner's hand. The roll must be greater than the prowess of the highest mind character plus five. Success discards all card played on that character including followers.

Other-3

Your Welcome Is Doubtful is for Gergeli to discard important characters played by King Vidugavia. Allies are also targets. Gergeli will have +6 when at his home site against a target with the same home site. This hazard modifies the influence attempt by +10 and another +7 if home sites are shared. Thus, shared home sites will be a +23 else +12. Smaug the Golden does not want a usurper with a bow to visit him.

Will Not Come Down targets characters, allies, or factions. Unused general influence does

not apply. Success only takes the target to hand. This will likely be a +7 modifier. You need to use this hazard with those sharing the same home site for an effective +13.

Devouring Wyrms is a permanent-event creates faction battles between Ahunt hazards and moving factions. You have no moving factions. The hazard event will have a base prowess equal to its Kill MP. Any moving faction affected by target Dragon defend in the same battle. A success for the defending discards the aHunt Dragon.

Cycle-3

Outpost is a staple. Try to recycle The Reek and Darkness Made By Malice.

SMAUG THE GOLDEN

WARRIOR/SAGE/DIPLOMAT DRAGON

[GI/DI: 20/5; P/B: 11/8; Home Site: The Lonely Mountain]

Unique: Manifestation of Smaug. Male. Fire-dragon. Flyer. May not move.

+4 to his riddling rolls.

-3 to your influence attempts against Ando-anca, Angurth, Itangast, or Scatha.

Your non-store unique ring and treasure items are worth full MP.

MORMIRESÛL

SCOUT/SAGE/DIPLOMAT

ELF

[MP: 3; Mind: 9; DI: 2; P/B: 3/9; Home Site: Any Site in Lotan, Dyr, Tulwang]

Unique. Dragon Lord specific. +2 DI vs elves and elf factions.

Can use a Dwarven Ring as though she was a dwarf.

DWARVEN RING OF DRÚIN'S TRIBE - Special Item (R)

[MP: 4; CP: 3(5)]

Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. +2 (+7) direct influence. Values in parentheses apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for a greater item playable at the bearer's site. This item must be played immediately or discarded; reshuffle the play deck. Bearer then makes a corruption check modified by +2.

~~— Chiefest and Greatest of Calamities enhances direct influence. The event must first have the 3 MP Men of Dorwinion faction as gathered bones. Smaug's DI is modified by +2 and his riddling rolls by -2 from this permanent event. When this event is played you may take a Dragon Lord specific card from the sideboard or discard pile to your hand. This resource is discarded upon a failed riddling roll. Smaug is not expected to make riddling rolls.~~