

GOLLUM/AGENTS

40m

C	0	Under-grottos
I	2	Middle-Earth
F	0	vs. BAGGINS
A	3	Stealth
M	11	Agent
K	0	The Precious

<u>RESOURCE DECK/HAZARD DECK</u> 20 cards in R. deck, 13 cards in sideboard 20 cards in H. deck, 7 cards in sideboard 3 characters in deck, 4 starting cards 8.0 creatures 67 total cards
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This player will be tricky to include into FATE, but I think it can happen. Even if this player is not used, I had fun making the player. Such a player needs flexibility from the rules. This player has a narrow strategy: Move to gain 16 MPs for no region movement restriction. Follow Ringbearer to steal the One Ring at an opportune time. That will mean to hide-out in Dagorlad. I wanted to limit new cards < 5. This player definitely needs to be play-tested extensively.

Note: I do not want it to be much harder for the heroes to play Gollum than it will be with Sméagol as a player. This will save Gandalf a trip to a dangerous site to play (i.e. Goblin's Gate) to play Gollum and almost guarantee that he can play Gollum after attacking Sméagol near Mordor and for the minions to not have Stinker in play. In this case, the minions do not want to play Stinker. Gandalf will then rarely if ever have Gollum's scout skill and canceling ability.

The problems with this player, Sméagol, are many.

- (1) He will be the 41st player, how does his turn sequence fit in with the others?
- (2) He is a hobbit. Can he have other characters? If not, how will he survive?
- (3) Can he win the game, if so how?
- (4) Does he need MP? If so, what can he play and not play?
- (5) How will he move, any restrictions?
- (6) How will Sméagol affect Gollum's manifestations; can they ever be played?
- (7) What about havens?
- (8) Storing resources?
- (9) Corruption;
- (10) Healing
- (11) Drawing Cards
- (12) A fix for the biggest hole in MECCG
- (13) Rings
- (14) Other

I made an avatar card at the end of this file, but using My Precious fits well too.
Gollum=hero ally, Stinker=minion ally, Sméagol=avatar
He only has three copies of his avatar in the deck.

(1) He will be the 41st player, how does his turn sequence fit in with the others?

This player will only have White players as his hazard players. Therefore, that gives him 20 opponents, since Sauron let him free. The last four turns of the Avatar Decks will place this Sméagol avatar with the Division of his choice – likely the Ringbearer's Division

Sméagol will never be the first hazard player, but always the last (sixth hazard player). But Sméagol will be the sixth hazard player for all of the White players in his Division. This allows him to use his fast hazard events and not waste hazard limit.

Sméagol then will draw cards only during his resource turn. Therefore, the playdeck is halved: 20/20/20.

Sméagol's resource player will go after the other four minions have their resource turn. Sméagol's hazard player will be same first hazard player as for the 4th minion player.

If anything will prevent Sméagol from FATE, it will be how and how often he plays hazards.

(2) He is a hobbit. Can he have other characters? If not, how will he survive?

He can have other characters and have 20 GI to hinder influencing away his precious. Allowance for characters add flavor to the game. The first character allowed is Prisoner From Ost-in-Edhil. Yes, I know it is a Sauron specific card, but hear me out. The elf can move safely in Mordor drawing cards. He is a Sage that can use Voices of Malice. He can test a gold ring item easily at Mount Doom. In addition, a hero player can try to rescue this elf. However, that is not in any deck. I think of this minion elf as a double agent to Sauron [“You let this Gollum creature go. I know why. I will be patient and get this One Ring before it comes to you. I will befriend Shelob and take the ring myself while I am here in your tower safe.”] Can this elf start the game? Yes. A buffer of 12 GI is still there. Can this player have any other characters? I would say no. The only other logical character, unused by any other player, is Shagrat. Can Shagrat be used by Gollum as a nuisance to other minion players? Shagrat acts in his own interest being a thorn to Mordor-occupied overts? I will think about it. More characters allows more moving companies to draw cards.

Sméagol's thoughts of the elf [“This elf tried to trick me during the questions. But has no love to Sauron. The elf wants to use me. I will use him. If I return to Shelob's Lair, it is the elf I will give as a gift to the Lady.”] The elf is the sacrifice to play Shelob Ahungered.

Since he will have at most two hazard players per turn, his hazard limit of two is not much. In addition, he can use some hero resources (Halfling Stealth, Halfling Strength, Fast Asleep, Trickery, Riddle Game, Riddling Talk). Look at the deck I made for him. Most of the resources can cancel or prevent strikes/attacks without tapping! His Precious will be safe.

(3) Can he win the game, if so how?

Gollum in the books did recover the Ring, but he fell into the Cracks of Doom. Therefore, Sméagol can recover the Ring to 'win' and get many MP, but the game will continue. If this happens, the Sméagol player did a great job by doing the most of what he needed to do. This player will get a prize no less than that of the 'winner' of FATE.

Yes, his MP will be counted after the councils, so any player who wants to win FATE during the Council of Middle-Earth must have more MP than Sméagol, else the game will continue...or the players can just decide Sméagol truly won the game by having the Ring and the most MP of

all the players. Highly unlikely, but I want such a ruling in place if it happens.

(4) Does he need MP? If so, what can he play and not play?

The MP will allow him to move farther as restriction is given to The Balrog. In addition, forcing gaining MPs gives reason to include unused cards.

He can only play minion minor items, minion gold rings, and minion special rings. No factions. Yes for allies, but with movement restrictions. Minion gold rings can be tested if he is a sage with the appropriate minion resource. He can be a sage with Magic Ring of Enigma or have a sage ally/character in play.

(5) How will he move, any restrictions?

I like to restrict his movement like the Balrog for now. Else, he will just be playing resource events and gold rings for MP and have a good chance of dying instead of being safe in the under-deeps. Therefore, Sméagol needs MP to move freely using region movement. He will have +2 to his under-deeps movement rolls.

Sméagol cannot move into or be in Gorgoroth unless the One Ring is at a site in Gorgoroth. If he is in Gorgoroth and the One Ring is not, he must move on his next turn out of Gorgoroth. He cannot move to the Under-courts either or to Barad-Dûr, unless the One Ring is there.

He will start the game at the Under-grottos.

He cannot enter a Free-Domain unless he has a Ring of Power.

What about giving him the Ranger skill? That allows him to play those ‘mountain’ resources and Crept Along Cleverly. He will have the Ranger skill.

(6) How will Sméagol affect Gollum’s manifestations; can they ever be played?

I want the other players to have chances to play the manifestations. Yet, Sméagol will start the game in play. There is a resource (It Made Me Do It) for Sméagol to get his avatar back into play if another manifestation is in play, to give the manifestation some work. That means the Sméagol player may go a few turns without a character.

I want a method to have Sméagol face-down so a manifestation can be played, like when Faramir captured Gollum at the pool. Gollum was ‘healing’ by eating fish. With so few havens in restricted places it will be an issue for Sméagol to heal. For now, Sméagol can heal from wounded to tap, by turning face down at the end-of-turn phase at a Ruins & Lairs, and on his next turn if none of his manifestations are played, to be turned face-up and tapped at the start of his ORG phase. He can do this at any at his home sites. He can play minor items like Foul Smelling Paste. I expect him to be wounded a few times each deck cycle.

If he heals like this, he will skip his UNTAP phase and all that it entails (including corruption checks and removal opportunities).

(7) What about havens?

He will have a haven and home sites. Home sites include Goblin-Gate and Shelob’s Lair. His haven and only haven is Under-grottos. His home sites still keep their automatic-attacks, and playables. His home sites will stay unique. Under-grottos is a haven for all purposes. He can store resources at any home site and haven.

Can he be attacked at his home sites? No. He can turn face-down while tapped or untapped at his home sites. This will protect him from CvCC; his manifestations can still be played. Therefore, this face-down action is a risk for Sméagol.

(8) Storing resources?

He can store resources at any home site. Events like News of the Shire will go directly into his MP pile. Those that need to be stored at a haven are automatically placed in the MP pile. Gold rings are not tested if stored.

(9) Corruption

I do not want to load Sméagol with corruption, but he does have a bonus.

How about Sméagol can automatically remove one corruption card if he is at a home site during his organization phase? The effect of failing a corruption check will be like the minions. If he fails a CC by two or more, then just discard him. The lowest CP total he has to worry about is 8 CP.

(10) Healing

My Precious may heal at a site that normally is a non-Dragon's lair Ruins & Lairs or at his havens.

He can play minor items like Foul Smelling Paste. I expect him to be wounded a few times each deck cycle. Anyway, does not have to 'enter' his home sites to heal like this.

(11) Sites

Sméagol must use hero versions for Border-holds and Shadow-holds (and minion versions for Free-holds and Dark-holds). But he follows the minion rules for detainment attacks and of the automatic-attacks in inner Mordor (Imlad Morgul, Udun, Gorgoroth, Nurn).

He cannot move to any hero haven, elf-hold, dwarf-hold, or darkhaven. Under-grottos will be a haven for him with nothing playable and no AA. That site is his only haven.

Nb. You may still play minion resources at hero sites.

(12) A fix for the biggest hole in MECCG

Some have pointed out that the One Ring can be sent into a "void." This can happen if a Wizard bearing the One Ring plays Sacrifice of Form. The fix is to let Sméagol have the One Ring playable at the site where the sacrifice occurred. The One Ring will still be kept "off to the side" with the spell, but Sméagol will have the opportunity to play the One Ring. or to let him test a gold ring at the site with or without a bonus.

This fix alleviates a big issue. I do not want the One Ring to stay 'hidden' indefinitely just because one player does not want to play his Wizard again.

(13) Rings

Sméagol can take control of any ring borne by a prisoner stored at a site.

In addition, Sméagol can take control of any item borne by one of "his" minion agents used as agents. Only Four He Has can get an agent a ring special item. Sméagol then only has to move to the same site as this agent, which will be legal. The next Organization phase the "transfers"

commences with discarding the agent – lost his finger too. The logic is that Sméagol sense the ring and was drawn. Sméagol found the agent alone in the wild easily taking away the ring. This can give Sméagol more MPs and a useful item.

(14) Other

Sméagol can use any resource that targets a hobbit.

If Sméagol takes control of an ally, the ally stays with him until he moves out of the region. The ally is discarded.

Sméagol's company type is minion and covert. Bearing the One Ring = he is overt.

Who will play against?

This player will go against each Hero Division once for the first 20 turns. Then this avatar can select which Division to play against for the last four turns if the One Ring is not in play else this player will always play against the Division with the One Ring in play during the last four turns.

I do not want this player to face the Eriador or Wilderland Division for turns 13-20 since the One Ring will likely be there for the last four turns. Thus, here are the Divisions to play against:

1-4	Wilderland
5-8	Harad
9-12	Eriador
13-16	Northern Waste
17-20	Gondor

This mirrors the Minions Gondor Division opponents.
Should hazards from this player be global?

RESOURCES (20/13)

- 2 Maker's Map
- 5 Padding Feet%
 - 1 Stabbed Him in His Sleep
 - 1 Stabbed Him in His Sleep
 - 1 Stabbed Him in His Sleep
- 3 **Last Child of Ungoliant**
 - 1 Shelob Abhungered
 - 2 Paltry Ring
- 1 The Least of Gold Rings

4/5

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- 2 Halfling Stealth
 - 2 Halfling Strength
 - x 2 Trickery% Sc
 - x x Hide in Dark Places Sc
 - 2 Sneakin Sc
 - x 2 The Misty Mountain Deeps R
 - 2 Not Slay Needlessly%
 - x x Orc Quarrels
 - 2 Hideous Lust and Rage%
 - x x Town Guard
 - 1 Piercing All Shadows
 - 1 While the Yellow Face Sleeps%
 - 1 Hatred
 - 1 Own Thoughts and Devices
 - y Rumor of the One
 - 2 Weigh All Things to A Nicety
 - * Out He Crawled
 - * It Draws All Evil to It
 - * Little Boat
 - 1 The Murder of Deagol
 - 1 It Made me do it
 - 2 Voices of Malice Sa

*Whispers of Rings

16/8

HAZARDS(20/7)

16/0

1	Alatar the Hunter
1	Gandalf the White Rider
1	Pallando the Soul-keeper
1	Radagast the Tamer
1	Saruman the Wise
1	Lord of the Woods
1	Lady of the Golden Wood
1	Lord of the Haven
1	Master of the House
1	Lomaw at Home
1	Scatha at Home
1	Smaug at Home
1	Throkmau at Home
3	agents

4/7

y	Seek Without Success
y	Aware of Their Ways

1	Only Four He Has%	x1
1	Will Shaken	x1
x	Old Enemies	
1	No Escape From My Magic	x1
1	Trouble on All Borders	x1
x	Failed Devices	
1	Fake	x2
1	Drawn to Its Master	x2
1	Hunt for the Ring	x2
x	Lands Unattended	
3	Left on the Field	
1	Lure of the Rings	

% these hazards have Gollum in the artwork

SITES

Moria
Goblin-Gate
Mount Doom
Shelob's Lair

Beorn's House	ring
Edoras	ring
Dale	ring
Lossadan Camp	ring
Bree	Info
Lake-town	Info

Ost-en-edhil	ring	wolf
Isengard	m, M, ring	wolf
Gladden Fields	ring	undead
Bandit Lair	ring	men
Dimrill Dale	Info	orc
Amon Hen	Info	orc
Weathertop	Info	wolf

Pûkel-deeps	M, ring	Pûkel
Gem-deeps	M, ring	dead
Under-vaults	M	dead
Wind-deeps	M	orc
Ancient	All	deadx3

Under-leas	m	orc
Under-gates	Info	

Sulfur-deeps	M	troll
Iron-deeps	M	troll
Under-courts	M	troll
Under-galleries	Info, M	troll

MINIONS-6 agents: 28 mind

3 Prisoner from OE 8/2/4/8 W/Sa Noldo
1 My Precious 4/0/2/9 Sc hobbit
1 Lobelia 3/1/0/9 Sc hobbit
2 Râisha 5/1/5/9 W/Sc man VariagC, EasterlingC, Laorko
3 Baduila 8/2/6/8 W/Sc/R man Gundabad, Morkai
1 Eun 3/0/4/8 W/Sc man Vale Erech, Calembel
2 Ôm buri Ôm 5/2/2/9 Sc/R man DrudanF, WPH, Stone cirele

SMÉAGOL – Scout/Ranger Hobbit (R)
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[GI: 20; Mind: 4; DI: 0; P/B: 2/9; Home Site: Goblin-gate, Shelob's Lair]

Unique. Manifestation of Gollum. If Sméagol attacks and fails but is not defeated, the defender may tap a character in the target company to play Gollum or Stinker (Sméagol is discarded).

Untap at the end of his movement phase. He cannot use region movement. +2 to under-deeps rolls. +4 corruption modification.

OUT HE CRAWLED - Permanent-event (C)

Sméagol specific. Sméagol may move with region movement (overriding his card). Based on his marshalling point (MP) total, he may use the following number of regions: 0-5 MP 1 region; 6-10 MP 2 regions; 11-15 MP 3 regions; 16+ MP 4 regions. If Sun is in play, his range is reduced by one. Any other effects may not modify this region allowance. You may start the game with this card in lieu of playing a minor item.

LITTLE BOAT - Permanent-event (R)

Unique. Sméagol specific. Place this card on Sméagol when he is in play. If Sméagol is face-up, tap: during the end-of-turn phase to take one Sneakin, It Made Me Do It, Tastier Meats from your discard pile to your hand. You may start the game with this card in lieu of playing a minor item.

IT DRAWS ALL EVIL TO IT PERMANENT-EVENT

Unique. Sméagol can use region movement and move four regions maximum per movement phase if the One Ring is in play (overriding his card). Discard when the One Ring leaves play and immediately move Sméagol to the Under-grottos. You may start the game with this card in lieu of playing a minor item.

~~**THE MURDER OF DÉAGOL** – Permanent-event (R)~~

~~Sméagol specific. Discard this card at a Ruins to play a special gold ring item (other than The One Ring) from your hand and turn Sméagol face down.~~

Tastier Meats SHORT/PERMANENT-EVENT

Sméagol specific. +6 to influence attempt against any ally that makes a company overt and unused general influence is not applied. If you play a copy of the ally, Sméagol can take control of the ally. Discard the ally if Sméagol moves out of his current region.

Alternatively, place this card on an ally controlled by Sméagol. Sméagol may move while the ally stays at the site. In this case, the ally can play resources and attack as if it were a character during the site phase only.

FOR GOOD OR ILL SHORT-EVENT

[MP: 4]

Unique. Only playable if Sméagol bears The One Ring during the site phase. Player's hand size is increased by two. Discard if Sméagol does not bear the One Ring.

IT MADE ME DO IT resource-SHORT-EVENT

Sméagol specific. Playable on Gollum or Stinker if you have a manifestation of Gollum in your hand or if a face-down My Precious is at the same site as the ally. Make a roll. If the ally manifestation is in the same region as the One Ring, add +2 to the roll. If the manifestation is wounded, add +1 to the roll. If the roll is greater than 7, place the Gollum manifestation into its player's hand and you must immediately play/turn your manifestation at the site face-up.

PADDING FEET - Permanent-event (R)

Playable during the site phase on alone scout minion at the same site as a hero company containing a Hobbit. Also playable on a lone minion controlling Stinker. If during a following site phase target character is at the same site as the Hobbit, tap this card. This card never untaps. If then during a following site phase, target character is at the same site as the Hobbit, invert this card. If inverted, this card may be stored at a Darkhaven for 5 MP.

RING-BEARER hazard **PERMANENT-EVENT**

Playable on any character who has borne The One Ring. The character receives one corruption point. Discard if the character bears the One Ring. Cannot be removed in all other cases. Cannot be duplicated on a given character.

CHARACTERS

Prisoner From Ost-in-Edhil is the only other character to be used as a character. Swarthy Sneering Fellow is in the deck for use as an agent. I might allow these agents to be used as characters too so to draw cards.

The elf will move in Gorogoth to sites that draw two cards. He will use Voices of Malice. Also, he will try to play Lady Child of Ungoliant, but needs to deal with the Orc automatic-attack on the hero site.

Sméagol will try to play a gold ring item to later transfer to Prisoner From Ost-in-Edhil for testing at Mount Doom. Paltry Ring is the ring to give to Sméagol for use against detainment attacks.

ITEMS

I want items to be played for the MPs. Little to no items will just mean more room for resource events like Under His Blow, which is good. There is only one gold ring item in the deck. He can play it at Gladden Fields using Halfling Stealth.

ALLIES

Last Child of Ungoliant is an ally currently not in any other Avatar Deck. I like to try to play the ally using a new resource event. Then later the Elf can control the ally having another Sage. Also, it will be 3 MPs.

FACTIONS

I cannot think of any faction that is useful. Unless you let him play Ghost-bane.

MISSIONS

This is how many MPs will be earned – 10 in total. Padding Feet is an obvious choice. Instead of storing the event, Sméagol can just place it in the MP pile and be allowed to enter The Shire. Everything else must be satisfied on the card; the avatar is the lone Scout.

Maker's Map is a simple 2 MP event. Amon Lhaw with its possible zero automatic-attack is a nice touch. Dimrill Dale is an option.

Stabbed Him in His Sleep is not used in any other Avatar Deck. It will be too tough for him to handle the automatic-attack and this event's attack. Thus, I changed his site use to allow using Hero Border-holds.

I thought about allowing this avatar to use Eddy in Fate's Tide. It will be a simple 2 MP event causing trouble for many.

CANCELLING EVENTS

That two prowess is not going to help. I limited resource events to two copies. Halfling Stealth cancels any strike and handles automatic-attacks. Halfling Stealth can heal, aid corruption, or untap the character. It seems that only the untapping ability is useful. Therefore, I am considering only include one copy.

Trickery handles many attack types. Sneakin' will remove creatures twice per deck. A specific resource, Little Boat, can take this to hand. The Misty Mountain Deeps will allow fast movement over/under those mountains saving a turn and avoid those mountain creatures. Reducing the hazard limit is no good...unless he is allowed to send the HL to zero.

Not Slay Needlessly cancels harsh attacks by Free Peoples. Orc Quarrels is not included due to avoiding sites with those types.

Hideous Lust and Rage modifies prowess by +3, then untaps an unwounded character. This can help deal with that vicious creature like a dragon.

LOST, WE ARE LOST

Piercing All Shadows will help the character to move away from trouble while other companies are stuck. This permanent-event is 3 CP. It is hoped that when the event is no longer needed, the avatar will be discarded when an ally manifestation is played.

Hatred is a permanent-event giving +1 prowess against strikes and attacks of a specific type: Dunadan, Dwarf, Elf, Hobbit, Man, Orc, or Troll. Hobbit of course is the choice for theme. But I think that another is better. Man I thought would be needed with visiting Border-holds, but that now is moot with using Hero versions of those sites. May be Dunadan with expected creatures. No News of Our Riding may be a better choice.

While the Yellow Face Sleeps is for a stationary avatar. I like for this avatar to use it such that if he does not move, then his hand is increased by one until he moves again. If the avatar moves, just keep the event in play.

Own Thoughts and Devices is an unused card. It is okay if it is removed. This resource allows a Scout to tap during the Site phase to draw a card, or a Ranger to tap during the movement/hazard phase to draw a card, or a Sage to tap him during the Organization phase. Great for the Elf minion.

HAZARDS

Selecting the hazards for this player was a push to have such an avatar. Not many creatures were left unused in the 40 avatar decks. The fabulous artwork and devastating effects left me out of place like a dwarf on a horse or hobbit without a handkerchief. Twenty hazards will start in the deck with only drawing cards during the resource turn. Therefore, the hazards must be fast to play or playable against any player.

I did not want to give this player An Unexpected Outpost to shuffle these nasty hazards.

CREATURES

There will be a creature minimum of 8 or 16 half creatures. That is the case. Not that any unique hazard event is not considered unique and cannot be eliminated affecting other manifestations. That is ignore any creature stat or text - just the event ability.

Five maia, four elves, four dragons, and three agents are the half-creatures. The agents will be used to discard Knowledge events, but will try to use **Only Four He Has** to capture special ring items. Swarthy Sneering Fellow has two prowess and three strategic home sites: Bree, Strayhold, Umbar.

GAME MECHANIC CHANGE

This player may play *Only Four He Has* on any attack by one of his agents event during the site phase against any player. This avatar is only playing hazards against hero players, but not too many have special gold rings. SSF only has two prowess and face down 4.

I thought about taking three Ranger agents from Akhôrahil and his copies of Seek Without Success. Then that Ringwraith will include SSF and a third Dunadan Mariner with third copies of creatures.

The five wizards or maia creatures will hurt minions more than heroes. Alatar the Hunter modifies maia attacks +1 strikes, +1 prowess, and attacker chooses defending characters. There are not many maia creatures and most are in hero decks.

Gandalf the White Rider increases the hazard limit by one against all overt minion companies. This can weaken those overt companies and thus allow using Only Four He Has to better results.

Pallando the Soult-Keeper eliminates the next non-Ringwraith discarded again weakening overt companies.

Radagast the Tamer is a threat in Mirkwood. The event increases the hazard limit by one against all moving companies in Mirkwood. This can hurt companies starting in Mirkwood reaching a site in the Misty Mountains ready to play a manifestation that eats fish.

Saruman the Wise gives one additional corruption point to all ring items. Now, the ringbearer may become tap during the site phase ready to lose a finger from an agent with six teeth. Rumor of the One will then give each ring two corruption points.

Four elfe creatures will cause minions more trouble. Lady of the Golden Wood is similar to Bane of the Ithel-stone. The event automatically cancels any effect that allows a minion player to search through or look at any portion of his play deck or discard pile outside the normal sequence of play. Three Voices of Malice are needed to remove this hazard causing more time of anti-leader events to cause friction.

Lord of the Haven is a short-event to tap up to two target characters in one company at a site in or moving through a Coastal Sea region. This can again help an agent select defending character to capture a ring special item or to keep the One Ring bearer on land.

Master of the House is a card grabber. Each player at the end of each turn may bring one Elf creature from his discard pile to his hand. Sméagol can only use this effect at the end of his resource turn. Minions will hate this card unless, again, these events are not really creatures for the Fate game. Thus, Lady of the Wood cannot be grabbed since it is not a creature for the game mechanics. Nonetheless, other players can grab elf creatures, like Galadhrim, to cause minions much trouble. I so much wanted to have Left Behind be useable on items affected by Galadhrim. But Elf-archer can be grabbed and thus take minions prisoner.

Lord of the Woods is another threat to minion or overt minion companies. This time those companies in Narrows, Northern Rhovanion, Woodland Realm, Western Mirkwood, or Heart of Mirkwood have no attack keyed to those regions or sites therein be detainment. In addition, any company moving in those regions face an attack of elves of 2 strikes with 10 prowess and detainment against hero companies. Sneakin can be useful here, but cause trouble if the avatar wants to reach sites near Iron Hills where Hobbits vacation. SSF is near at Strayhold.

Four dragon creatures will cause everyone trouble. Scatha at Home only modify all influence attempts by -1. This will slow strategies and force more tapping of characters. A failed attempt is a clear indication that a return to the site is needed, where an agent can lie in wait.

Smaug at Home hurts drawing cards. Each moving company draws one less card to a minimum of one at the start of the movement/hazard phase. This means that Sméagol should stay in the Anduin Vales getting that one card.

Throkmaw at Home gives each Orc hazard creature keyed to a region or at a site in the Northern Waste +1 prowess and +1 strike. This will help get characters tapped, wounded, or capture.

Lomaw at Home modifies by -2 all flattery, offering, and riddling attempts made by/for characters or moving in the Northern Waste or Wilderland. This can hurt companies with Hobbits and allow this avatar to pounce for a steal.

HAZARDS

Cards were first selected from events unused or unwanted. If a card could cry, then it would be a card not in any of the other 41 decks (Eye+Nazgul too). I also wanted to have one copy for each hazard event except for Left on the Field, which you do not want to sit in hand. If this player steals three Ranger agents from Akhorahil, then Seek Without Success will be used. Aware of Their Ways was thought a good card, but only to discard – not to eliminate a card.

Only Four He Has is playable on a strike from an agent attacking a character bearing a ring special item. Use his Ordered to Kill and reveal on-guard. Success does not cause a body check, still wounds, and steals the ring item.

Will Shaken cannot be played, but if your hand is revealed and this event is in your hand, then the opponent gets this card in his MP earning him negative points.

The next two events are good for opponents not in Wilderland and thus affected by a few of the creature/event hazards.

No Escape From My Magic is played on a unique faction. The following turns each company moving with region movement in the same region as the faction's playability site or adjacent regions is affected. A roll is made to determine if the company has a site phase. Rangers, Scouts, and Diplomats help the company to have a site phase.

Trouble on All Borders is played on a unique faction. Each company moving through the same region as the faction's playability site or adjacent regions faces an attack. This attack is the same type as the faction of 4 strikes with 8 prowess. Sharing alignment makes the attack detainment.

Fake is a short-event forcing a ring test modifying the test by +2 or -2. Why would this player want to test the ring now? So the gold ring item can be tested without a later failed test to get the ring stolen sooner. Or to get the One Ring into play faster.

Drawn to Its Master is played on the bearer of a ring special item. This short-event will move the ringbearer, if corruption check fails, closer by one region to Dol Guldur or Barad-dur helping the ring to be stolen.

Hunt for the Ring is a permanent-event. This hazards adds more creatures to the company's problems during the movement/hazard phase. Every ring item in the company allows one Nazgûl or Maia, or one Dunadan or Man hazard creature with an asterisk played not counting against the hazard limit. Playing against the hero players will tap characters, weakening them.

Lure of the Rings is a permanent-event hurting hero characters bearing a gold ring item. Those characters must make a corruption check at the beginning of their movement/hazard phase. If the character is moving through Gorgoroth or a Dark-Domain, then this check is modified by -6.

Left on the Field is played on an item (except a unique ring item) that is discarded when a character leaves play or is taken prisoner. The hazard keeps the item in play at a nearby site. Now, any player may play that item at the site. Use this event to easily play items. Hope to place the item at easy sites like hero Border-holds. The event does not count against the hazard limit giving the chance to play always.