

RADAGAST-PLANTS

40power

C 11.7 Lórien I 18.13 Rhovanion F 29.13 vs. Khamûl A 8.4 Wilderland M 6.8 Elves & Men K 7.5 Kelvar & Olvar	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 08 R. cards in sideboard 40 cards in H. deck, 00 H. cards in sideboard 8 cards in sideboard 10 characters in deck 46 starting cards 18 creatures 144 TOTAL CARDS
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Deck Outline

[Overview](#)

Resources

Hazards & Sites

Characters & Companies

[Summary](#)

Radagast the Tamer

White Council

Fellowship

History

OVERVIEW

Radagast the Brown was been warding-off the darkness in Mirkwood. Now comes the true test. Men and Elves will rally to starve the minions of the Lidless Eye from two Elf-holds and hope to provide a path for the Ringbearer through Mirkwood.

Thranduil, Fanar, Brand, and Beorn join to form strong and terrible threats. Magic rings, gems, jewels, and enchanted battle-gear clothed the Free Peoples east of the Misty Mountains. The Greenwood will continued to be cleansed. Such an act will attract attention. That is when the heroes will strike. Dol Guldur is still the goal to turn into a Ruins and later a hold for the Woodmen.

Elf, Eagle, Men and Dwarf factions will battle along the Anduin River or in Mirkwood against troll and orc armies. Neighbors will forge alliances and are willing to commit pitiless deeds. Thranduil's Halls will build houses of healing, engines of defense, and bar any strangers at this time in hopes the enemy will suffer great wounds besieging that place of safety.

Aid from afar through praises to Elberath, lore of the ages, or telling Marvels can ease the burderns for a while longer. Light from the Evenstar or a sun unveiled brings delight in this dark hour when the heroes draw swords together. It may mean the last march of the ents. Light, flame, and a kindling of the spirit drives them forward to victory and to the end of an age. It may well come down to a lucky strike or a bow wielded twice. Not even a mirror can show what may come to be.

RESOURCES (40-4-36)

	-3	Wizard staff	
	-3	Enruned Shield	
	-3	Magic Ring of Courage	
	-3	Magic Ring of Words	
	-2	Valiant Sword	
	-2	Great Bow of Yew	
	-2	Magical Harp	
	-2	Elenya	
	-1	Eresselen	
	-1	Gold Belt of Lórien	
	-2	Leaf Brooch	
	-1	Elfstone	
	-1	Horn of Anor	
	-2	Miruvor	
	*	Healing Herbs	
	-3	ent ally	
2	-1	Rescue Prisoners	
4	-1	Pass the Doors of Guldur	
	-1	Towers Destroyed	
2	-1	Clean the Greenwood	
	-1	When You Know More	
1		When I Know Anything	
2		No Strangers At This Time	
1		Mount Slain	
1		Hew the Stone	
1		Woodmen	
	-10	<u>FACTION</u>	
			7-1-34
	-1	Elves of Lothlórien	
	-3	Ents of Fangorn	
	-3	Nar's Folk	
	-3	Dwarves of Blackflame	
	-3	Dwarves of Mablad-Dum	
	-3	Wood-elves-9	
	-1	Raft Elves-7	
	-5	Returned Exiles	
	-4	Iron Hill Dwarves	
	-3	Ironfists	

2	Lucky Strike	W
1	Skin Changers	
2	Marvels Told	ritual-2
2	Wielded Twice	ritual-0
1	Bow-master	pe
1	Lore of the Ages	pe
1	Gates of Morning	
2	The Evenstar	
2	Praise to Elbereth	
3	The Sun Unveiled	sgate
2	Mirror of Galadriel	
1	Tempering Friendship	
2	Houses of Healing	pe
1	Engines of Defense	pe
1	Last March of the Ents	pe
	1	Rebuild the Town
	1	Fortress Reclaimed
**	Draw Swords Together	pe
	1	Smoke Rings
	3	Longbottom Leaf
	-1	The Doom of Choice
		muster
1	Alliance Among Neighbors	red
1	Pitiless Deeds	red
1	Positively Hasty	red
1	Alliance of the Free Peoples	red
1	Endurance of Stone	red
2	Herb-lore	
1	Kindling of the Spirit	spell-2
1	Light and Flame	spell-3
	-1	Sacrifice of Form
		spellx
		33-3-2

HAZARDS (40/0) [expect 3 free people creatures killed below, so 18 total to select]		
3	<i>Beorning Skin-changers</i>	
3	<i>Beorning Toll</i>	
3	<i>Men of the Woods</i>	
3	<i>Thranduil's Folk</i>	
3	<i>Wandering Eldar</i>	
3	Wolves	
3	Orc-warriors	
		18/0
		<hr/>
		22/0
1	Twilight	
3	Gloom	
1	Muster Disperses	
1	The Ring's Betrayel	
3	Weariness of the Heart	
1	Foolish Words	
1	Pride Increased with Despair	
2	Thrice Told Tales	
2	Nothing to Eat or Drink	
1	Dark is the Hour	faction
2	Arouse Defenders	
2	Awaken Defenders	
2	Fear Fire Foes	
3	An Unexpected Outpost	S cycle

SITES		FD-1	BL-3	W-6	SL-4	DD-1	CS-0	UD-0	T-0	I-0
WF	Lórien		haven/					leaf brooch, waybread		
AV	Beorn's House				x					
AV	Eagle's Eyrie									
WF	Cerin Amroth							remove CC		
Fa	Wellinghall				x					
WR	Thranduil's Halls				x					
WR	Celebannon		m		x					
SM	Ceber Fanuin		Info		elves			hidden(elf)		
SM	Rhosgobel		heal		x					
SR	Syogorasag Sanctuary		heal		x					
AV	Mathlaburg		Info, m		men			Anything		
An	Druadan Forest				pukel					
WM	Woodmen Town				x					
SR	Strayhold		Info, m, M		men					
HP	Giant's Isle		m							
AV	Framsburg		m					hoard		
AV	Carrock		Info, m		animals					
AV	Gladden Fields		ring		maia					
WF	Hermit's Hill		m		men					
GI	Glittering Caves		m, M		pukel					
GM	Norr-dum (adr)		m, M, G, ring		Ando-anca					
WM	Caras Amarth		m, M, ring		Traps					
HM	Cor Angaladh		m, M, ring		undead					
HM	Mountains of Mirkwood		Info, m		spiders					
BL	Bandit Lair		m, ring		men					
SR	Buhr Widu		m, M		troll					
DG	Deep Cleft		m,M		orc					
HP	Goblin-gate		m,M		orc					
HM	Sarn Gornwing		m, M		orc					
IM	Shelob's Lair				spider					
SM	Dol Guldur		Info, m, M, G		orc/troll/spider					

CHARACTERS-10		7-5-8-3-2	a-0		
Radagast	10/10/6/9	W/Sc/R/D	WIZARD	Rhosgobel	
3 Thranduil	9/3/7/8*	W/R/Sa	Sd	ThranduilH	+2DI.woodelves
2 Fanar	5/1/5/9	W	Na	Lórien	+1DI.Elves, +1P.orcs,animals
1 Haldir	3/0/4/8	W	Na	Lórien	1CP
1 Ohtar	4/1/4/8*	W/D	Sd	Celebannen	
1 Taurnil	3/1/3/8*	W/R	Na	Lórien	+2P.orcs, -2P.plants,animals
1 Heladil	3/0/3/8*	W/Sc	Sd	Thranduil's Halls	
Galion	3/0/2/8	Sc	Sv	Thranduil's Halls	t.Winyards
2 Beorn	7/2/7/9	W/R	Man	Beorn's House	
2 Grimbeorn	6/1/6/8*	W/Sa	Man	Beorn's H	
2 Brand	6/2/4/9*	W/D	Man	Dale	
1 Bain	4/1/4/8	W/R	Man	Dale	+1P.oDk, +1DI.menNR
Bard	2/0/3/6	W/Sc	Man	Lake-town	
Wacho	2/0/2/8*	Sc/Sa	Man	Woodman Town	
1 Waulfa	4/1/3/7*	Sc/Sa	Man	Western Mirkwood	
1 Voteli	3/1/3/6*	R/Sa	Man	Lossadan Camp	
Nob	2/0/0/8	Sc	Hobbit	+1CP	
1 Sprautabern	4/0/4/8*	W/Sc	Man	Ligr Wodaize Berne	+1P.O,W.
2 Goblinbasher	7/1/6/9a	W/R	Man	BeornH, Carrock	+2P.O, 1CP
Rumil*,Arinmir, Arhendhil*,Aegnor					
19/25 (20+5) GI		Hand-8	Mind-51		
#1 CareTakers		[Draw, Draw]			
Radagast	10/13/9/10	W/R/Sc/D	1	staff, Form, <i>leaf brooch</i>	
Sprautabern	4/0/6/8	W/Sc	1	MR courage, Draw	
Grimbeorn	6/1/6/8	W/Sa	0		
Taurnil	3/1/5/8	W/R	2	greatbow, Master, <i>waybread</i>	
#2 Oath-makers					
Brand	7/6/4/8	W/D	3	elenya, MRwords	
Wacho	2/0/2/8	Sc/Sa	1	Anything, More	
Ohtar	4/1/4/8	W/D	1	anor	
Arhendhil	5/9/3/9	R/Sa	2	eresselen, elfstone	
Thranduil	9/3/9/9	W/R/Sa	3	valiant sword, <i>leaf brooch</i>	
Voteli	3/3/3/9	R/Sa	3	enruned shield, elfstone	
Heladil	3/0/3/8	W/Sc	3	magical harp, <i>waybread</i>	
Waulfa	4/2/3/7	Sc/Sa	2	belt, herbs	
Rumil	2/0/3/8	Sc	2	Ages	

OBJECTIVE

Radagast needs 79 card points to make this Power Deck. Battle under the trees will be common with the threat from Dol Guldur. Elves and men will hold at bay the evil. Weapons and armour will defeat any that pour forth from Southern Mirkwood. Many factions will battle from two sites: Lórien and Thranduil's Halls. Missions will be played for positive effects including venturing to make Mirkwood safer.

CHARACTERS AND COMPANIES

Radagast will have two main companies controlling the factions and to combat minions. Many characters will start play at their home sites. Most of the characters are elves or men. There is one Hobbit to play Hew the Stone if necessary. All the home sites of the characters are in or near Mirkwood, except for the Hobbit, for quick play. Grey Agents will be played as characters. three companies will use 19 of 20 GI. Two Draw Swords Together will be the starting items allowing Sprautabern to be played two more times from hand after playing Skin-Changers. One company will stay at Thranduil's Halls keeping that site in play tempting minions to CvCC with hazards making it worse.

The Caretakers are the wizard and two shape-shifters and one elf. Radagast has Sacrifice of Form, Wizard Staff and a Leaf Brooch to later discard for 13 DI. This allows controlling Sprautabern, Grimbeorn, and Taurnil. Sprautabern has Magic Ring of Courage for 6 prowess. Draw Swords Together allows him to be played. Grimbeorn, a Sage, will try to have little items so to tap playing Marvels Told. He does carry Jewel of Beleriand to attempts to untap. Play Skin-changer on Sprautabern. The magic ring will be transfer to Taurnil. Skin-Changers will be played on Sprautabern each time in the first deck. Another Draw Swords Together allows him to be played again. Goblinbasher will be a grey agent until Sprautabern can no longer be played. Then play Beorn as a character in this company. Taurnil is a Ranger. He will start with Waybread and Great Bow of Yew for 5 prowess. This company will be near Lórien, but start play at Rhosgobel.

The Oath-makers will be in Mirkwood mostly at Thranduil's Halls. This company starts at Thranduil's Halls and will heal factions. Brand is under GI controlling Wacho and Ohtar. Brand has Elenya and Magic Ring of Words for +4 DI and -1 body. This allows him to control six mind. His 4 prowess is passible. Wacho is the main Sage with When I Know Anything for CC support or When You Know More for influence support. His 8 body will not keep him alive after multiple body checks. Ohtar will have Horn of Anor.

Thranduil and Arhendhil is a mini-company. These two can join either company or be alone. Thranduil has Valiant Sword and Leaf Brooch for 9 prowess and 9 body for 3 CP. Arhendhil will control her husband using Eresselen and Elf-stone for +3 DI against the Elf. She can use Eresselen to be a Warrior and use weapons and Lucky Strike.

Voteli has Enruned Shield. She will be used to attack Ringwraiths. She is the main Ranger, but also a Sage with Elf-stone and 3 CP. She will control a 3-mind Elf. Heladil is the Scout with Magical Harp and Waybread. The instrument will be used to ensure those with 3 CP cannot be discard upon a failed CC.

Waulfa will move to dangerous sites, Dol Guldur, healing everyone with Healing Herbs. He has Gold Belt of Lorien for 2 DI. Rumil has Lore of the Ages to give +1 prowess against one attack.

Extra Man characters for Radagast include Bain and Bard. These two can be controlled by

Radagast. One is a Scout, and another a Ranger.

Two 3-mind elves can replace Heladil. Haldir has a strong 4-prowess. Fanar will be played to replace Thranduil. He has a 9 body to stay alive. He does not have enough influence to have a 3-mind elf as a follower. Give him the Gold Belt so there will be three elves using 8 GI. Arinimir, and Aegnor are other replacements.

RADAGAST & SPELLS

The Brown will be active playing spells and moving to combat minions. Keep his company in Border-lands and near Lórien incase region movement is restricted. He may have Sacrifice of Form for +1 DI, +1 prowess, and +1 body. Wizard's Staff is another +2 DI and +2 prowess for a total of 13 DI, 9 prowess, and 10 body for a strong avatar. He will start carrying a 1 CP item for quick discard. Keep him uncorrupted from his playing spells.

He lacks the Sage skill, so Marvels Told is not playing on him, but he can recycle that event. Herb-lore will help healing characters. You can move him into Mirkwood to heal another company.

The only other Spell is Kindling of the Spirit. The CC is modified by -2. Thus, only one character needs to tap to support the CC. All characters receive +2 prowess against one attack. Use this on in CvCC.

Light and Flame has a CC at -3. It modifies Ringwraith and Dragon characters' prowess by -2 at his site that turn. And any Ringwraith with a body check of 6 or 9 is discarded. This spell can also be played during opponent's site phase when a resource is played by a Ringwraith or Dragon. The result is CvCC. Use Light and Flame when moving to combat Ringwraiths.

ITEMS

The items are few, but powerful for Warriors. Items include battle-gear, rings, jewels, and food items. Play the discarded items again in the second deck. Any discarded hoard items can be played at the nearby Lairs.

Radagast has Wizard's Staff mainly for the DI boost. Tap the bearer at the beginning of the END phase to fetch a ritual, spell or light enchantment. Two magic rings are worn. Magic Ring of Courage gives +2 prowess to any Warrior. Thranduil may wear it for 11 prowess. Magic Ring of Words is needed for +3 DI for Diplomats to have followers.

Valiant Sword is a nice weapon giving a prowess and body boost to Warriors. This is great for those with 8 body. Great Bow of Yew gives a Warrior +2 prowess. It has an untapping feature. Bow-Master will be played on this weapon. Magical Harp is an instrument that is used to cancel the effect of discarded anyone in the company for the turn. This item is no use with Skin-changers. But it will be needed when a character has 3 CP and makes a CC. This item can keep a character with a failed CC in play. Enruned Shield is a greater hoard shield item that grants a massive +3 body to a maximum of 10. Its benefit is tapping to make any strike ineffectual.

Jewel of Beleriand is a nice minor hoard item that has a choice to untap every turn. Gold Belt of Lórien is present for +1 DI. Use this item to have followers. Elf-stone will help control characters or heal Elf factions. Horn of Anor gives +2 DI for faction influence. Eresselen gives +1 DI against Elves and Dunadain. It is included for that and to give a Ranger the Warrior skill for a turn. Elenya is a ring that gives +1 DI, -1 body for 2 CP. Tap the ring to fetch The Evenstar.

Waybread is a food item that once discarded can untap two characters. Leaf Brooch will be

used to prevent discarding another item in the company. Likely, this item will be discarded once after using Waybread. Miruvor provides +2 body for the turn (max 10). This helps surviving CvCC. Then use two spells for +4 prowess against Ringwraiths. Healing Herbs is there to heal.

ALLIES

You can have some allies start play. Three ent allies can also start play if not more. Use the Ent allies for CvCC in Anduin Vales or Rohan. Do not add Skinbark; he has the most restrictive movement.

FACTIONS

Factions in and around Mirkwood will defend against the evil of Dol Guldur. Eleven factions will unite at different sites. Doom of Choice is the mustering card allowing most of your factions to move. There are elf, men, and ent. Tempering Friendship is there to heal factions. Anyone can use this card.

Two sites will contain the factions. Consideration of sending factions to Dagorlad is an option to draw away the Enemy from Lórien and Thranduil's, but you want the Ringbearer to avoid factions. So do not send factions there. Lonely Mountain will also contain factions if that site is a dwarf-hold. Elves of Lothlórien and the three Harad dwarf factions will move to Lórien. Wood-elves, Raft Elves, and three other dwarf factions will move to Thranduil's Halls. Ents of Fangorn will be ready to surprise battle using Positively Hasty.

A few resources will boost the MP values of factions. Alliance Among Neighbors requires a Dragon-lord in play. Then all unique hero factions playable at sites in a region containing a Dragon's Den and those adjacent with no Dragon in Dream mode have +1 MP. If Smaug the Golden is in play, then this affects the five factions moving to Thranduil's Halls.

Alliance of the Free Peoples will boost faction battles. Each hero dwarf, elf, and man faction you have in play has +1 MP. If any of these races has a faction removed from play, then the card is discarded. This event affects nine of your factions.

Positively Hasty is in the sideboard. This resource requires an Orc or Troll faction to be in Fangorn or an adjacent region. Thus, wait at Lórien for the assault to allow this faction to move to that region with +4 prowess in battles with Orc or Troll factions.

Endurance of Stone affects dwarf factions. When a dwarf faction would otherwise be eliminated a roll is made instead. If the result is less than 8 the faction is only wounded. This event is discarded when a dwarf faction is eliminated. This essentially provides additional support by duplicating influencing a dwarf faction on site.

Pitiless Deeds is a long-event that allows wounding an opposing faction in the same region or at the same site instead of battling. You want this allowing the affected factions to be healed or defend on their next battle.

MISSIONS

Some missions start play either for MPs or to later use. Rescue Prisoners and Pass the Doors of Dol Guldur will be in the MP pile. The latter resource lowers all AA at dark-holds and shadow-holds to one less prowess and one less strike to a minimum of one.

Towers Destroyed will also be in the MP pile already turned once. You want to try to complete this quest. One copy of Clean the Greenwood will start in the MP pile. Two others will

be in the playdeck. If two are stored, then Dol Guldur has these AA.

First	Orcs.4s8p	>	1s5p
Second	Trolls.3s9p	>	1s6p
Third	Spiders.2w10	>	1s7p

When I Know Anything is an Information event needing a Sage. This Light Enchantment will help others pass his CC using spells.

When You Know More is another Light Enchantment to help heal factions.

No Strangers At This Time will be played on Thranduil's Halls precluding the play of Houses of Healing. Then the Ringbearer and your characters will use these sites for healing. The additional AA on the site may be able to tap a few more minions who wish to enter.

If Towers Destroyed is completed, then Dol Guldur becomes a Ruins. Quickly play Rebuild the Town and Fortress Reclaimed. Influence Woodmen to the site and play the other copy of No Strangers at This Time.

Mount Slain is a 2 MP permanent-event played when a Ringwraith fails its strike during CvCC. If still in active play following its body check, then the Ringwraith is discarded. You do not need the MP, but this is a nice way to discard a Ringwraith.

GATES OF MORNING & SAGES

This wizard has one resource using Gates of Morning. Sun Unveiled will be easy to use with all the Free-holds you will be visiting. This resource requires the character to be at a Free-hold. All hazard permanent-events are discarded on the character.

Hope Renewed is a special card. It requires Gates of Morning and at least two characters are wounded during CvCC. This event brings more characters to the combat. Any of your characters in the same territory as the company's current site or any in your hand whose home site is in the same territory may now join the company. Each of these characters may face a strike that is already assigned. This can surprise minions hoping to punish a small company.

When I Know Anything requires a Sage to play. There are not many Sages in the deck. Marvels Told will be used to discard nasty hazard permanent-events. Wielded Twice will be used to untap tapped items such as Enruned Shield.

ANDUIN VALES AND MIRKWOOD

Traveling the Men-i-Rhûn and other routes can be dangerous to any folk. Wilderland is a place of Worms, Dol Guldur and the Misty Mts. Four of the site types are present. Border-Lands and Wilderness will be the frequent region types being seen. This gives a wide range of creatures to be played on the company, including Dragon Ahunts.

Skin-changer will deal tough blows in combat. Playing this resource will send them to your hand, but you visit Beorn's House to play them again. That is why two copies of Houses of Healing are in the deck is when you visit Beorn's House. Lucky Strike is a Warrior skill card that allows rolling twice for combat. With high prowess Warriors you should expect to defeat the strike or wound a minion in combat.

Wielded Twice needs a Sage to untap an item. You have a few items to untap: Wizard's Staff, Enruned Shield, Great Bow of Yew, Magical Harp, Jewel of Beleriand.

You have one copy of Gates of Morning. The Evenstar gives one Elf +1 prowess. Gates gives

all elves +1 prowess and treats one Wilderess to a Borderland or one Border-land to a Free-Domain. Go ahead to use that on non-Mirkwood regions. The Sun Unveiled needs Gates of Morning untapping any character at a Free-hold and removing corruption events on him.

Praise of Elbereth allows a character to tap to cancel a strike of a Ringwraith or a Nazgul attack. This will allow you to use a Woman to slay the shade. Additionally, if Doors of Night is in play your characters gain +1 prowess for the turn.

Several resources will grant a boost to prowess if played together.

+2 all	Kindling of the Spirit, one attack
+1 all	Lore of the Ages, one attack
+1 elf	Evenstar, turn
+1 elves	Evenstar, turn

You can select Thranduil for The Evenstar to give him 14 prowess. Light and Flame can give another +2 prowess.

SITES

Two sites will be used to provide help to heroes. No Strangers At This Time and Houses of Healing will be played on Thranduil's Halls. Mirror Galadriel allows you to see your opponent's hand give you an idea to attack. Engines of Defense will be played on Thranduil's Halls.

AGENTS

Grey agents have been putting into place final means to stop the Enemy. You do not have any anti-agent resources. Instead you have grey agents. You have two grey agents. One is a manifestation of those used as characters. That is okay. Keep the agents face-down until needed at sites used as safety sites. There are two warriors, a ranger, and a scout.

Goblinbasher is a manifestation of Beorn. This manifestation will be played before the character. Attack with this grey agent. Move him to Goblin-Gate.

FELLOWSHIP

This player needs to keep the Mirkwood minions occupied by moving to Free-holds begging for CvCC or sneaking into Dol Guldur to token a mission. Use the healing resources to handle CvCC turn after turn. Use your hazards to boost automatic-attacks at Free-holds slowly weakening minions since they must combat to hinder you healing factions.

OPPPONENTS

Southern Mirkwood will unleash an army. So large that two fronts will form against the Free Peoples. Radagast needs to keep them busy. Move characters away from havens to draw out minions for combat. This should be the most combative Hero player in terms on frequency of combat. Khamûl will have two or three Ringwraith followers. Scare them with Voteli.

Hew the Stone is in the deck if Isengard is made home by a fallen-wizard. You need three Ent allies to move to Isengard. When played you face three attacks. Success will discard The Fortress of Isen and the site cannot be untapped by any means.

PLAYDECK MANAGEMENT

Several resources are in the sideboard. Some may never be played. Hew the Stone is for a fallen-wizard player in or near Wilderland. Last March of the Ents will likely wait until the exhaust exchange. Houses of Healing will be grabbed with Smoke Rings when No Strangers At this Time is played. Positively Hasty will likely be shuffled by tapping the avatar.

MARSHALLING POINTS

This player starts with 79 MPs. Almost half are faction MPs. Expect to lose half of your factions and some items with decisive combat. Allies be killed or discarded on movement, but you can gain more miscellaneous points. You are able to maintain a 50 MP count for two turns. Thus, you will be assailed constantly by the Overlord of Dol Guldur to be rid of your factions. If your faction MPs fall below 10 points, then you are in danger of never maintaining 50 MPs.

C=7 Many characters are in the playdeck, so expect to not lose much if any of these points.

I=13 Some items will be discarded in decisive combat. Do not play them again.

F=13 Expect to lose half of the factions in battles.

A=4 You will be playing several allies. Some will be killed.

M=8 Pass the Doors of Dol Guldur is 4 MP and Rescue Prisoner is 2 MP. No Strangers At This Time is another 2 MP.

K=5 Expect to kill many zero-MP minions.

Thought about rebuilding Barad Tathren in Rohan to play Ents of Fangorn there and then battle with that faction in Anorien.

HAZARD

The Olvar have united to attack the evils of the world. Plant creatures and hazards to enhance them fill the hazard deck. The plants have high prowess but most are limited to Wildernesses. Hazard events enhance plant attacks including creature and AA.

CREATURES

You have 18 creatures in the deck. The use of Free-People creatures will hurt the minions the most in Wilderland. These creatures are detainment, but have a high prowess.

Men of the Wood is a strong creature of 10 prowess attacking everyone in the company. It is found in three regions, but can be used as an additional AA at two man-holds.

Beorning Skin-Changers will be enhanced by Animal hazard events, but its 10 prowess should tap if played last.

Beorning Toll will wound minions in Anduin Vales, so move to that region.

Thranduil's Folk will wound minions in Mirkwood so move to Woodmen Town just to play this creature.

Wandering Eldar has 9 prowess and can be played on minions moving to Anduin Vales or through Double Wilderness. Every character faces a strike.

The final six creatures will be Wolves or Orcs. Select Wolves and Orc-Warriors. These creatures will be killed, but will discard specific hazard events that support them.

Creatures

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

-
- FD:
 - 9 BL: Wolves Wandering Warriors
 - 6 W Wolves Warriors
 - 6 WW Wandering Skinchangers
 - WWW
 - SL
 - SL SL
 - DD
 - CS

-
- | | | | |
|---|-----------------------|------|------|
| 3 | Woodland Realm | | Folk |
| 3 | Northern Rhovanion | | Folk |
| 3 | Grey Mountain Narrows | | Folk |
| 6 | Heart of Mirkwood | Wood | Folk |
| 6 | Western Mirkwood | Wood | Folk |
| 6 | Anduin Vales | Toll | |
| 3 | High Pass | Toll | |
| 3 | Wold and Foothills | Toll | |
| 3 | Redhorn Gate | Toll | |

Hazard EVENTS-22

Base cards-1

Twilight will remove Doors of Night.

Corruption/Check/Tap-12

Gloom will lower the prowess of a character for a turn and or increase Wilderness or Ruins.

Weariness of the Heart forces a corruption check or lowers the prowess of a character for a turn.

Foolish Words is a permanent-event giving -4 for offering, influence, riddling attempts.

The Ring's Betrayal forces a -2 corruption check on a Ringbearer.

Muster Disperses may be able to tap a faction if the general influence is too low.

Pride Increased with Despair makes worse corruption checks for characters with permanent-events and allies.

Thrice Told Tales hurts Sages forcing them to tap.

Main Theme Theme-9

This theme boosts automatic-attacks or lowers prowess. Nothing to Eat or Drink lowers the prowess and body of minions if moving to or at a Free-hold/Border-hold. Company must move to a Darkhaven to discard the hazard.

Arouse Defenders and Awaken Defenders are there to encourage you to move to Free-holds including Beorning House, Eagle's Eyrie, Thranduil's Halls.

FearFireFoes has two effects. Either give a Free-hold or Border-hold an additional automatic-attack of 5 strikes with 8 prowess (detainment, no type). Or makes a detainment automatic-attack a minion company is facing normal with -1 prowess.

Thranduil's Halls has two automatic-attacks on the minion version:

Elves all-1s9p (detainment against covert), Elves 3s10p against overt companies.

Engines of Defense adds +2 prowess to all automatic-attacks at the site.

Arouse Defenders adds +2 prowess to one automatic-attack and it cannot be cancelled; do this for the first (now all-1s13p).

Awakened Defenders doubles the strikes for each automatic-attack and each detainment automatic-attack becomes normal. All three hazards and the resource on the site give:

- 1) Elves all-1s13p no cancel.
- 2) Elves 6s12p only against overt companies.
- 3) FFF adds a third attack: NONE 10s10p, detainment OR first attack is normal, 12p.

Dark is the Hour is playable on a unique faction away from its home region. Its prowess is reduced by one. It can be discarded if the faction initiates and wins a faction battle.

33x2=64+4a+13b=81	Fellowship	To	From
*dirwood spear	Enruned Shield	b	Dain
*blood stone amulet	Magic Ring of Courage	b	Saruman
*blood stone amulet	Magic Ring of Words	b	Saruman
*wose shamanist amulet	Valiant Sword	b	Thranduil
*Wose Blowpipe	Great Bow of Yew	b	Thranduil
*stone mace	Magical Harp	b	Balin
*healing herbs	Eresselen	b	Saruman
*waybread	gold belt of Lórien	Gandalf	Denethor
*waybread	Miruvor	b	Balin
*	Miruvor	-	Imrahil
*Wose Shamanist Potion	Elfstone	b	Gandalf
*	Elenya	-	Cirdan
*	Horn of Anor	-	Vidugavia
*Meneldor	Ent ally	b	Thranduil
	Ent ally		Galadriel
	Ent ally		Galadriel
	Elves of Lothlórien		Galadriel
*The Great Eagles	Wood-elves	b	Thranduil
*Eagle-Watch	Raft Elves	b	Thranduil
*Hives	Returned Exiles	b	Thranduil
*Beornings	Iron Hill Dwarves	Gandalf	Dain
	Ironfists		Saruman
	Nár's Folk		Pallando
	Dwarves of Blackflame		Pallando
	Dwarves of Mablad-dûm		Pallando

*Smoke Rings	No Strangers at This Time	
*Smoke Rings	No Strangers at This Time	
*Rescue Prisoners	Engines of Defense	
*When You Know More	When I Know Anything	
* Eryn Lasgalen	Mirror of Galadriel	
*Gates of Morning	Mirror of Galadriel	
*Drughu	Pitiless Deeds	
*Drughu	Positively Hasty	
*Drughu	Towers Destroyed	
*Many Foes He Fought	Clean the Greenwood	Thranduil
*Many Foes He Fought	Clean the Greenwood	
* Wose Burial Site	Clean the Greenwood	
*Pity Mixed with Horror	Lucky Strike	
* Pity Mixed with Horror	Lucky Strike	
* Pity Mixed with Horror	Tempering Friendship	
*Fifteen Birds in Five Firtrees	The Evenstar	
*Fifteen Birds in Five Firtrees	The Evenstar	
*Fifteen Birds in Five Firtrees	Lore of the Ages	
* Wose Hunter Tattoo	Hosts of the West	
*Old Drug	Mount Slain	
*Lock Nor Bar May Hinder	The Sun Unveiled	
*Lock Nor Bar May Hinder	The Sun Unveiled	
*Lock Nor Bar May Hinder	The Sun Unveiled	
* Walls Behind Walls	Alliance Among Neighbors	
* Peaceful Coexistence	Houses of Healing	
* Hope Renewed	Houses of Healing	
*Wizard's River-horses	Last March of the Ents	
* Senses More Keen Than Most	Praise to Elbereth	
* Patrol the Area	Praise to Elbereth	
* Spying Out the Land	Wielded Twice	
* Spying Out the Land	Wielded Twice	
* Skin-changers	Light and Flame	
*Skin-changers	Bow-master	
*a	Fortress Reclaimed	
*a	Rebuild the Town	
*a	Hew the Stone	
*a	Endurance of Stone	