

MOUTH/ORCS

40power

C	20.11	Minas Morgul
I	25.16	Gondor
F	29.10	vs. Pallando
A	0.5	White Mountains
M	0.2	Magic
K	0.6	Battle of the Coasts

RESOURCE DECK/HAZARD DECK

50 cards in R. deck, 17 cards in sideboard
50 cards in H. deck, 00 cards in sideboard
10 characters in deck
49 starting cards
176 total cards
24 creatures

The Lieutenant of Barad-Dûr will soon come into his own. His master has granted him an army to crush the last ragged house of the West. A dozen armies and a train of the legendary mumakanril will march north into Anorien and over the rest of Gondor. Easterling and Balchoth from the plains, Variags and Chey from the steppes, and Haradrim and Corsairs from the coast will battle under the banner of this lord against ancient foes. Asdriags and Black Númenóreans will be flung into the fray. Pitiless Deeds will be done by servants from the south and east. Black Steeds or Black Sails will bring the minions to the fields of Lebennin with skies of fire brought by mordor storms. Names among them will be stolen and that news must get through to the houses of lamentations or to the tower by the plains of Gorgoroth. Shadow and madness will blind those opposed to Sauron and his magic. The Emissary of the Darklord has a voice of madness and either Gondor will join with his power or receive a malady without healing.

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This deck seemed boring at first with nothing but battles. I had to make the deck interesting. First let's talk about the goals. The factions must deal with the most powerful hero factions giving the Orc factions a chance. Ancient Foes has been changed to boost attacking factions. Pitiless Deeds can wound a powerful faction like the Knights of Dol Amroth. Flung into the Fray is there to have a faction be healed away from the front, yet battle in the adjacent region. Also, you do not want a hero faction to out flank you. The Mouth will thus be committed in the back lines while Ivic will lead.

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Much work and wits were needed to tempered changing the characters. A full quota of 36 mind of agents are in the deck. Ivic has two Trifling Rings to control the Nevido Smod and a shadow-mage Ciryaher. The play of that low body Sage is on purpose so to allow him be killed giving the chance to play a 6-mind shadow-mage. Nevido Smod will be reckless too allowing Dasakun to be played. Two magic rings will fetch two cards every turn. Shamas has a magic ring to use a palantir, if one is stolen. Sakalure, Ullis, and Herion will enter Gondor to play Oathbreaker. Golodhros is present with both Gwaedhel weapons. Then there is the Ring for Mortal Men and King of Mighty Words. The play of characters will be simple for this player with five spirit-mages and four shadow-mages darkening this deck.

RESOURCES(50-17-33)

1	Star of Gobha
-2	Sceptre of Spirits
-1	Black-mail Coat#
-1	Black-mail Coat#
-3	The Gwaedhel-Spear
-3	The Gwaedhel-Sword
1	Palantir of Minas Tirith
-3	Kuilëndo
-2	Magic Ring of Lies
-2	Magic Ring of Enigma
-2	Magic Ring of Delusion#
-2	Magic Ring of Shadows
-2	Trifling Ring
-2	Trifling Ring
-2	Minor Ring Ring for Mortal Men
-1	Thrall-ring
1	A Little Gold Ring
1	Gleaming Gold Ring
1	Bright Gold Ring
1	Strange Rations
-2	Blazon of the Eye
2	Black-Hide Shield
2	Saw-Tooth Blade

-2	Balchoth
-2	Asdriags
-2	Nuriâgs
-2	Corsairs of Rhûn
-2	Easterlings
-2	Wain-Easterlings
-2	Nurniâgs
-2	Chey
-2	Variags of Khand
-2	Haradrim
-2	Southrons
-2	Black Númenóreans
-2	Umbarean Corsairs
-3	Mûmakanril
3	Oliphaunt
1	OathBreaker
1	Feagwath
3	Black Steed
1	Burning Rick Cot Tree

12-7-30

2	White Mountain Cavern-Ways	R
2	The Names Among Them	Sc
3	Join With That Power	D
2	Voices of Malice	Sa
1	Focus Palantir	Sa
2	Black Sails	mov
1	Fell Captain	Lw
2	Servants in the South East	Lw
1	Flung into the Fray	Lw
1	I'll Report You	com
1	Swag	
1	We Have Come to Kill	
2	News Must Get Through	
1	Weigh All Things To A Nicety	

**1	Open to the Summons	pe
1	Whispers of Rings	pe
1	House of Lamentations	pe
-1	Cult of the Dark Lord	pe
-1	Emissary of the Darklord	pe
3	What of the Dawn	env
1	Plains of Gorgoroth	pe
2	Skies of Fire	pe
1	Mordor Storms	pe
1	Calm-song	sp
1	Driven As By a Madness	sp
1	Sojourn into Shadows	sh4
1	Deeper Shadow	sh3
1	A Malady Without Healing	sh5
1	The Dwimorberg	sh4
2	Well-preserved	sh3
1	Symbol of Malice	sh4
1	King of Mighty Words	
*	Lieutenant Of Barad-Dûr	s2
1	Banners of the Lord	war
1	Pitiless Deeds	war
1	Ancient Foes	war
1	By Mountain Paths	war
-1	Swift Onset	war
2	Filled with Fury	sp
		38-10-3

HAZARDS(40/00)

2	Sea Serpent	drake
3	Thunder's Companion	giant
2	Ambusher	men
3	Sellswords Between Charters	men
3	Lawless Men	men
2	Corsairs of Umbar	men
1	Angmarim Tribesmen	men
1	Variag Horse-Raiders	men
3	The Border-watch	men*
2	Stout Men of Gondor	men*
1	Horse-lords	men*
1	Beorning Toll	men*

24/0

1	Doors of Night		
1	Twilight		
1	Peril Returned		
3	New Moon	S.env	play BL creatures, tap elves
1	Many Sorrows Befall		
1	Cruel Claw Perceived	P.avatar-GI	
1	Burdensome Commands	P.char	
1	Rank Upon Rank	P.	
1	Thrice Outnumbered	P.	
3	Ride Against the Enemy	S.attack	
1	No More Will Come	P	
1	Power Built By Waiting	P	
1	Reaching Wings of Darkness	P	
1	Until All Else is Conquered	P	
1	Lost at Sea		
2	Searching Eye	S.	
1	Nurnen	P.env	
1	Reach of Ulmo	P	
2	The Enemy is at Hand	L	
1	To Breed a War*	L.faction	
3	An Unexpected Outpost		

26/0

SITES

IM	Minas Morgul	heal		
	Bozisha-Dar-p	heal		
OG	Geann a-Lisch	heal		
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Ao	Minas Tirith	m, M, ring	dun.xc9, dun.4w10	
Le	Pelargir-p	m, M, ring	men.xc7, dun.3w10	x
Le	Lossarnach	m#	men.xc7, dun.2w9	food
Be	Linhir-p	m, M	men.xc7, dun.2w10	other minor items
Be	Dol Amroth-p	Info, m, M, ring	men.xc8, dun.3w10	Bright GR
Mk	Monastery of True Faith	Info	dun.xw8	hidden
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Af	Lond Galen-p	ring	men	
Lm	Vale of Erech	ring	men	Star of Gobha
Lm	Calembel		men	fetch minor food
Hd	Hospice of Lost Faith	m	men.xc8	*
Hd	Gobel Mirlond-p	m, M*	men.xc8	faction-Black Númenóreans
Hd	Southron Oasis		men.xc5	faction-Southrons
Hm	An Karagmir	m, ring	men.3w8	hidden: Gleaming GR
Hm	Umbar-p	Info, m	men.xc8	faction-Um. Corsairs
Pz	Korondaj	m#, M#	men.4c8	*
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It	Osgiliath	m	Bhold	
Lm	Setamaenen	Info, m, ring	trap, pukel	Kuilëndo
BB	Coastal Signal Tower	Info, m, ring	men.3w7	
MA	Tolfalas	m, M	undead.3w7	Mail Coat
MA	Benish Armon-h	Info, m, M	men.2w8, demon.1w12	hidden(Sa)—
CH	Tol Uialgaer	m	men	
MC	Tol Glingal	m, M	shipwreck.xd10x	
BF	Pelican Islands	Info.3w7	animals	
BT	Lighthouse	m, M	animals	
Hd	Haudh-in-Gwanûr	m, M	undead.1w10	Broad Spear
Hd	Cairn of the Colruth H	Info, m	men, maia	*
Hm	Vamag-h	m, M, G, ring	undead.3w10x	*
Mk	Narik-Zadan	m, ring	wolf.3w7	Fancied GR
DS	Urud-an-Khibil	m, M	demons.3w8	
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Hd	Amrun	Info, m	men.4c8	faction-Haradrim
Mk	Dusalan-p	m, M	dun.4c9	play Mariner
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Ch	Lugarlur			
Go	Barad-Dur	x	x	
Go	Minas Durlith	x	troll.1b11	

<u>MINIONS-10</u>		15-8-7-9-8_4.0.5	agent-31	
3 Mouth	9/4/6/8*	W/D	Dun	Barad-dur +2DI.factions
2 Ivic	6/2/5/8*	W/D	Man	Southron Oasis, Variag Camp, Pelargir
3 Ulrac	8/3/6/8	W/Sc/D	Man	Wain-Easterling Camp+2DI.c+f(Harr, adj)
2 Pon Opar	6/1/5/8	W/R/Sa	Man	Southron Oasis +2DI.f(SO)
1 Nevido Smôd	4/1/4/8*	W/R	Man	Easterling Camp
2 Dasakun	5/1/6/7	W/R	Man	Easterling Camp, Variag Camp, Shrel-Kain
1 Lomelinde	4/0/4/8	W/Sc	Dun	Dusalan, Ro-mollo, Umbar
1 Ullis	4/0/4/8*	W/Sc	Man	Mistrand, Raider-hold, Strayhold
1 Herion	3/0/5/7*	W/R	Man	Dol Amroth, Lond Galen
2 Raîsha	5/1/5/9*	W/Sc	Man	Variag Camp, Easterling Camp, Southern O
Tros	2/0/5/7	W	Man	Easterling Camp -1CC
1 Eradan	4/1/4/8*	Sc/R	Dun	Sarn Gorniwing
1 Shámas	3/1/2/8*	W/D	Man	Dunnish CH
3 Golodhros	9/4/5/9*	W/Sa/D	sp	Dun MM, CU, Bdur
2 Tartas Izain	6/2/5/8	W/Sc/Sa	sp	Man Tûl Isra
2 Sakalure	5/2/3/8*	R/Sa	sp	Man Bozisha-Dar,Sarul
1 Djerul	4/1/1/9	Sa/D	sp	Man Lugarlur, Temple of Lokuthor
2 Bereth	5/2/3/9+	Sc/Sa	sp	Man Lugarlur, Temple of Kondri Odchi
2 Melorak	6/2/4/8	Sa/D	sh	Man Bozisha-Dar
2 Sangahyando	6/2/3/9	Sa/D	sh	Dún Gobel Mirlond, Umbar +2DI.Du
2 Ciryaher	5/2/2/7*	Sc/Sa	sh	Dún Barad-dur
1 Aknazeh	4/1/2/8*	Sa/D	sh	Man Naerphys, Samarth

GI: 23/30 (20+5+5) Hand-8 Mind-65

starting companies: <Whispers of Rings>

#1 Lords of Madness

Mouth-W	1/4/7/8	W/Sa/D	Du9 1	LR.minor, LtDB(1), Flung	[spirit]
Golodhros	7/8/6/9	W/Sa/D	Du9 4	GR.lies, mr.thrall, Summons	[spirit]
Raisha	4/1/7/10	W/Sc	M4 3	gsword, hide, eye, Summons, Banner	
Eradan	4/1/6/9	Sc/R	Du4 2	gspear, hide	

#2 Masters of the Dead

Sakalure	5/4/4/8	R/Sa	M5 3	kuileondo	[spirit]
Ullis	4/0/5/8	W/Sc	M4 0	Servants, Report	
Herion	2/0/7/9	W/R	M3 2	blade, coat, Summons	

#3 Magicians

Bereth	2/5/4/9	Sc/Sa	M5 3	GR.delusion, mr.trifling, Await	[spirit*]
Aknazeh	2/1/2/8	Sa/D	M4 2	GR.shadows, Await	[shadow*]
Shámas	3/1/2/8	W/Sa/D	M3 2	GR.Enigma	

#4 Corsairs

Ivic	6/10/5/8	W/D	M6 3	triflingR, triflingR, sceptre, Fell	[sp+2]
Nevido Smôd	4/1/4/9	W/R	M4 2	coat, eye	
Ciryaher	5/2/3/7	Sc/Sa	du5 1	blade	[shadow+0]
+++					
Mouth-W	1/5/7/10	W/Sa/D	Du9 3	RMM, LtDB(1), Flung	[spirit%]
King of Mighty Words (st7)					

OVERVIEW

This player needs 91 Card Points to make this deck. Adunaphel's Avatar Deck is the foundation. Of course, the Man factions must take the brunt of the battles giving the Orc factions the chance to counter with their low body stats. Now the heroes must be made busy elsewhere to heal factions. One company will go deep into Gondor to play gold rings and Oathbreaker. Magic will be casted to force a hero company to hunt this pest of minions. The palantir in the Tower of Ecthelion will be sought or stolen.

CHARACTERS AND COMPANIES

This deck only has the Second Born. All of your minions are either Man or Dúnadan - 22 total. Half of the minions are from Man-holds to the East or South. Five agents are present. Six minions can use spirit-magic including the Mouth. Three can use shadow-magic. [Melorak from Sauron was exchanged with Dorelas. Melroak was a back-up while Mouth has no back-up. Sauron can always use Powers Too Great and Terrible to get his characters using magic and Dorelas can be given Thrall-ring to become a follower to Gothmog safe in Mordor.] Three companies can use spirit-magic. Each moving company has a Ranger. Each skill has a resource event in the deck. Three copies of Open to the Summons, and Emissary of the Dark Lord are starting events. This player has a total of 30 DI and uses 25 DI. Diligent use of general influence is needed when your factions are eliminated, which may cause the discarding of Golodhros, because the Mouth needs fewer GI when more of his factions are in play. This means that you can be risky with your high mind characters using magic. Let them get corrupted into death to make room for another magic-user.

#1 Lords of Madness

Mouth-W	1/4/7/8	W/Sa/D	Du9 1	LR.minor, LtDB(1), Flung	[spirit]
Golodhros	7/8/6/9	W/Sa/D	Du9 4	GR.lies, mr.thrall, summons	[spirit]
Raîsha	4/1/7/10	W/Sc	M4 3	gsword, hide, eye, Summons, Banner	
Eradan	4/1/6/9	Sc/R	Du4 2	gspear, hide	

The first company, Lords of Madness, will stay between Minas Tirith and Minas Morgul aiding the minion Man factions in battle at or near Osgiliath. Start this company at Minas Morgul. This company will be in the rear of battles safely away from heroes. Move them to a site south in Ithilien where healing is present. Move wounded factions away from battles to this company for healing. Awaiting the Call does not start play. Thus, Aknazeh will start play as a follower to The Mouth. Move both to Lugalur when the first Awaiting the Call.

Mouth is a Warlord as Lieutenant of Barad-Dûr. Emissary of the Dark Lord lowers his mind for control purposes to one with many factions already in play. His success as the greatest Warlord of the Eye gives him the role to invade Southern Gondor. Victory assures him Isengard as his tower to enslave the men of Rohan. He has the command Flung Into the Fray and a Minor Ring to boost his stats to 6 DI, 7 prowess, and 8 body. The Mouth will protect Ithilien from the north and south, but will stay out of Minas Tirith unless to achieve a great victory in combat. He will have no followers so to have +8 against factions.

Golodhros is under general influence and present to have 8 mind of followers He has a Magic Ring of Lies and Thrall-ring to boost his normal 4 DI to 8 DI. Open to the Summons and the mind ring reduce his mind to seven. He can use spirit-magic, but will likely will be corrupted with bearing 4 corruption points. A -3 modifier magic card in conjunction with Join With Power

will only tap the Dunadan. Now, he has believed the lie that Minas Tirith will be given to him after the war. He controls Raîsha who rides with Banners of the Lord, which is convenient having three home sites. She has Black-Hide Shield and Gwaedhel-Sword for 10 body and 7 prowess. She is the bodyguard for the company. But give her a Blazon of the Eye for a total +2 against faction influence attempts since she is likely to remain untapped to later heal a faction. Eradan has the Gwaedhel-Spear and Black-Hide Shield for 6 prowess and 9 body. He is the Ranger for the company. I wanted this company to play Thangail, but that resource is used by another minion player.

Option: Give a Ring for Mortal Men to The Mouth to start the game. Then, give Minor Ring to Sauron. Thus, The Mouth will have 7 DI, 7 prowess, and 10 prowess for 3 CP. King of Might Words gives another +4 DI to have a 4-mind follower and the ability to play a character from the discard pile or sideboard for 8 CP for total of 11 CP. A 9-mind ringbearer has a +5 to corruption checks. Thinking that these RMM minion players are immune to corruption, but are tapped only if failing a corruption check or have a RMM give zero CP.

#2 Masters of the Dead

Sakalure	5/4/4/8	R/Sa	M5 3	kuileondo	[spirit]
Ullis	4/0/5/8	W/Sc	M4 0	Servants, Report	
Herion	2/0/7/9	W/R	M3 2	blade, coat, Summons	

Masters of the Dead will play Star of Gobha to later eliminate a powerful hero faction. Also, they will play Oathbreaker and Burn down Lossarnach. Only men can be in this company when play that undead ally. Loosing Sakalure early will be a blow to this player's plans. They need the strength to visit deep into Gondor. Sakalure has Kuilëndo to fetch a specific magic event. The item gives him 3 CP, but +2 to CC forced by a shadow-magic event. Use magic to kill hero characters will waiting to play the jewel, Burn, or the ally. This mage has 4 DI against those with a lower mind. The lands and wealth of Bellakar will be gifted to him after the war. Ullis is the Scout and leader. I'll Report You gives everyone +1 prowess. He will tap to fetch Swag to play minor battle-gear items. Herion is an agent Open to the Summons for 2 mind. He has a minor weapon and minor shield for 7 prowess and 9 body. Home site of Dol Armoth is highly useful to combat there or play a gold ring item. As a Ranger he can transverse the White Mountains.

Keep this company near the Mouths of Anduin waiting to play the Oliphaunt allies. Once all three allies are played move using port movement deeper into Gondor towards Anfalas drawing away reinforcements from Edhellond if the Ringbearer dares to seek shelter there. You need to show the Ringbearer that passage near the sea is perilous.

This company will move around the White Mountains causing trouble playing Symbol of Malice at Vale of Erech, and A Malady Without Healing on a hero. Start this company at Dol Guldur so to draw cards on the first turn moving to Amon Lhaw hoping to draw Star of Gobha. Next, move into Rohan. On the third turn if yet to draw an item move to Geann a-Lisch. Now, move back to Dunharrow. Turn 5 use Dwimorberg to move to Setmaemen to play Star of Gobha. Take a short hop to Vale of Erech on Turn 6 to play Symbol of Malice. Move to Stone-Circle if no hero is at a site in Lebennin. On Turn 8 move to Geann a-Lisch for healing. Turn 9 move to Lamedon on the way to another site to visit a hero company. Move towards Mordor so this company can heal and move outside of Mordor of such sites as Dagorlad to cause major trouble if the heroes march on the Black Gate. [DG-1AL-2Dunharrow-3GL-4Dunharrow-5Setmaemen-6Vale-7StoneCircle-8GL-9Lamedon-10Anorien-11Minas Morgul].

#3 Magicians

Bereth	2/5/4/9	Sc/Sa	M5 3	GR.delusion, mr.trifling, Await	[spirit*]
Aknazeh	2/1/2/8	Sa/D	M4 2	GR.shadows, Await	[shadow*]
Shámas	3/1/2/8	W/Sa/D	M3 2	GR.Enigma	

The third company are the Magicians. Two minions are to stay in safety tapping their own magic rings to fetch magic events. Belegorn has Magic Ring of Delusions and a Trifling Ring. He controls Aknazeh and Shámas. Aknazeh has Magic Ring of Shadows. Both magicians are Awaiting the Call at Lugarlar. These two will lord over Lebennin and Lossarnach after the war. Start Aknazeh as a follower of the Mouth until you draw Awaiting the Call. Bereth has Lugarlur as a home site. The chance to have a palantir in play prompted including Shámas and a Magic Ring of Enigma. Now, this man is a Sage to play Voices of Malice. Houses of Lamentations is on the site to heal and to fetch a Stolen Knowledge event upon storing a prisoner.

#4 Corsairs

Ivic	6/10/5/8	W/D	M6 3	triflingR, triflingR, sceptre, Servants, Fell	[sp+2]
Dasakun	5/1/8/9	W/R	M5 3	spear, coat, eye	
Ciryaher	5/2/3/7	Sc/Sa	du5 1	blade	[sh]

The fourth company is led by another agent. Ivic has taken control of the Harad Coast. Now, he will invade Gondor. His wergild after the War is the coast from Gobel Mírlond to Tulwang Bay. As a Servants from the East and South he has the command Fell Captain to give +1 FN to Man factions at his site or in his region. He wears two Trifling Rings and bears the Sceptre of Spirits for 10 DI. He is a Diplomat. Dasakun has Blazon of the Eye to heal factions and holds a Broad-headed Spear for 8 prowess and Black-Mail Coat for 9 body. Ciryaher is a normal shadow-mag with a Saw-Tooth Blade for 3 prowess. Use White Mountain Cavern-Ways to speed travel or run from trouble.

Ivic's home site Pelargir is useful to cancel that site's automatic-attack. Dasakun has hatred for the impurity brought to Gondor from the alliance with the Men of Rhovanion centuries ago. Revenge is his goal. He has mastered the wild under the tutelage of Úvatha the Horseman. Now, Dasakun will use his skills to track any spy seeking entry into the Mordor. Ciryaher starts instead of the other shadow-mages due to his Scout skill available to play The Names Among Them, taking risks early with magic cards and corruption including his death is acceptable with two to take his place We Have Come to Kill is in the deck to play Melorak away from a Darkhaven and Sangahyando has nearby home sites.

Ten minions are reserves placed into the playdeck. Eight of the starting 12 minions have a mind of 5 or greater. Nevido Smold is a W/R with good prowess. Ulrac can replace Ivic, but then Open to the Summons must be played on Golodhros. Okay, give that event back to Golodhros. That means the fourth company must find a way to use both Trifling Rings and the Sceptre of Spirits to have too mid-mind followers. Ulrac can then have a 6 and a 5 mind follower. Tros is the strongest Warrior with 5 prowess, but a low 7 body. Djerul and Tartas Izain are the extra spirit-mages. Sangahyando and Melorak are the extra shadow-mages.

MOUTH

The Mouth will be influencing factions for healing in Harondor. He wears a Minor Ring for 6 DI, 6 prowess, and 8 body. He will be the Lieutenant of Barad-Dûr, which makes him a Warlord and Leader. He will also be a Sage. He is a Fell Captain supporting his armies in Anórien. Join With That Power will grant a double bonus for every character in his company.

Embassy of the Darklord grants +2 to CC from the use of spirit-magic. However, with the ring item it is too much of a risk for him to use magic.

ITEMS

There are many items for this player: jewels, battle-gear, and rings. Star of Gobha is in the playdeck. Its purpose is to eliminate the most powerful hero faction of Gondor. Likely this will be Tower Guard of Minas Tirith. It is difficult to play this item. First, the company must move to Dunharrow. Then use The Dwimorberg for special movement under the White Mountains to Setmaenen. Designate a hero faction playable in Gondor. Mouth will make an influence attempt. Success means the faction is eliminated and that player's hand size is reduced by one.

Kuilëndo from Akhôrahil is a jewel that gives +2 DI to characters with a lower mind and +2 to CC using shadow-magic events. It carries 3 CP. Tapping the item fetches either A Malady without Healing or Phantom Devised by Wizardry. The latter event is not in the deck.

Sceptre of Spirits is donated by Ûvatha to help play spirit-magic events. It first gives +2 DI against Man factions and characters playable in Harrhûn or its adjacent regions. A Man character with a mind greater than 5 can use spirit-magic and receives +2 to his CC due to playing spirit-magic events. The DI bonus is nice and may be useful to heal such factions after a battle.

A pile of nine special ring items are on the fingers of these minions. Three lesser rings are included. Two Trifling Rings and one Minor Ring help with controlling higher mind characters. Five magic rings are included. Lies from Sauron helps with DI, Delusion from Akhôrahil fetches spirit-magic events, and Shadows fetches shadow-magic events. Engima from Khamual provides another Sage to play Voices of Malice. But you can let a non-normal Sage like Shamas wear this ring and have a Focus Palantir for five corruption points. Thrall-ring is present to reduce the mind by one; bearer gains +1 direct influence. Store the gold ring items at Minas Durlith to later unstore and store at Barad-dur for the site's -3 test. A Little Gold Ring will be played a Ruins in Brown Lands. Gleaming Gold Ring is found at Lond Galen. Bright Gold Ring is found at Pelargir or Edoras. Use News Must Get Through to test these rings. With no dwarven or spirit rings you want the Darkhaven test modification.

Two copies of Black-hide Shield and two of Saw-tooth Blade and provide a quick means to boost prowess or body stats. There is a minion that can tap to fetch Swag or Old Cache.

Black-mail Coat major item will improve the body stats of two minions to a maximum of nine for one corruption point. There are plenty of suits available from Avatar Decks making the minor shield item useless, but harder to play.

Blazon of the Eye allows anyone +2 DI against faction influence attempts. Two copies are in the deck. Strange Rations is a food, minor item that either untap a character or allow one more region in movement. Use Calembel to play this item from the discard pile. Also play the food item at Lossarnach to tap it for Burning.

The Gwaedhel-Sword is a weapon needed for the War. It has the typical 2 CP with +2 prowess. But is +4 prowess against Undead. ~~A black player may tap to place Endless Whispers on a defeated enemy. Use this ability to slow Sages.~~

The Gwaedhel-Spear is two-headed giving +2 prowess (+4 against Undead). It is 2 MP and 2

CP. You can tap the item to cancel an Undead attack against the company. OR to discard Oaths You Have Taken from a character or ally at the bearer's current site.

Palantir of Minas Tirith is in the deck. Try to steal it when you visit an unprotected hero bearer. Then move four regions to reach Chelkar.

FACTIONS

Legions of Man factions and one Animal faction will siege Minas Tirith. Thirteen Man factions will be gathered to bring war to Gondor. Bring all that are still alive after the Avatar Decks. Consider using a Warlord with Call to Arms to influence factions not eliminated or in play. Join with that Power will help with influence.

Swift Onset will already be in play. But it will take a few turns to move all the factions to Ithilien. Not all the factions need to be assembled to begin war. There will be two wings with each two divisions. The North Wing has the plainsmen and riders. Plainsmen are Balchoth, Asdriags, and Nuriâgs. Riders are Easterlings, Corsairs of Rhûn, and Wain-Easterlings. Assemble each division in Dagorlad before moving to Anórien the following turn. The South Wing has the corsairs and sand people. Corsairs are Umbarean Corsairs, Black Númenóreans and Southrons. The Sand People are Nurniâgs, Chey, Variags of Khand, Haradhrim, and Mûmakanril. Assemble an entire division in Harondor before moving to Gondor. Keep at least four factions in the region Anórien to protect the minion factions at Minas Tirith.

The two Dúnadan factions will receive Filled with Fury for +2 prowess. Fell Captain, a command, will be held by a Man, which will provide +1 provide to all of his Man factions in the same region. This will be Pharacas. Flung Into the Fray is another command event. Use this event while healing factions in Ithilien or Harondor and hero factions break-out of Anorien to start combat to kill Orc factions risking the success of To Pass the Archway.

Pitiless Deeds is a long-event. You might need to recycle this event. Instead of attack with a faction anyone may wound one of his factions to wound an opponent's faction in the same region or at the same site. This may protect your other wounded factions preventing hero factions retaliating the following turn. Consider wounding Knights of Dol Amroth.

By Mountain Paths is a permanent-event allows a faction moving from its home region through a mountain region to another region, which you control a faction. This event helps avoid blockage by hero factions. Only the factions in Horse Plains will benefit from this event, but if it is needed, then it will be great. Other minion players will use this including those in Angmar.

Ancient Foes is a permanent-event for faction battles. Attacking factions receive +1 prowess when attacking in battle of the corresponding pair: Orc and Elf, Troll and Ent, Men and Dunadan. Your Dunadan faction will be Filled with Fury allowing that bonus to be minimized. There will be many hero Dunadan factions that will be scared of this event.

Domination of the region Anórien is needed to pin the hero factions. Use the Orc factions as fodder. Initiate battle with the Man factions, then defend during opponent's resource turn with the weaker Orc factions.

ALLIES

Oliphaunt is the massive, biggest 2 MP in the game. Do not expect to have any alive after the Black Councils. However, if even one is alive then take control of A Worthy Substitute from another Ringwraith so to transfer this ally. It is animal that is only playable in any Border-hold in the Sun-lands or Uttersouth that you have a Man faction. The ally has a frightening prowess of 9 and tough-hide giving a 10 body. Southron Oasis, Gobel Mirlond, and Umbar are such sites.

Black Steed is a horse ally. This ally is playable at Border-holds in Mordor. Use the ally to move great distances in Gondor. A low body of 7 is a concern.

MISSIONS

Burning Rick Cot and Tree is there to play on the Free-hold Lossarnach. Success then will reduce all automatic-attacks in Anorien and Lebennin by -1 prowess and -1 strikes.

News Must Get Through is played at a Shadow-Hold, Dark-hold, or Darkhaven. You can then store The Names Among Them or the gold ring items away from Mordor. Else you can play Deeper Shadow to turn a Ruins into a Shadow-hold.

ANDUIN

Combat and infiltration are the themes for the minions. **The Names Among Them** is used to cancel any AA at the free-holds so you do not need to hold a canceller in hand. This will allow you to freely visit holds in Gondor. Store this using **News Must Get Through**. Tap a Scout at the site, and then store the event at a Darkhaven. Now, the event can be discarded to cancel an AA at a safe hold. Expect to lose character through body checks or magic corruption checks. This means to be reckless using magic. You can replace the magic-users using **We Have Come to Kill**. Discard special ring items can be tested by storing via Messenger From Mordor.

Join With That Power is used by a Diplomat. Influence attempts or corruption checks are modified by +1 for each other character in the company. The many Man factions have high rolls to influence. **Voices of Malice** will target hazard events not played on characters. **Black Sails** is a port-movement resource providing escape from region keyed creatures. **White Mountain Cavern-Ways** is present to reduce the hazard limit of companies moving through Anórien or those that need to cross the mountains. ~~Note that this resource is only considered due to having to use Dwimorberg twice, else remove this resource.~~

Skies of Fire is a permanent-event benefiting some minion resource events, but it will discard Doors of Night. Thus, note the risk of playing this resource event. **Mordor Storms** is an environment permanent-event only in play with Skies of Fire. The event prevents non-creature hazards tapping characters in a company at or moving to a site in Gorgoroth or adjacent regions. This means that Stench of Mordor will not tap minions nor other hazards like Darkness Under Tree or Gnaw With Words. **Plains of Gorgoroth** is a permanent-event treating Barad-dur as a Darkhaven for bringing characters into play and for Iron-Road. Skies of Fire treats any site in Gorgoroth or Udun as a Darkhaven for healing and storing. **What of the Dawn** is another environment event. As a short event it cancels one environment hazard for the company that turn. Or a roll is made to fizzle one hazard short-event played on the company or associated entity.

MAGIC

Several magic events of both spirit-magic and shadow-magic are in the deck.
[Calm-song, Driven ABM, Filled with Fury x3, Sojourn iS, Deeper S, AMWH, The Dwimorberg, Symbol oM, Well-Preserved x2]

Five total spirit-magic cards of three different events are included. **Calm-song** purpose is to turn a non-AA attack into detainment. This will help against those Gondor creatures and tough sea creatures. **Filled with Fury** is for the factions. **Driven As By a Madness** will provide combat help with boosting prowess by two, but lower the body by one. Now is the time for victory on the corpses of fallen. Do not worry about your characters failing body checks.

Seven shadow-magic cards of six events are in the deck. **Sojourn into Shadows** prevents the

user of being assigned a strike. Use this to protect the magic-user.

Deeper Shadow either reduces the hazard limit by one or changes a Ruins into a Shadow-hold or a Wilderness into a Shadow-land. Likely, you will use this event to play News Must Get Through.

A **Malady Without Healing** is key. This event will force a corruption check by -1 followed by a body check with +1 to the roll. It carries a wicked CC modifier of -5 to the user.

The Dwimorberg is needed to play the Star of Gorba and Gwaedhel-Spear. It is in the sideboard to send to the discard pile for fetching.

Well-preserved will be used by those far away from a Darkhaven such as the company moving into deep Gondor. This heals a minion, but lowers his body by one.

Symbol of Malice is to force CC by all those that entire the targeted site. Target Vale of Erech that will hinder playing Army of the Dead. After this play the event at Mount Doom. That is just evil. No really. Select the second site as Osgiliath to protect your minions there.

~~— Channels of Chey can be deadly. So deadly that it is removed from the game after play. Move several magic-users to a site to play this. One option is to move a hero to Osgiliath first, then with Magicians (10 mind) and Mouth (9 mind) already at the site playing Channels of Chey tapping, then the body check of the hero will be -3. There is only one copy of this event in the deck. Try to gather all the magic-users at the same site as the targeted hero for 31 mind of magic-users for a body check modified by -6.~~

SITES

Not many sites are needed to be tapped. Keep the sites untapped so you follow heroes for combat. Some sites need to be tapped nonetheless. Lugarlar is used to keep it in play for its boost to Man attacks, but this deck only will boost Stout Men of Gondor and Lawless Men. Gold Ring That Sauron Fancies is played at Narik-Zadan, which is three regions from Harondor. Black-Mail Coat will be found again at Tolfalas. Find Gleaming Gold Ring at An Karagmir. Southron Oasis, Gobel Mirlond, and Umbar are the sites to play the Oliphaunt allies. Thus, do not engage with these factions until the allies are played.

Three regions from Geann a-Lisch gets you into Anfalas. Lond Galen will be left untapped so to be an outpost for you. Else Edhellond is the other site in that region. Three sites in Lamedon required to be tapped. Dunharrow is the site of origin to play The Dwimorberg. Play Star of Gobha requires to be played at Vale of Erech. Play Symbol of Malice at this site to hinder Elessar playing Army of the Dead. Setamaenen will play The Kuilendo if it is discarded. You need a stolen knowledge event to play it at that Ruins. It has two AAs that are beatable. Play a food item at Calembel. Try to fetch Strange Rations by tapping another minion during the site phase. Visit Dol Amroth in Belfalas to play Bright Gold Ring when Herion has that as a home site. Avoid Lebennin and Anorien unless in great need to play AMWH.

WHITE PLAYERS

Two may be three White players will be near to you. This player's main goal is to limit assistance from Pallando to Elessar and to battle at Minas Tirith. Elessar is likely to ignore your characters except for those in Anórien or those bothering his own characters. Radagast may move south of Wold & Foothill to punish a covert company at Dunharrow. Pallando though will focus on the minions in Gondor. Expect hunters to track your minions in Gondor. Anfalas is too far for those at Minas Tirith to reach in one movement.

MARSHALLING POINTS

This player starts with 74 MPs. Pharacas's company has 13 MPs. They will risk the most in Gondor. The two magicians have 8 MPs. Sakalure and crew have a bit fewer at 8 MPs. But factions are almost half the MPs. Mouth can threaten the heroes of calling the game based on MP with this player having so much. If the battle for Minas Tirith is hopeless, then just slow the assault keeping factions alive so to preserve their MPs and also to keep the city surrounded. Expect two-thirds of the factions to die. Hope one Oliphaunt survives so a hobbit can see such a sight and tell tales about it by the fire – of his prison. To Pass the Archway is planned to be played. Who wants to report to the Great Eye of failure?

C=20.11 The quantity of direct influence modifiers for this player is staggering. This sum is +16 direct influence. Many minions can start play. Enough to count 23 MPs. Expect though about half to be killed in combat or eliminated by magic. But 11 is high.

I=25.16 Another pile of MPs. Ring items push this amount to the sky. Minions carrying multiple items risk losing items when the character is killed. News Must Get Through will store gold rings items for automatic-testing.

F=29.10 Fourteen factions is a lot. Filled with Fury will add punch.

A=0.5 There are eight allies.

M=0.2 Burning Rick Cot Tree

K=0.6

PLAYDECK MANAGEMENT

17 resources are in the sideboard. Some are magic events to be fetched using items.

0(4)-Three Black Steeds and By Mountains Paths will be in the first exhaust.

2(2)-OathBreaker and Star of Gobha will be shuffled to the playdeck when a company is able to make the journey under the Black Mountain. Select the ally first.

1(5)-Old Cache and Swag will be placed in the discard pile. Thus, both Black-Hide Shield and Saw-Tooth Blade will be brought into play with one of those events.

1(2)-AMWH, Dwimorberg will be placed in the discard pile.

HAZARD

The hazards are meant to be relevantly quick to play. Creatures are almost all Men or Giant to use Rank Upon Rank or Thrice Outnumbered.

CREATURES

You have only Men, Giants, and Drakes. Did I say Men creatures? A third of the 24 creatures are region-specific. Thrice Outnumbered can get you the best creature against the next opponent.

Ambusher is ideal since each assign strikes. Expect the heroes to stay safe in Free-Domains or Border-lands. Elves of Evermist or Eriador companies will be safe, but not against Thunder's Companion or Angmarim Tribesmen or Sea Serpent or Corsairs of Umbar.

Lawless Men and Sellswords cover Wilderness, Shadow-lands and Border-lands, Shadow-holds. One has 9 prowess and the other 11. The targets are likely to tap. Lawless Men is the region creature and Sellswords is the site creature. Lawless Men have two strikes that can be defeated from lucky rolls. Sellswords have a 11 prowess and easier to fight another day. You can move to a Border-hold in a Wilderness or Border-land (e.g. Lond Galen, Calembel) and play this creature to those that what a visit with you. New Moon can allow targeting normal Free-holds.

The Border-Watch is a weak creature, but is there to be played quickly and tap low prowess heroes. It has two detainment strikes with 7 prowess against hero companies. But is keyable to Free-holds, Border-holds, Free-Domains, or Border-lands. Play this last to tap hobbits.

Stout Men of Gondor are also there to detain low prowess minions. Its 7 prowess is low, but it has six strikes, which even if detainment will tap most of the heroes in Greater Gondor. You can first play this creature and then Corsairs of Umbar when in western Gondor. This creature targets (Old Pukel-land, Andrast, Old Pukel-Gap, Anfalas, Lamedon, Belfalas, Lebennin, Anorien, or Rohan).

Variag Horse-Raiders is a merciless creature. It is vicious at 5 strikes with 9 prowess. It is a region-specific creature against those around Eastern Mordor: Nuriag, Nurad, Khand, Chelkar and adjacent regions (Nurn, Horse Plains, Harhun, Kykurian Kyn, Relmether, Chey Sart, Heb Aaraan, Ered Hamal, Lurmsakun, Pezarsan, Haruzan, Harondor). That is a total of 16 regions.

Angmarim Tribesmen is a specific creature that is present to thrash any hero near Rivendell. There are normally keyed to Angmar, Gundabad, and Misty Mountains Northern Spur. Doors of Night expands their range to Forochel, Everdalf, Arthedain, and Rhudaur. At four strikes with 9 prowess this creature will tap some heroes.

Beorning Toll is playable in popular regions with a good prowess at least 11. Everyone gets a strike of 11 prowess and six body. It is too detainment against hero and covert. Range includes Anduin Vales, Wold & Foothills, High Pass, and Redhorn Gate. Note the High Pass is in Eriador and thus an agent can play this creature in that territory.

Horse-lords will tap heroes over the Great River. This creature is keyable to Gap of Isen, Rohan, Anórien, and Wold & Foothills. Non-haven sites too will see this creature. The Horse-lords have a nice 10 prowess with a 6 body targeting all in the company. The creature cannot be played on a company with a character from Edoras. Lord Denethor will be affected with his Lordhaven in Anorien.

Corsairs of Umbar are a tough creature of 1 MP with its 5 strikes with 9 prowess. It has a far range of regions in Gondor including Ruins and Shadow-holds. Regions include Lindon, Cardolan, Enedhwaith, Old Pukel-Land, Andrast, Anfalas, Belfalas, Lebennin, and Harondor.

Sea Serpent is only playable to Coastal Seas. This creature may wait in your hand. It has two terrible strikes at 14 prowess with six body. Nurnen allows it to be keyed to Nurn.

There are three Giant creatures. Ice-Giant is a 2 MP creature with a 6 body. It is one strike with

Thunder's Companion has a lower 9 prowess, but three strikes. It too needs two Wildernesses. Now those in Wilderland or Northern Waste will be overshadowed by this giant.

HAZARD-26

Your goal is to guard the southern and eastern flank of Mordor. Creatures protect Harondor and events protect Nurn. Half of the events are permanent and quick to play.

Base cards-3

You have one copy of Peril Returned, Doors of Night and Twilight.

Corruption/Check-6

Many Sorrows Befall is a unique. And a powerful hazard it is. It can force the discarding of a resource long-event or cancel in the chain of effects a resource short-event. This is a definite hazard to recycle.

~~Endless Whispers is Dark Enchantment. There are no Undead creatures in the deck, but this hazard can be played on a character wounded by a wielder of Gwaedhel Sword. This means that when this hazard is drawn the player needs to combat the next turn.~~

Cruel Claw Perceived is an avatar hazard. A wizard or fallen-wizard has -1 GI. This hazard is in the deck for a fallen-wizard, which has a worse GI modifier.

Burdensome Commands greatly hinders a high-mind hero that has followers. Target has -2 mind, -1 DI and -1 prowess. The DI modifier should remove a follower, but play on a character with no followers with a mind less than four. A healing effect on the character discards this card. Do not play on a wounded character.

New Moon is an Environment short-event. Either tap an Elf, likely with Pallando in Gondor, or use Doors of Night to change a Free-hold into a Border-hold or a Free-Domain into a Border-land. Only Lawless Men and Sellswords Between Charters will benefit from that change.

Main Theme: Power Blast - 4

These few hazards build power to be release at the opportune time for greatest effect. No More Will Come is an anti-faction hazard. It is a permanent-event. Each player makes a roll during his untap phase to determine if a tapped faction untaps. This is huge. A tapped faction defending battle cannot direct a strike to itself. Be careful when playing this hazard. Two copies of this hazard in the play deck allows discarding the first drawn copy if it is not the best for you to play.

Power Built By Waiting increases danger to your opponent by tapping for +1 to the hazard limit. But untapping the hazard costs two against the hazard limit. You may pour Men creatures on to the heroes getting them to all tap and thus be vulnerable to combat later.

Reaching Wings of Darkness is an environment permanent-event that needs Doors of Night to have effect, but not to be played. Doors of Night induces this hazard for a cancelled creature during the MOVE phase not count against the hazard limit. Will of Sauron has indirect effect to give the cost of untapping Power Built By Waiting to be one instead of two.

Until All Else is Conquered is for the possibility that the One Ringbearer is at a Haven such as Edhellond. This is a permanent-event that prevents the Ringbearer from moving while this hazard is on the site. What is worse is all non-minion company faces three tough attacks. Then if the Ringbearer faces a successful strike discards the One Ring.

Secondary Theme: Men Creature Enhance - 5

This avatar will use hazards to expand his Men creatures. Rank Upon Rank is a permanent-event. It gives all non-agent Man attacks +1 prowess and +1 strikes. Doors of Night gives all Giants

these bonuses. If any such affected attack is defeated.

Thrice Outnumbered is another permanent-event. Each player may take one Man hazard from his discard pile to his play deck at the end of each turn. Then during opponent's LONG phase you must discard this hazard or a Man hazard creature. With 19 Men creatures this hazard is likely to stay in play for a few turns getting the right creature in your hand.

Support Cards-Roadblock: 8

Nurnen is an environment hazard long-event treating Nurn also as a Coastal Sea region for non-unique hazards. Sea Serpent is that creature.

The Reach of Ulmo will help keep Nurnen in play. Great Ship or Ford are cancelled, which will help your hazards penetrate into the ranks of the heroes.

The Enemy is at Hand is a long-event preventing factions moving through a region that has an opposing faction in that region. Garrison factions cannot move to or battle in their current region. This hazard is to slow factions moving to aid Minas Tirith and to have the factions garrison at that site from initiating combat with the weak Orc factions killing the Orc factions.

Lost at Sea will stall a Coastal Sea region moving company by one turn. Searching Eye will cancel an Scout cards played during the Organization phase and prevent concealing from your creatures.

To Breed a War is a unique long-event. All factions receive +2 to their prowess in factions battles. Any faction wounded by a faction battle is automatically eliminated. {This is a harsh hazard for Fate and the prowess boost is of no consequence. How to change it? Maybe have the attacking factions receive the +2? That then allows the resource player that turn to punish you with the bonus. A risk.

<All attacking factions receive +2 prowess to faction battles...>

Utility 3

~~Outpost is a staple. Do not recycle hazards, but bring them from the sideboard until you have done so with six of them.~~

THE MOUTH - Warrior/Diplomat Man (R)

[MP: 3; Mind: 9; DI: 4; P/B: 6/8; Home Site: Barad-dûr]

Unique. Manifestation of Mouth of Sauron. +2 direct influence against any faction. Tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle. Return The Mouth to your hand when Mouth of Sauron is played; you may automatically transfer one item he bears to a character in the same company (discard the rest).

LIEUTENANT OF BARAD-DÛR

[MP: 0; CP: 0; SP: 0]

PERMANENT-EVENT

Unique. Playable on The Mouth. The Mouth becomes a War-lord and a leader. He can use spirit-magic and gains the sage skill. When he is at Barad-dûr (or Dol Guldur if The Necromancer is in play) you may hold one more card than normal in your hand. Mouth of Sauron cannot be played. If Join with that Power is played on an influence attempt by The Mouth against an opponent's resource or character, the bonus is doubled.

EMISSARY OF THE DARK LORD

Unique. This card can be played with a starting company in lieu of a starting item. You cannot reveal an avatar. Mouth can only be controlled by general influence. His mind is reduced by one (to a minimum of one) for GI purposes only for each faction he successfully influences and is in play. +2 to his corruption checks due to the use of spirit-magic. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your playdeck and shuffle or bring two resources from your sideboard into your discard pile.

Here is the explanation of the Game Point calculation. Each resource added new to the deck for this player initially costs one GP.

Resources in Column A were in the Avatar Deck and now no longer wanted by this player for his Power Deck. If the exact, physical card was in play at the end of the Councils and the exact, physical card is taken by another player for his Power Deck as a starting game card, then this card costs neither player a Game Point. The reason is that helping a teammate should not cost you anything. If the card is given to another player then his name is written in Column C. If this card is unwanted by everyone then “cx” is placed in Column C, where x is a counting scheme. For example, Elfhewer is taken by Khamûl, but nobody wants Secret Book.

Column B holds all resources added to the Avatar Deck. If such a card is taken by another player then that other player’s name is written in Column D. However, such a card must be in play at the end of the Councils and starts as a table card for the Power Deck. If the card is new to the deck, a non-event, and not a starting table card, then “d” is placed in Column D as with the Oliphaunts.

If there is a slot open in Column A, but a card is given in Column B, then “ax” is written in the slot noting that one Game Point is needed for the player to have the new event.

The arrangement below has no meaning in terms of cards on the same row. That is Elfhewer can be paired with Magic Ring of Lies and nothing changes.

36x2=72+7a+c0+d12=91

COLUMN A

Enemy

COLUMN B

To

COLUMN C

From

COLUMN D

*	Strange Rations		Sauron
*	Bright Gold Ring		Sauron
	Gleaming Gold Ring		Adunaphel
	A Little Gold Ring		Dwar
*	Sceptre of Spirits		Ûvatha
*	Black Mail Coat		Adunaphel
	Black Mail Coat		Adunaphel
*	Kuilëndo		Akhôrahil
	Magic Ring of Delusion		Indur
	Magic Ring of Delusion		Adunaphel
	Magic Ring of Lies		Sauron
	Magic Ring of Shadows		Akhôrahil
	Trifling Ring		Ren
	Trifling Ring		Ardagor
	Minor Ring		Ardagor
	Thrall-Ring		Ardagor
	Blazon of the Eye		Ardagor
	Blazon of the Eye		dwarf
	Black-hide Shield		d1, Azog
	Broad-Headed Spear		Indur
	Saw-Tooth Blade		d3, d4
	Star of Gobha		d5
	Palantir of Minas Tirith		d2
	Balchoth		Uvatha
	Wain-Easterlings		Uvatha
	Corsairs of Rhûn		Uvatha
	Easterlings		Uvatha
	Asdriags		Uvatha
	Nuriâgs		Uvatha
	Nurniâgs		Uvatha
	Chey		Ren
	Variags of Khand		Ren
	Southrons		Adûnaphel
	Haradrim		Adûnaphel
	Black Númenóreans		Adûnaphel
	Umbarean Corsairs		Adûnaphel
	Mûmakanril		Indur
	Oliphaunt		d7, d8, d9
	Black Steed		d10, d11, d12
	Oathbreaker		d013

Voices of Malice	Burning Rick Cot and Tree
Weigh All Things	Open to the Summons
Weigh All Things	Open to the Summons
Seize Prisoners	I'll Report You
Calm-song	<i>King of Mighty Words</i>
Black Sails	Swag
Grapnel	A Malady Without Healing
Grapnel	Symbol of Malice
Grapnel	Sojourn in Shadows
Forced March	Join With That Power
Forced March	Join With That Power
Forced March	Join With That Power
In the Name of Mordor	What of the Dawn
In the Name of Mordor	What of the Dawn
In the Name of Mordor	What of the Dawn
Adûnaphel Unleashed	Deeper Shadow
Adûnaphel Unleashed	Fell Captain
Adûnaphel Unleashed	Banners of the Lord
Ard Once Vain	Flung into the Fray
Adunaphels Lute	Filled with Fury
By the Ringwraith's Word	By Mountain Paths
Call to Arms	Pitiless Deeds
Heralded Lord	We Have Come to Kill
Heralded Lord	We Have Come to Kill
Poison of his Voice	The White Mountain Cavern-ways
Poison of his Voice	The White Mountain Cavern-ways
Words of Menace and Deceit	Skies of Fire
Words of Menace and Deceit	Skies of Fire
Dark Embassy	News Must Get Through
Poisonous Despair	News Must Get Through
Secrets of Their Forging	Well-preserved
Ancient Rite	Well-preserved
Tarma of Ar-Pharazon	The Names Among Them
Cult of Vatra	The Names Among Them
The Mornarturi	The Drimorberg
No News of Our Riding	Focus Palantir
A1	LTBD
A2	Emissary of the Dark Lord
A3	Plains of Gorgoroth
A4	Mordor Storms
A5	Houses of Lamentations
A6	Servants in the South and East
A7	Servants in the South and East