

SMAUG/DRAGON

40power-42.70

C	13.9	Lonely Mt.
I	15.30	Erebor
F	9.12	vs. Thorin II
A	0.2	Enslaved Dwarves
M	2.12	Hoard Points
K	3.5	Spawn

<u>RESOURCE DECK/HAZARD DECK</u>	
50 cards in R. deck, 26 cards in sideboard	
50 cards in H. deck, 00 cards in sideboard	
10 characters in deck	
44 starting cards	
180 total cards	
13.0 creatures	

Smaug is near to completing his mastery of Middle-Earth. He has thrown down his nearby rivals. Old allies in the Northern Waste or Mordor now are greedy for the crown of Arda. He will win with a large hoard of 70 MPs. He will need to average one MP card per turn for 16 turns. Four companies will help him add to his treasure. Smaug the Golden will expand his territory west and south only to trap the Ringbearer and claim the One Ring of Power. Sign of Might will be established when that trinket is his.

A few more hoard items will be collected. One more faction will be gathered if you already have two Roused factions in play. Bone Dragon will be dug from his tomb and seek revenge on those with pointy hats. A baby dragon will need to learn wisdom and power from the Goldne. Some missions will be enacted to expand the Desolation of Smaug. Dwarves will be diminished and orcs will feel a tempest of fire.

Movement and Sages play a large role to gather marshaling points. Players devoted to faction battles will mostly ignore you. Smaug will move from 5-7 turns in this game.

RESOURCES(50-26-24)

4	Dragon-Scales	
1	Necklace of Girion	0.htj
2	Honey	2.t, s2
*	minion item	
1	Records Unread	LK
*	Elven Rope	
-3	Thong of Fire	3.h
2	Belegnnon	2.h
-2	Ringil	2.h
-2	Habergeon of Silver	2.h
-2	Valiant Sword	2.h
-1	Jewel of Beleriand	0.htj
-1	Necklace of Silver and Pearls	0.htj
-1	Old Treasure	0.htj
-2	Bone-hilted Broadsword	2.h
1	Usriev	1.h
2	hero hoard. Harp, Cup	2.ht
2	hero hoard, Horn, Bow	2.h
-1	Black-Mail Coat	0.h
-2	Beast-thrall	
1	The One Ring	
-4	Dwarven Ring of Druin's Tribe	
-3	Black Ring of Arda	
-2	Magic Ring of Savagery	
-1	Bright Gold Ring	

-1	Enslaved Dwarves	s1
1	Dragon Roused faction	
-1	Dragon Roused faction	
3	Northern Wyrms	
1	Regiment of Black Crows	
1	Bone Dragon	
1	Dragon Hatchling+	s1
-1	Dragon's Abode	s1
1	Dragon's Abode	s1
1	Dragon's Abode	s1
3	Sign of Might	
3	Tempest of Fire	
2	People Diminished	
2	Treasure Vault	pe
		14-8-17

3		Under His Blow	
1	2	Down the Hurrying Waters	R
3		Crept Along Cleverly	R
2		Ruse	D
2		Lulled By His Words	flatt
	2	Fearsome Ally	
3		Down Down to Goblin Town	
1		Going Ever Under Dark	
	1	Secrets of Their Forgings	Sa
1		Voices of Malice	Sa
2		Reforging	Sa
1		Dark Forges	Sa
1		Raised Again	Sa
1		Wisdom to Wield	Sa
	2	Faster Than the Winds	move
1		Smart and Secret	comm
*		Second in Command	comm
	-1	Dwarf-friend	pe
	1	Weigh All Things To A Nicety	
1		Dark Tryst	
23-8-1			

	-1	Breed Desire	GI-1
	-1	Gleaming Golden Hoard	hand-1
	-1	Long Lying on His Costly B	s1
	-2	Treason He Sent Forth	
	1	Chieftest and Greatest	s2
	1	Appetite	
1	1	Wide Awake	s2
	1	Rage Past Description	
		Claws Sharpened	
	2	No Weapon Seemed to Bite	
2		Fire-storm	
		Marauding Fire	
	-1	Wealth of His Halls	s1
*		Dragon Mindbend	char1
*		Oath of the Dragon	char1
1		Are There Dragons in Land	move2
2		Hunger	hung1
1		Hunting	
1		Roaming	
	1	Devourer of Hosts	hunt
1	1	Made His Dwelling There	s1
	-1	Made His Dwelling There	s1
3		Veil Removed	magic
*		Enchanted Stare	magic1
1		Old and Cunning	magic1
	1	Pierced with Enchantment	
	1	Spell-Bound	
13-10-6			

HAZARDS(50/00)**21/0**

3	Earcaraxe,	Earcaraxe at Home	Earcaraxe a Hunt
2	Merkampa	Merkampa at Home	
3	Gostir,	Gostir at Home	Gostir a Hunt
3	Bairanax	Bairanax at Home	Bairanax a Hunt
3	Scatha	Scatha at Home	Scatha a Hunt
2	Throkmau/Lomaw		Hunt
3	Silent Watcher		
2	Cave Worm		

29/0

1	Twilight	S.env	
1	Weary of War		
1	Wield It While I May		
1	Power Relinquished to Artifice	P.	
1	Ireful of Flames	P.site	
1	Slip Treacherously		
1	From the Pits of Angband	L	
1	The Way is Shut	L	
2	Times Are Evil	L.inf-	
1	Devouring Wyrms	P.faction	
3	Dragon's Desolation		
3	Parsimony of Seclusion		
3	Deftness of Agility		
3	Frenzy of Madness		
3	Passion of Wrath		
3	Prowess of Age		
3	An Unexpected Outpost		

SITES

NR	The Lonely Mountain		Treasure Vault,Northern Wyrms	
IH	Barak-Shathûr	m, M*, ring	dwarf.3w9	Reforging
IH	Iron Hill DH	m, M, G, ring	dwarf.4c10	Bright Gold Ring
EO	Nurunkhizdín		dwarf	People Diminished
AV	Beorn's House	ring	men.xc10	Honey
SR	Gyogorasag Sanct	m#	men.xd7c	
Do	Shrel-kain-p	m, M*	men.x1d8c	
NR	Lake-town-p	Info	men	Reforging
NR	Cave –Urdharkonur	heal, m	men.xd7c	
Do	Riavod-p	m*, M*	menx.9	
Fo	Logath Camp	m	men.xw7	
Ro	Amon Hen-p	Info	undead.	
AV	Framsburg-p	minor		Dragon's Abode-Dwelling
Dg	Amon Lhaw			Dragon's Abode-Dwelling
NR	Long Marish	minor	undead.2w7	Dragon's Abode-Dwelling
NR	Buhr Thursig	Info, m, M	men.2w7	Dark Forges
NR	Dale-p	ring	drake.2w9	
Fo	Nan Morsereg	Info, m	men3w7	
Fo	Lar-huz	m, M	men3w6	
SR	Buhr Widu	m, M	troll.1w10	
HM	Cor Angaladh	m, M, ring	undead.2w8	
HM	Mo. of Mirkwood	Info, m	spiders	Regiment of Black Crows
GN	Gondmaeglom-adr	m, M	Scatha.1w14	hero hoard major item
GN	Ovir Hollow	m, M	Bairnax.1w12	Usriev
GM	Norr-dûm-adr	m, M, G, ring	Dragon.2w13	
GM	Long Peak-adr	m, M, G*	Dragon.1w14	
GM	Steel Fall	m, M, G, ring	Dragon.1w16	
WH	Caves of Ulund	m, M, G, ring	Dragon.1w13	Bone Dragon
WH	Gold Hill	m, M, G, ring	Dragon.1w15	
WH	Irerock	m, M, G, ring	Dragon.1w14	hero hoard major item
WH	Dancing Spire	m, M, G, ring	Dragon.2w11	Belegennon
WH	Thundercleft-adr	m, M	Dragon.1w13	Dragon-Scales
WH	Tower of WolfF	Info, m	wolf.3w6	
Fk	Shab Arch	m, M, G	Dragon.2w12	
HM	Sarn Goriwing	m, M	orc	Tempest of Fire

MINIONS-10

4 Smaug	11/5/11/8*	W/Sa/D	Dragon	+4.riddle	
2 Gorovod	6/2/5/8*	W/Sa	Man	Temple of the Kondri Odchi	shadow-magic
2 Seyran	5/1/4/9	W/R	Man	Logath Camp, Mistrand	+1DI.men; +2mpRW
2 Grimson	6/2/5/8*	W/R	Man	Framsburg	
1 Gisulf	4/1/5/7+	W/R	Man	agent-Woodmen, Lake, Dale	
1 Northman	3/0/3/7*	W/R	man	NR, SR	t.fetch(char, ally, faction) home
2 Disciple	5/1/5/8*	W/D	man	sp-Den	+2DI.men
2 Disciple	5/1/5/8	W/D	man	sp-Den	+2DI.men
2 Haeldwyn	6/1/4/9+	Sc/Sa	Man	Mathlaburg, Tower Wf	+2DI.orcs <mind
2 Layos	5/2/3/8*	Sa/D	Man	Shrel-Kain	
2 Perchen	5/2/3/9*	Sc/D	Man	Dunnish CH	
2 Gergeli	5/2/3/9+	Sc/D	Man	agent-Shrel-Kain, Lake, Easterling	
Luitprand	1/0/3/7*	Sc	Man	Lake-town	
1 Pathfinder	3/0/2/7	W/R	dw		+1CP; +1P.OT; -1DI.inf; t.OTDk
Mountain	2/0/2/7*	W/Sc	dw		+1CP; +1P.orc; -1DI.inf
Mountain	2/0/2/7	W/Sc	dw		+1CP; +1P.orc; -1DI.inf
Miner	2/0/3/6*	W	dw		+1CP; +1P.OT; -1DI.inf; +1deep
Miner	2/0/3/6	W	dw		+1CP; +1P.OT; -1DI.inf; +1deep
1 O-Chieftain	4/0/4/8*	W	orc	DH	d8, +3DI.O
1 O-Chieftain	4/0/4/8	W	orc	DH	d8, +3DI.O
1 O-tracker	3/0/3/8*	W/R	orc	DH	d7,8; 1CP
O-veteran	2/0/4/8	W	orc	DH	d8; 1CP
O-brawler	1/0/3/8*	W	orc	DH	d7,8; 1CP
O-brawler	1/0/3/8*	W	orc	DH	d7,8; 1CP

Starting companies:

(9+7+12)___27/33___(20+5+5+3breed) GI unused

#1 Men of Gold

<Going Ever Under Dark>

[Missions]

Perchen	5/4/3/9	Sc/D	3	M5	SR.arda, Friend
<i>Mountain</i>	2/0/2/7	W/Sc	1	Df2	
<i>Miner</i>	2/0/3/6	W	1	Df2	
Grimson	4/1/5/8	W/R	2	M6	GR.Savagery, Mindbend

#2 Pawns

Disciple	3/3/5/7	W/D	3	M5	Stare
<i>Northman</i>	3/0/3/9	W/R	2	m3	coat, rope
Layos	5/4/5/9	Sa/D	3	M5	DR.druin
Luitprand	1/0/3/7	Sc	0	M1	
Gorovod-L	6/2/5/8	W/Sa	1	M6	beastthrall, Oath
<i>O-brawler</i>	1/0/3/8	W	1	o1	
<i>O-brawler</i>	1/0/3/8	W	1	o1	
<i>O-Chieftain</i>	4/3/4/8	W	0	o4	Second
<i>O-tracker</i>	3/0/3/8	W/R	1	o3	

Formed companies:

(10+9+11)30/37(20+5+5+7breed) GI unused

#1 Men of Gold

<Going Ever Under Dark>

[Withered Hearth]

Disciple	3/5/6/9	W/D	3	M5	dragonscales, Stare
Gergeli	5/2/3/9	Sc/D	0	M5	
Hældwyn	6/4/4/9	Sc/Sa	3	M6	girion
Gisulf	4/1/5/9	W/R	1	M4	coat

#2 Pawns

[Framsburg]

Perchen	5/4/3/9	Sc/D	3	M5	SR.arda, Friend
<i>Mountain</i>	2/0/2/7	W/Sc	1	Df2	
<i>Miner</i>	2/0/3/6	W	1	Df2	
Layos	5/4/5/9	Sa/D	3	M5	DR.druin
Grimson	4/1/5/8	W/R	3	M6	rope, GR.Savagery, Mindbend

#3 Overts

[Amon Lhaw, Regiment, Bone Dragon]

Gorovod-L	6/0/5/9	W/Sa	1	M6	beastthrall, Oath, Smart
<i>O-Chieftain</i>	4/3/4/9	W	0	o4	Second
<i>O-tracker</i>	3/0/3/9	W/R	1	o3	
<i>O-brawler</i>	1/0/3/9	W	1	o1	

SUMMARY

This Dragon-Lord will know the mountain is not tranquil. War has started over the horizon. He must marshal more territory and treasure to claim master of Middle-Earth. His Item marshaling points needs to double and many Miscellaneous MPs must be earned. Therefore, this avatar will travel and risk his scales. Only 65 Card Points are needed from this Power Deck.

SMAUG THE GOLDEN

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

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

Long Lying on a Costly Bed will permanently modify a Dragon Lord's body +2 (max. 10) by storing three treasure items and thus earning a MP from *Gleaming Golden Hoard*.

Rage Past Description shuffles one Dragon mode card from the discard pile or sideboard. Else you can take a hunting mode card to your hand if the Dragon is winged. This will help getting *Devour of Hosts* to hand. Alternatively, discard an item the Dragon bears to give a number of extra strikes in *CvCC* equal to the normal MP of the item (min 1). This will help wound characters. Use *Thong of Fire* to have four strikes.

Combat will be frequent for Smaug. *Marauding Fire* is for fire-dragons only. This event is played before strikes are assigned from a creature. A roll is made adding the avatar's prowess. If the result is higher than the creature's prowess then all strikes fail. Then make body checks modify by +1 for each strike of the attack. This event was kept and not replaced by *Fire-storm* solely for feeding Dragon Hatchling.

No Weapon Seemed to Bite Him is used only for facing a strike (Dúnadan, Dwarf, Elf, Orc, Man) or during *CvCC*. His prowess is modified +1 and body +2. In addition, weapons do not modify the prowess of those facing a strike from the dragon, which in effect increases the dragon's prowess.

Wide Awake has two functions. First, it will allow drawing two more cards during movement (max 3) moving to a non-Dragon Den, non-Ruins/Lairs site. Second, this event can be discarded to untap the avatar at the end of your ORG phase or your opponent's site phase. Dream mode also discards this event. Smaug will rarely move to a non-RL site.

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

MODES

There are four mode events in the deck. You need to ensure the Dragon-lord has the right

movement needs at the right time.

Devourer of Hosts is a Hunting mode card. It can be fetched with Rage Past Description. You can use this event to Gathered Bones a player's faction who has a mustering card in play. A nice thing about this mode card is that you can by choice take the card to hand. With this mode, the Dragon-lord may use region movement, 3 region max, to move to a site in the current region as an opposing faction. Then you can enter the site to initiate battle as 5 MP faction. Know that other factions will be highly protected for the first deck. You may be able to snack on a weak, wounded, and isolated faction later.

Roaming is in the deck to have others in this company. Smaug's prowess is modified by -2 to 9; he can move a maximum of two regions so his flying movement will not help with limiting hazards against his company. You will use this mode after the first exhaust.

Hunger is a hunting mode card. The target must move every turn through a Wilderness. This means that he will not be able to move between Amon Lhaw and Framsburg. But as winged he can move from Temple of Lokuthor to Framsburg. No non-dragon allies or characters can be in his company. Use this movement to hide, avoid, those hunting the Dragon-lord. The avatar can move to any site in the same region or adjacent region as one of his Dragon's Den (Dragon Gap, Gundabad, High Pass, Wold & Foothills, Mirkwood, Brown Lands, Dagorlad, Nuriag, Harhun, Southern Rhovanion, Dorwinion, Forrhun, Withered Hearth). Hazard creatures attacks against his company cannot be cancelled. Eating a character, ally, or faction discards this event.

Hunting is in the deck for moving great distances.

The Dragon's prowess is modified by -2 to 7; he can move a maximum of two regions. Try to avoid Talath Oiohelka.

Hunting allows movement, but to a degree more than Roaming. But he can move to sites in regions with or adjacent to a Dragon's Den or home site. Prevent eating your own characters by moving to Steel Fall for hiding behind its stout automatic-attack. This is the best mode if you surface far away from Foroviakain. You have a turn to move six regions back to a region adjacent to Foroviakain. You can reach near to home from every surface site as far south as in the Ered Hamal, but you will not venture that far south.

Hunting allows the Dragon to attack during another player's turn. Beginning an opponent's MOVE phase, a dragon may initiate CvCC company if moving through the region of his current site. If so, the company faces an attack with two strikes, prowess +7. Success results in a wounded dragon. You can weaken a company visiting you for CvCC. Use Fire-storm to have 11 prowess. He must stay within five regions from any Dragon Den. He can reach Lebennin, Eriador, most of Northern Waste, Mardurak, Lurmsakun, or Chy.

DRAGON-MAGIC

Four magic events will be used. Enchanted Stare is explain elsewhere. Veil Removed is playable during the MOVE phase; it discards one hazard permanent-event on the company or character.

Old and Cunning is a permanent-event. The Dragon-Lord taps to take a sideboard resource to hand. Next time the avatar untaps, this event is instead discarded.

Pierced with Enchantment is to help with combat. Likely, you want to avoid an opponent's high prowess. Why not have that character on your side for the combat? You make a roll before strikes are assigned and choose a character. If the roll is greater than that mind or (double ally's mind +2), than that character is in your company for that combat sequence.

Spell-Bound is a means to acquire visitors. This is a permanent-event played on the avatar. Now, each company moving through the region of the Dragon-lord's current site make a roll modified by +2 for each Sage, +1 for each Scout or Diplomat. A result of 10 or fewer allows the Dragon to replace the new site with opponent's version of the Dragon's current site. The opposing company can do nothing for that site phase and the event is discarded. You can use this event while at a Dragon Den when the company is all wounded from your hazards. Next turn, invite them to a banquet.

CHARACTERS AND COMPANIES

Breeding Desire increases your GI based on the MP of your stored hoard items. The event will provide +3 GI to start. Eventually, you will have +7 GI from the event.

Bringing characters into play may be a problem. Dwarven Ring will alleviate this doubt.

The starting minor items are Elven Rope, Second in Command, and Shadow-Cloak. The three starting stage events will be Enchanted Stare, Oath of the Dragon, and Dragon Mindbend.

#1 Men of Gold		<Going Ever Under Dark>		[Withered Hearth]	
Disciple	3/5/6/9	W/D	3	M5	dragonscales, Stare
Gergeli	5/2/3/9	Sc/D	0	M5	
Haeldwyn	6/4/4/9	Sc/Sa	3	M6	girion
Gisulf	4/1/5/9	W/R	1	M4	coat

The Men of Gold company stay near Northern Rhovanion playing items. Therefore, they will have Going Ever Under Dark and Dragon-scales to cancel Dragon/Drake attacks. The company will have two versions: starting, formed (11 MP).

The starting version has Perchan as a Dwarf-friend with the spirit-ring. Mountaineer and Miner may be killed, but there are two more in the deck. Grimson has Dragon Mindbend and a Magic Ring of Savagery to cancel attacks since most of the table cards to play will be done in this part of the world.

The formed company will have two Scouts and one Ranger. All will have 9 body. The Dragon Disciple wears Dragon-scales and given an Enchanted Stare. Enchanted adds +1 prowess, but decreases body by -1. Disciple can only be controlled by Smaug or GI. No rolls are required to keep him in play. That item carries 3 corruption points. He has 5 DI against Men and to control Gergeli, who both are Diplomats to use Ruse. Disciple has 6 prowess, but Gergeli has three prowess, but has three home sites. Haeldwyn is the Sage with the Dwarven Ring for 4 DI, 4 prowess. His follower is the Ranger Gisulf with 5 prowess and wears a Black-Mail Coat. Gergeli will carry items to later store including the gold ring item.

#2 Pawns					[Framsburg]
Perchen	5/4/3/9	Sc/D	3	M5	SR.arda, Friend
Mountain	2/0/2/7	W/Sc	1	Df2	
Miner	2/0/3/6	W	1	Df2	
Layos	5/4/5/9	Sa/D	3	M5	DR.druin
Grimson	4/1/5/8	W/R	3	M6	rope, GR.Savagery, Mindbend

Pawns will use Framsburg as their Dragon Den as it is near Information sites including Dimrill Dale, The Carrock, Lindo-o-Burum, and Amon Hen.

The starting version has Disciple controlling Northman and Layos controlling Luitprand. You can discard Luitprand when the game begins. Northman will be used in Northern Rhovanion, until the new Dragon Den is made, to fetch easily Gergeli and Gisulf.

Later, the formed company (15 MP) will have Perchan as a Dwarf-friend with the spirit-ring. Mountaineer and Miner. Layos will have the Dwarven Ring of Druin's Tribe for 4 DI against Men to control a Dragon Mindbend Grimson who has the Magic Ring of Savagery to cancel Free People creatures. He will have Elven Ropoe. This company has two Scouts, one Sage, and one Ranger. Perchan can become a Sage to play Reforging. Perchen, Grimson, and Layos will have 3 corruption points.

#3 Overts					[Amon Lhaw, Regiment, Bone Dragon]
Gorovod-L	6/0/5/9	W/Sa	1	M6	beastthrall, Oath, Smart
O-Chieftain	4/3/4/9	W	0	o4	Second
O-tracker	3/0/3/9	W/R	1	o3	
O-brawler	1/0/3/9	W	1	o1	

The Overts company (6 MP) will not change. It will initially protect Smaug. This company will play overt allies including Regiment of Black Crows and Bone Dragon. Move this company to Amon Lhaw when that Dragon Den is made and Bone Dragon is in the company. Then move westward if the One Ringbearer moves south of the Misty Mountains where you can combat. Smaug can later use Faster Than the Winds to collect the spoils. The first move from Dagorlad will be to Bandit Lair followed by moving to Barad Tathen using Records Unread to reveal that site. Now you can reach Enedhwaith. Move north from there to Rhudaur where the Layos can join you. You may move to Tol Buruth or to Mirkwood to play a major hoard item.

Gorovod can use Shadow-magic, but that skill is only good for the ally. He is the Sage for the company. He has Beast-thrall, and Oath of the Dragon. Oath of the Dragon grants +1 to CC and makes him a leader. Since he is a leader he also has the command Smart and Secret to give all three characters 9 body. He can only be controlled by GI or by Smaug. Influence attempts on him are modified by -3. Accompanying him are a Second In Command Orc-Chieftain, Orc Tracker, and Orc Brawler. The second Brawler starts the game as a follower to the Man, but the Orc will be discarded on Turn 2. Hope that Chieftain can gain some trophies to also control Veteran.

Available characters in neither a starting or formed company include: Seyran with a nearby home site, another Dragon Disciple, Pathfinder, Mountaineer, Miner, Chieftain, and Veteran.

The three, formed companies have 13 total minions using 30 of 37 GI.

ITEMS

The 26 items are used for either: hoard points, influence, or stat enhancing. Expect many items to already be stored at The Lonely Mountain. You need hoard points for some of stage events. The items to play for this deck are half for table or half for storage. Seven items are in the

hero alignment, Nine are battle-gear, and five are rings.

Thong of Fire(3), Ringil(2), Habergeon of Silver(2), Valiant Sword(2), Bone-hilted Broadsword(2), Jewel of Beleriand, Necklace of Silver and Pearls, and Old Treasure are expected to be stored to start the Power Deck. All those items give 11 HPs and three treasure minor items. You want to gather 18 HPs to max Breed Desire. You will reforge Ringil and Belegennon to scratch two more HP from them. 11 more HPs are from Usriev(1), Belegennon(2), two Reforgings(4), and two hero items(4) from (Horn of Challenge, Magical Harp, Bow of Dragonhorn, Thrór's Cup). Try to play one of the hero treasure items. Thus, you can use some items for Fearsome Ally. But have those items to be non-hoard since Dragons will be killed as the game continues.

Treasure Vault is played on a Dragon's Den. For every two treasure items stored there you received 1 Miscellaneous MP (Honey, Jewel of Beleriand, Necklace of Silver and Pearls, and Old Treasure). A Dragon's Abode will not be played on The Lonely Mountain so you need to keep someone there.

Honey is a food and treasure item of 2 MPs. It is played only at Beorn's House of Ligr Wodaize Berne. You do not want to use its special effects – just the points.

Minion version of **Necklace of Girion** will be played. It can be used to control followers if you already have stored three treasure items and thus gain a MP from Gleaming Golden Hoard.

A few minor items are included. Records Unread is a Lost Knowledge to enter hidden sites. Horse Plains and Rohan have such sites. Add two more minion items that will help with you surviving the Wild. Elven Rope allows four-region movement, which is needed for the planned Dragon Dens (Barad Tathen, Caras Amarth) to get you closer to the Ringbearer.

Black-mail Coat is armor that will stay in play providing a +2 body to the bearer. That item was played with Wealth of His Halls. You can use this item with Fearsome Ally, and then use the event to replay the armour.

Dragon-Scales is a prize. There should be several sites to play this item and thus face no automatic-attacks. Dragon-Scales is an armor and helmet. The item requires to be played at a Lair of a dead dragon with the discarding of Dark Forges. This item provides +2 body (max 10) and a Warrior gains +1 prowess and +3 DI. Bearer cannot be target of light or dark enchantments. The item can tap to cancel a dragon or drake hazard creature or automatic-attack.

Ring items are included Perfect Gold Ring will be stored, then unstored to test when needed. You have four special rings: a spirit, magic, dwarven, and **The One Ring. Secrets of Their Forgings** is present to replay the spirit ring or dwarven ring. Allow the storing of the gold ring to get you the magic ring. **Black Ring of Arda** has three abilities costing taping: grant wearer any skill for a turn, increase hand size by one for a turn, or to fetch either Wisdom to Wield, Raised Again, or Origins Revealed. Mostly Raised Again will be used to untap Magic Ring of Savagery. Dwarven Ring of Drúin's Tribe allows a Dwarf bearer to search for a greater item playable at his site to play immediately. There are three greater items in the deck. Smaug may use Rage Past Description to discard Thong of Fire.

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

ALLIES

Regiment of Black Crows will return to hand creatures not keyed to a site. This is great against many drakes and Free People creatures when moving to a Dragon Den in Wilderland. This ally will be discarded if the controller becomes wounded. Expect this to happen once.

Dragon Hatchling may have been a game point card and played. If not, then a Dragon Egg should be stored. Now you can tap your Dragon-Lord at a tapped or untapped site containing a hoard if you discard a Dragon-egg. The mind is one with a weak prowess of 4 and body of 8. But each creature defeated in his company can be placed with this ally. Every two killed creatures grows the ally by one mind and 2 prowess. Four creatures make this ally: 3/0/8/8.

Bone Dragon is an Undead ally. It is a Warrior Ally to use the resource events with its 8 prowess and 9 body. A 5 mind will help it not be influenced away. Its 3 MPs are healthy. A shadow-mage must make a CC by -4 to play this ally at a site where an at home Dragon manifestation has been defeated. This is why Gorovod is in the deck. Note the ally will make the company overt. Then you may need to put Gorovod in the company with the Orcs.

FACTIONS

There are two factions that should have been played earlier as Gathered Troops: **Ando-anca** and **Agburanar**. You want to have two Roused factions in this deck.

Enslaved Dwarves is a slave faction. It requires an untapped or tapped Ancient Dwarf-ruin site. The influence check must be greater than 9 (magic discard +3). This faction allows the playing of non-unique dwarf characters at this site. These dwarves can play hero ores and Reforging. All dwarf factions in play at sites in the same territory have their MP modify by -1.

Northern Wyrms will be played in the Second Deck. It is simple to play at a site where five or more greater/major items are stored. This will be Lonely Mountain. The influence attempt must be greater than 12. It can only be played by a Dragon character. The effect is that all your characters receive +1 prowess while at or moving in the Northern Waste. Destruction and Savagery was considered for this faction, but 8 prowess and 3 strikes is weak against these Power Deck heroes.

MISSIONS & GATHERED BONES

There are two mission events Smaug has on his menu. Smaug should have some trouble staying untap when facing all the attacks. His prowess is 9 when Roaming.

More Dragon Dens are needed to be ready to steal the One Ring. Hidden sites are ideal to protect the inhabitants. You need to near to the sea, yet stay within three regions, maybe four regions from each Dragon Den. Long Marshes was one site for the Avatar Deck. Now, make the following sites Dragon Dens using **Made His Dwelling There** & **Dragon's Abode**. Down the Hurrying Water will be used. Thus, make Framsburg and Amon Lhaw Dragon's Den. Keep Long Marshes as it is. Each region (Anduin Vales, Dagorlad, Northern Rhovanion) is three from one another.

Fire and Water can get you two more MPs if you use a 3 MP Dragon faction. You may need to add Scorba Roused to play this faction, if that wyrm still has a hide. But this resource is not in the deck, because you want the dragon available for hazards.

Smaug will stay close to home and only cause destruction nearby by playing People Diminished and Tempest of Fire. His prowess is 9 when Roaming. Four more events will be

added for the Power Deck, which is 10 Misc. MPs.

People Diminished can be played at a Free or Border hold. Nurunkhizdín and Celebannon are the choices. The event presents three Men attacks: 4 strikes with 8 prowess, 3 strikes with 10 prowess, and 2 strikes with 12 prowess. Smaug alone will have the following sequence.

<u>Attack</u>	<u>alone</u>	<u>Smaug</u>	<u>roll</u>	<u>detail</u>
Site AA: Dwarf-3w9	1w11	11-1-2=8	3	Smaug-no tap
Event 1: Men-4w8	1w11	11-1-2=8	3	Smaug-no tap
Event 2: Men-3w10	1w12	11-1-2=8	4	Smaug-no tap
Event 3: Men-2w12	1w13	11-1-2=8	5	Smaug-no tap

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

<u>Attack</u>	<u>alone</u>	<u>Smaug</u>	<u>roll</u>	<u>detail</u>
Site AA: Men-xw9	1w9	11-1-2=8	1	Smaug-no tap
Event 1: Men-5w8	1w12	11-1-2=8	4	Smaug-no tap
Event 2: Men-4w9	1w12	11-1-2=8	4	Smaug-no tap
Event 3: Men-3w12	1w14	11-1-2=8	6	Smaug-no tap

Sign of Might is the event to win the game. First, you need to have the One Ring borne by the Dragon-lord. You can be at any site. Play the card, make a roll and add one for each Sage in the company and for each copy of this card in play. There are four normal Sages in the company. Black Ring of Arda gives another Sage. That will be +6 preventing a result fewer than 8 and eliminating the avatar. A result of 8-10 discards the card, 10-12 gains 2 MP and the ring affects the avatar. A result greater than 12 wins you the game. The One Ring affecting the avatar will make him 11/10/16/10.

DESOLATION OF SMAUG

The lands around the Lonely Mountain is one without hope or flower. It is desolated from the Dragon-King. Yet, it is still dangerous for anyone. The minions have a few regions to enter for playing items. Most of the regions will be Wilderness. Two Borderlands, one Shadow-Land, and one Dark-Domain must be visited. Almost all the sites visited are Ruins or Lairs. **Under His Blow** is played on anyone keeping him untapped against a strike. **Down Down to Goblin-town** removes hazard creatures keyed to regions too, but the site moving to by the company must be a Ruins. **Crept Along Cleverly** is another Ranger event. It will cancel many tough attacks found in the Withered Hearth such as dragons, drakes, undead, wolf, spiders, and animals. **Ruse** if used by a covert Diplomat cancels any attack or if used by a Scout prevents strikes being assigned to him. These 12 resource events should help the minions stay untap for the site phase.

Fearsome Ally is a permanent-event to help kill creatures. The event is played on a Dragon faction. Now, if a company is at or moving through a hunted region and faces an attack, you may discard a manifestation of target Dragon from hand to lower the combined prowess/body of that attack by the Roused MP value. Then after the attack you must either face the Roused attack, no cancel, or discard an item mentioned on the Roused faction.

Down the Hurrying Water allows a Scout or Ranger to use port-on-river movement to avoid Free People region creatures. Framsburg, Gladden Fields, Amon Hen, and Amon Lhaw are on the Anduin. The Lonely Mountain, Dale, Lake-town, Shrel-Kain, Riavod, Mistrand, and Tol Buruth are on the Celeduin. The seven regions between Framsburg, Amon Lhaw, and The Lonely Mountain are: W-B-B-S-S-W. This resource is why that hidden site in Horse Plains will not be used as a Dragon Den. Shadow-Cloak as a starting minor item?

Going Ever Under Dark is key to this deck from the centralization of resources. This event reduces the HL of the company by one to a minimum of two, but the cost is the maximum region allowance of three regions. This limitation should not be noticed during the game. Another feature is the chance to cancel CvCC. Only Mount Gundabad is more than three regions from Northern Rhovanion.

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

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

Faster Than the Winds is played on a flying company. The company move to any site in the same or adjacent territory. The hazard limit is increased by one for every four regions the company moves through (round up). Then the card is removed from the game. Smaug can play this to encounter the One Ring Bearer.

Smart and Secret is a command event modifying the body by plus one for every character in the company. Oath of the Dragon gives leadership.

Dwarf-Friend gives bearer +2 DI against Dwarves and makes the bearer a dwarf for non-item, non-environment cards and effects. This is great for having the low-mind dwarf followers.

1	The One Ring		tap2
1	Dragon Hatchling	dp145	
3	Sign of Might		dp211,dp212,dp213
1	Tempest of Fire	dp141	
1	People Diminished	dp142	
2	Down the Hurrying Waters	dp112,dp113	
2	Fearsome Ally	dp114,dp115	
1	Secrets of Their Forgings	dp111	
2	Faster Than the Winds	dp143,dp144	
1	Weigh All Things To A Nicety	tap1	
1	Appetite	dp121	
1	Wide Awake	dp122	
1	Rage Past Description	dp123	
2	No Weapon Seemed to Bite	dp124,dp125	
1	Chieftest and Greatest	dp131	
1	Devourer of Hosts		
1	Made His Dwelling There	dp132	
1	Dragon's Abode	dp133	
1	Pierced with Enchantment	dp134	
1	Spell-Bound	dp135	

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	1	+1	2	+2	-	-
SB to DP	20	+4	3	+1	-	-
Weigh	-	-	-	-	-	-
avatar card	-	-	-	-	-	-
other	-	-	-	-	-	-

SITES

The Lonely Mountain is the inherited Dragon's Den. Long Marshes will continue to be Dragon's Den until you think you need to nap elsewhere closer to the One Ring. You need to push westward and southward to ambush the One Ring bearer yet be three regions from two other Dragon Dens. Framsburg and Amon Lhaw will be these Dragon Dens. Try to use the creatures in hand to guide you to sites. Roaming can be used to move from one Dragon Den to another. Hunger requires moving through a Wilderness. This is not a problem if moving to or from Northern Rhovanion. Moving from Dagorlad requires moving into Rohan first or through either Mirkwood or Southern Rhovanion in five regions.

Some Free-holds will be tapped and others burned. Barak-Shathûr will have Reforging.

A single Free-hold has your goods. Barak-Shathûr is the site for playing People Diminished.

Many Border-holds are near to the Lonely Mountain. All of these sites have Men AA. Lake-town will play characters so play Reforging when the two Man agents are played or when that site is tapped. Buhr Thurasig is in Northern Rhovanion too to play Information, Dark Forges, but think about not tapping this site since with the site in your discard pile some Halfling can visit

there without you smelling his kind. Amon Hen, Dimrill Dale, Mathlaburg, and The Carrock are alternatives for Information. Strayhold is the most isolated, but has the worst automatic-attack. Bright Gold Ring has a few sites (23 in all). Iron Hill Dwarf-hold is the obvious. Thrandul's Halls will likely have the host present. Beorn's House will play Honey. Edoras is too strong and may house the Ringbearer. You may be able to use Down the Hurrying Waters to visit Pelargir, the move four regions with the Elven Rope to Amon Lhaw. Nurunkhizdín and Celebannon are the selections for People Diminished. The dwarf-hold is further away from a concentration of Free-Peoples. Dwarf does taste better.

A majority of the visited sites are Ruins or Lairs. Long Marish has undead AA; it will be a Dragon's Abode. Framsburg and Amon Lhaw will be Dragon's Dens. Use Down Down to Goblin-Town to great use. Also, try to use Ruins with two Wildernesses in their site path. These are the regions with Double Wilderness Hero Ruins: Heart of Mirkwood, Western Mirkwood, Grey Mountains, Withered Hearth, Northern Rhovanion, Southern Rhovanion, Ithilien, MM-Northern Spur, Fangorn, Redhorn Gate, High Pass.

Buhr Thurasig will be used to bring characters into play and has Information. Regiment of Black Crows will be found at Mountains of Mirkwood. Tower of the Wolf-friend has Beast-thrall. Its Wolf AA is weak at 3 strikes with 6 prowess, but Haeldwyn can tap to cancel its AA. The Wind Throne has Information and major items.

Lairs are needed to play your hoard items and your Bone Dragon. There is one greater hoard item, and three major hoard items to play. Cor Angaladh and Tol Buruth each has major hoard items. Caras Amrath is available, but avoid it unless needed. Buhr Widu has Black-Mail Coat if you need to play it again.

Some Shadow-holds will be targeted. Sarn Goriwing is the prime site for Tempest of Fire. It is within three regions from Framsburg and Amon Lhaw.

STAGE RESOURCES

There are many stage resources for this avatar. It is expected 18 SP will be permanently in play. Power Relinquished to Artifact is modified by -2 his prowess and direct influence if the stage points exceed 20. Cruel Claw Perceived modifies general influence by -3 or -5 with more than 20 stage points.

7- Table MP cards are: Honey, Enslaved Dwarves and three Dragon's Abode, Chieftest and Greatest

11- Three Made His Dwelling There, Enchanted Stare, Oath to the Dragon, Dragon Mindbend, Wealth of His Halls, Breed Desire, Gleaming Golden Hoard, Long Lying on His Costly Bed, *mode*

2- other: Wide Awake, Are There Dragons, Old and Cunning,

MARSHALLING POINTS

You want to win on marshaling points. You will start with 42. Reach a goal of 70.

C=9 There are 24 MPs of characters. Expect most characters to be killed or eaten. Less than half of the characters have a prowess greater than three. A third have a 6 or 7 body stat.

I=30 You want to double these points. Dragon-scales and Reforging will add eight.

F=12 Start with two dragon Roused factions. Play Northern Wyrms for three more.

A=2 Regiment of Black Crows and Dragon Hatchling will be two. Expect Gorovod to be killed and loose Bone Dragon.

M=12 You need to move much for these points. Tempest of Fire, People Diminished, and Reforging are seven. Treasure Vault and two Dragon's Abode are four more. Chieftest is another point.

K=5 Devourer of Hosts or Hunger can get you these Free People bones.

OPPONENTS

Not many companies will venture in Northern Rhovanion, but you want to visit Anduin Vales and Dagorlad One company should stay near the Dragon-lord for protection. Expect only Alatar to venture east of Mirkwood or north of Mordor. Your minions using the two near Dragon Dens will be in the midst of trouble. That is why you need to use sites that you can target with your creatures.

Framsburg is threaten by Radagast, Saruman, Witch-King, and Khamual. Dragon's Desolation can hit that site against heroes with Doors of Night in play. Amon Lhaw though is between Dol Guldur and Mordor. Heroes will likely not move to that site for combat. Orcs though may visit for combat. Daelomin a Hunt and Smaug a Hunt can target Dagorlad with Doors of Night in play.

CREATURES

You are playing the remaining of the dragon hazards. At least four others should be alive and hope that six are in existence. Earcaraxe, Merkampa and Gostir are the likely untouched wyrms due to their remote home sites. You do not need Merkampa a Hunt. Some at Home hazards are useless for you. Throkmau at Home modifies Orc hazard creatures keyed to the Northern waste. That does not good for you and risks the killing of the two strike, 16 prowess with 8 body attack. If you add Throkmau a Hunt, attacker 4 strikes of 13 prowess with 7 prowess, then only play during the third deck. Lomaw at Home modifies by -2 flattery, offering, and riddling attempts in Wilderland or The Northern Waste. That will hurt you enough to avoid this event. You may also want to avoid Lomaw Hunt with the 7 body. Scatha at Home modifies influence attempts by -1. This will hurt you playing characters, but not as much as Times Are Evil and this event will hurt faction healing and hastening destruction of factions.

A Cave-worm has made the Iron Mountains home. The largest drake of 1 strike with 16 prowess will tap any hero if not wound. Angmar, Gundabad, Redhorn Gate, High Pass, Gap of Isen, Narrows, Withered Hearth, Númeriador, and Iron Hills are targets. None can withstand.

Silent Watcher is also Pukel-creature, but stands guard at Shadow-holds and Dark-holds. Each character faces a strike with 8 prowess. Use this creature to tap minions since it will be a detainment attack. This creature should not be played, but used for Frenzy of Madness.

HAZARD EVENTS-29

Dragons will seek revenge. So many were removed from the earth during the practice game. Rage and fury will bring no warning. Four dragons were not killed. Those four and the three Dragon-lords no winning a Power Deck will grace this hazard deck. Let us say that five non-sea dragons are available. That means you can play one per turn. Some events can recycle the dragons. Half of the hazards will be easy and quick to play.

Base cards-1

You need Twilight to protect yourself. Doors of Night in your deck may hurt you. Someone may play Twilight to discard Doors of Night, but you want it in play using Smaug a Hunt range to Dagorlad.

Corruption/Disease/Avatar-10

Ireful Flames will scare other players tapping some Lairs. This permanent-event affects Zarak Dum, Irerock, Gold Hill, and The Lonely Mountain. If an item is played at an affected, then that player must remove an item in his hand from play that would itself be playable at the site. This hazard will force tapping of sites by many players and pumping the automatic-attacks. Additionally, the act of unstoring will be at a high price.

Weary of War is a permanent-event made to cause others to leave your characters alone. The hazard event makes every non-Ringwraith character make a corruption check modified by -2 if in a company that initiated combat that turn. Start combat when in Roaming mode giving the characters +2 to that corruption check in the Dragon-lord's company.

Power Relinquished to Artifact makes an Avatar tap for removal. His prowess and direct influence are reduced by one. This is little, but an avatar with stage points is punished. Fallen-wizards or Fallen-lords have this modification at -5 if more than 40 SPs, -4 if more than 30 SPs, -3 if more than 20 SPs, -2 if more than 10 SPs. Alatar or Radagast has the modification of prowess to zero and double for direct influence. Deck exhaustion discards this event.

Wield It While I May hurts those bearing dual resource items. This permanent event modifies corruption checks by -1 of those with such items. Doors of Night will eliminate a character bearing such an item from a fail check. You two true dual items (Honey, Dragon-Scales). But there are three other items with manifestations.

Slip Treacherously is a wicked hazard event. It taps all items in play. You have Raised Again, so make sure you have that in play to untap Magic Ring of Savagery if you are forced in combat.

Main Theme: Roadblock – 5

The Way is Shut will send Under-deep companies back to the site of origin. This will hurt Felagrog and Lord Thrain. Also, the hazard cancels Secret Passage, Secret Entrance, Down Down to Goblin Town, and Crack in the Wall. Others in your Division has these events in play.

This may be useful to you when visiting a surface site preventing Felagrog to make a surprise combat engagement.

Times Are Evil is not a true roadblock. But if it causes all offering and faction-healing influence checks to fail, then that character may not move the next turn to retry that attempt. This long-event hazard modifies all influence attempts by 3. You have a flattery event. Alatar may have an offering event, Make Use of His Desire. You will be hurt when bringing characters into play, but just then use a character other than Smaug to do this.

From the Pits of Angband will first see light in any deck. This long-event shuffles one unique Dragon manifestation or one drake hazard creature. Select the dragons. Doors of Night expands this to both types of hazards and gets the card(s) to hand. All this is given to each player and happens at the end of each turn. You can then nail any company. Cave Worm was selected for its 16 prowess and relatively common regions you will visit. If the drake is killed, then it is likely that the player, Alatar, had to use useful resources. Thus, he is more vulnerable for his next turn.

Secondary Theme: Spawn Trouble - 9

Devouring Wyrms is a faction hazard scaring movement of factions through hunting regions of A Hunt dragons. The dragon hazard will not be eliminated in a defeat – just discarded.

Parsimony of Seclusion is first seen in any deck. This short-event fetches any Dragon manifestation from the discard pile. Three copies mean having a dragon in hand every turn. If you return Agburanar you also raise the hazard limit by two. Think about discarding that dragon just to keep raising the hazard limit until the third deck.

Dragon's Desolation with Doors of Night in play can have any Ruins with one Wilderness in its site path visited by a Dragon. Else the site needs two Wildernesses. Or a Dragon attack has its prowess modified by +2. Move to such sites for tapping sites or to tempt a visit by heroes.

Another means to expand range is Frenzy of Madness. Just discard one of the three creatures playable at a shadow-hold to play the Dragon to that site. But Daelomin does not require a discarded creature. Three such creatures will be in your hand every other turn.

Prowess of Age is an anti-canceller of unique Dragons. You do not want to use the hazard limit before the opponent plays a single card to cancel the attack. This hazard adds prowess to a dragon or drake attack. Do not waste one copy for prowess. Two copies modifies prowess by +4. Now any dragon attack will likely not be killed and Cave Worm will have 20 prowess wounding almost anyone.

Deftness of Agility is a hazard to keep the creature alive by assigning a second strike to a character already assigned a strike. This second strike has its prowess modified by -3, except that Bairanax receives no penalty. Bairanax then has three strikes with 14 prowess. Play the creature when you can almost assure a wounded target. Companies now are large enough that wounding a strong warrior is not as effective.

Passion of Wrath modifies a strike from a Dragon attack. The strikes must first be assigned. This means you can decide the chances for the modified strike to wound. Play this event against a target that will be wounded. The event modifies the strike +2 prowess and -1 body. For Smaug this is +4 prowess and -2 body. Avoid using this event on Bairanax who has a normal 7 body.

Cycle-3

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

SMAUG THE GOLDEN

WARRIOR/SAGE/DIPLOMAT DRAGON

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

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

+4 to his riddling rolls.

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

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

MORMIRESÛL

SCOUT/SAGE/DIPLOMAT

ELF

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

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

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

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

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

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

17x2=34+a22+b0+c2+8d=65 Gifted

To

From

Dragon-egg	Dragon Scales	c1	d8
Perfect Gold Ring	Honey	c2	d7
	Records Unread		d1
	The One Ring		d2
	Great Cup of Thrór		d3
	Usiev		d4
	Belegennon		d5
	magical Harp		d6

Weigh All Things to a Nicety	Dragon's Abode
Weigh All Things to a Nicety	Dragon's Abode
Hunting	Made His Dwelling There
Dragon's Nest	Made His Dwelling There
Marauding Fire	Lulled By His Words
There's Queer Folk About	Lulled By His Words
There's Queer Folk About	Sign of Might
There's Queer Folk About	Sign of Might
Test of Fire	Sign of Might
Test of Fire	Dark Forges
Hoard Well-searched	Dark Forges
Whispers of Rings	Faster Than the Winds
Raised Again	Faster Than the Winds
Beaten into Submission	Fearsome Ally
Mating Duel	Fearsome Ally
Under His Spell	Hunger
Whispering Voices	Hunger
	Made His Dwelling There
	No Weapons Seemed to Bite Him
	No Weapons Seemed to Bite Him
	Wide Awake
	Wide Awake
	Down the Hurrying Waters
	Down the Hurrying Waters
	Down the Hurrying Waters
	Secrets of Their Forging
	People Diminished
	Tempest of Fire
	Treasure Vault
	Second in Command
	Devourer of Hosts
	Appetite
	Are There Dragons?
	Chieftest and Greatest of Calamities
	Pierced with Enchantment
	Spellbound
	Veil Removed
	Wisdom to Wield
	Reforging
	Reforging