

ITHRYN LUIN

A deck by Hervé Duval

Deck Requirements : Only Pallando or Alatar may be used as a Wizard. As characters, only Adrazar, Annalena, Arinmir, Beretar, Folco Boffin, Fram Framson, Galva, Haldalam, Peath, Vôteli, Vygavril and Wacho may be used.

Winning Requirements : Men factions with at least 11 Marshalling Points must be in play. These factions must be playable in regions adjacent to the eastern end of the map. Three "Stolen Knowledge" cards must be in play (or stored).

Starting Company :

Haldalam with Cram
Arinmir
Beretar with Cram
Annalena
Wacho

Other characters :

Adrazar
Galva
Peath
Vôteli
Vygavril

Wizards :

Alatar * 2
Pallando

In Deck :

Fram Framson

Ressources (30) :

Noble Hound
Noble Steed * 2
Easterlings
Men of Dorwinion
Variags of Khand
Glamdring
Great-shield of Rohan
Sword of Gondolin
Torque of Hues
Dark Numbers * 3
Knowledge of the Enemy
Tempering Friendship * 2
Dark Quarrels * 3
Smoke Rings * 2
Not at Home
Forewarned is Forearmed * 2
A Chance Meeting * 2
And Forth He Hastened * 2
Marvels Told *2

Hazards (30) :

An Unexpected Outpost * 3
Call of Home * 3
Great Secrets Buried There * 2
Lure of Nature * 2
Power Built by Waiting
Rebel talk
River * 3
Ambusher
Adûnaphel
Cave-drake * 3
Elf lord revealed in Wrath * 2
Master of the House
Mouth of Sauron
Ren the Unclean
Thief
Uvatha the Horseman
Wandering Eldar * 3

Sideboard :

Resources (16) :

Fireworks
Wain-easterlings
Noble Hound * 2
Noble Steed
Horns, Horns, Horns
Longbottom Leaf
Hauberk of Bright Mail
Orcrist
Marvels Told
A Friend or Three * 2
Not at Home * 2
Glamour of Surpassing Excellence
Wizard's River Horses

Hazards (14) :

Durin's Bane
Nameless Thing * 2
Smaug
Bane of the Ithil-stone
Lost in Free-domains
Foolish Words
Muster Disperses
Rolled Down to the Sea
The Ring Will Have But One Master
The Ring's Betrayal
The Roving Eye
Twilight * 2

Sites :

Rivendell * 2
Lorien * 2
Buhr Widu
Dead Marshes
Easterling Camp
Framsburg
Sarn Goriwing
Shrel-Kain
The Lonely Mountain
Variag Camp

Sites and resources :

Noble Hound :	Border-holds
Noble Steed :	Buhr Widu, Easterling.Camp, Shrel-Kain, Variag Camp
Easterlings :	Easterling Camp
Men of Dorwinion :	Shrel-Kain
Variags of Khand :	Variag Camp
Glamdring :	Sarn Goriwing, Buhr Widu
Great Shield of Rohan :	Sarn Goriwing, Buhr Widu
Sword of Gondolin :	Sarn Goriwing, Buhr Widu
Torque of Hues :	Sarn Goriwing, Buhr Widu
Dark Numbers :	Sarn Goriwing, Buhr Widu
Knowledge of the Enemy :	Sarn Goriwing

Wain-easterlings (sideboard) :	Easterling Camp
Hauberk of Bright Mail (sideboard) :	Sarn Goriwing, Buhr Widu
Orcrist (sideboard) :	Dead Marshes, The Lonely Mountain

Play Notes :

This deck is not difficult to play.

1st turn: go to Lorien

2nd turn: go to the appropriate site, depending of the resources in your hand (no particular order)

Play the items at Sarn Goriwing or Buhr Widu. Buhr Widu is a key site, because it is not discarded ; use *Not at Home* for the automatic-attack.

Play the factions at the appropriate sites. Play a *Noble Steed* or a *Noble Hound* if available.

Play the stolen knowledge cards at Sarn Goriwing or Buhr Widu, after the automatic-attacks.

Fireworks is in the sideboard to untap Easterling Camp and try to influence *Wain-easterlings*.

If *Master of the House* is in play, you can recycle *Wandering Eldar*, and try to tap your opponent characters with the detainment attack.