

THE HEIRS OF YAVANNA

A deck by Wolfgang Penetsdorfer

Deck Requirements : No Dwarves may be played as characters. *Old Road*, *Great Road* and *Bridge* may not be played.

Winning Requirements : 2 Woses factions, 3 Ents and 5 Rangers characters are in play. *Ghân-buri-Ghân*, *Ôm-buri-Ôm* or *Pôn-ora- Pôn* is in play.

Starting Company :

Beorn with Cram
Cirdan with Healings Herbs
Forlong
Elladan

Other characters :

Strider
Elrohir
Thranduil
Imrahil
Eomer

In deck :

Anborn
Damrod
Ghan-Buri-Ghan

Wizards :

Pallando or Radagast

Resources :

A Chance Meeting * 2
Forewarned is Forewarned * 2
Here, There or Yonder * 3
Longbottom Leaf * 2
Muster * 2
Marvels Told * 2
Risky Blow * 2
A Friend or Three
Smoke Rings * 2
Twilight * 2
Woses of the Eryn Vorn
Woses of the Druadan Forest
Woses of Old Pûkel-Land
Skinbark
Leaflock
Quickbeam
Treebeard
Hauberk of Bright Mail
Sword of Gondolin * 2

Hazards :

Adûnaphel
Ambusher * 2
Assassin * 3
Call of Home
Cave-drake * 2
Cave Worm * 2
Daelomin at Home
Enchanted Stream * 2
Mouth of Sauron
Muster Disperses * 2
Om Buri Om
Pon-Ora-Pon
Rebel-talk * 3
River * 3
Shut Yer Mouth * 3
Sellswords between Charters
Uvatha the Horseman

Sideboard :

Rebuild this Town * 3
Fireworks * 2
Noble Hound
Horns, Horns, Horns
Wormsbane
Orcrist
Marvels Told
Risky Blow
A Friend or Three
Many Turns and Doublings * 2
The Old Trush

Stay Her Appetite * 3
Reluctant Final Parting * 2
Bane of the Ithil-Stone * 2
Foolish Words * 2
Rolled Down to the Sea
The Roving Eye * 2
Beorning Skin-changers * 2
The Way is Shut

Sites :

Lorien * 2
Rivendell * 2
Amon Hen
Barrow-downs
Buhr Widu
Dead Marshes
Dol Guldur
Druadan Forest
Dunharrow
Glittering Caves
Goblin-gate
Haudh-In-Gwanûr
Hermit's Hill
Himring
Isengard
Ost-in-Edhil
Ruined Signal Tower
Southron Oasis
Stone-circle
Tharbad

The Stones
The Worthy Hills
Wellinghall
Wose Passage-hold

Sites :

Leaflock, Treebeard, Quickbeam, Skinbark => Wellinghall
Here, There, or Yonder => Amon Hen, Hermit's Hill, Glittering Caves, Isengard
Ruined Signal Tower (not for Skinbark)
Woses of the Eryn Vorn => The Worthy Hills
Woses of the Druadan Forest => Druadan Forest
Woses of Old Pûkel-land => Wose Passage-hold
Sword of Gondolin, Hauberk of Bright Mail => Isengard, Himring, Barrow-downs, Ruined Signal Tower, Glittering Caves
Pôn-Ora-Pôn => Druadan Forest, Wose Passage-hold, Stone-circle
Ôm-Buri-Ôm => Druadan Forest, Wose Passage-hold, Stone-circle

Fireworks (sideboard) => Wellinghall
Orcrist, Wormsbane (sideboard) => Dead Marshes, The Stones
Rebuild the Town (sideboard) => Buhr Widu, Haudh-in- Gwanur, Himring, Ost-in-Edhil, Tharbad.

Play Notes :

The crucial card of this deck is *Here, There or Yonder*. If you do not succeed with this card, recycle it with *Smoke Rings*.

You need absolutely 2 Wose factions. So try to influence them with a *Muster*.

If you have all what is needed for the scenario, you have a good chance also to outnumber the MPs of your opponent.

As soon as you see that you won't be able to get this scenario, go for the optional second one (see below). Use the *Longbottom Leafs* to get the *Rebuild the Towns* from your sideboard.

Rebuild the Towns :

DR: none.

WR: Rebuild the Town is in play at the end of the game at (at least) three different sites : Buhr Widu, Haudh-in- Gwanur, Himring, Ost-in-Edhil or Tharbad.