

DURLACH/WYRMS

50avatar

C	8	Under-Forges	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 14 characters in deck 8 starting cards 142 total cards 18 creatures DC: 11.char+27.res+26.haz = 64
I	10	Northern Waste	
F	3	vs. Elves of Evermist	
A	2	Spawn & Factions	
M	7	Prison Spell	
K	2	Black AA and Winter	

Long ago, Durlach was imprisoned in remnants of Thangorodhrim. Now, he has find a weakness in the prison allowing him some movement. Yet, the Elves of Evermist are securing Tears of Yavanna, which if unsealed will bind the balrog forever into the prison. Durlach must put a stop to the elves and claim all of the Under-deeps as his own.

Agog will move on the surface recruiting factions and playing a rune item. Lugronk will be in the Under-deeps playing allies and finding special items. Roots of the Earth will be carved into a Darkhaven for alter combat. The Well is a resource allowing the fetching of magic events if another uses magic, spell, or rituals near the pit of lava.

Master of Dread and Fear is the first fana for use. Strangling Coils moves to play Roots of the Earth and later to influence away Felagrog's resources. Lugronk moves on the Old Road under the Illuin Mountains and on the Grey Road under the Grey Mountains.

The hazard deck is harsh to anyone, especially to those in the Northern Waste. Giants and men will be hunting. Snow and other storms will stop companies. Minions will be waiting for any guest.

This player is in the Northern Waste Division with Elves of Evermist as the main hazard opponent.

Resources/Hazards/Char not found in any other minion deck = 64 non-site cards

Bloodspike

Fist of Lungorthin

Hammer of the Underworld

Runeknife of Risinth

Unique factions, allies

Foe Dismayed

The Under-roads

Vanguard of Might

Guardian Spirit

Pursuit Through Barren Lands

The Well

Residue of an Evil Will

Agburanar Ahunt

Itangast at Home

Times Are Evil

Ireful Flames

The Black Enemy's Wrath

Cursed Spell-Bead

Spirit Crime

Tundra Mosquitos

Morgoth's Ring

Strangling Coils

Master of Dread and Fear

Heart of Dark Fire

Roam the Waste

Streaming Fiery Mane

Fire!

Pride

Crossing the Borders

Wyrmsiege

It is My Own

Long Winter

Great Secrets Buried There

Will Shaken

Death Wind

Lure of Nature

Changes From Version 07.

Link of Angainor, Miner's Pick, Sharp Blade, A More Evil Hour removed.

Added: Frozen, Guardian Spirit, Residue of an Evil Will, Gangways over the Fire

Site Removed Wind-deeps

Sites Added Iron-Deeps, Vaults of Utumno, Pits of Angband, Under-vaults, Gondring's Lair

Characters

Removed Maggot

Added Nog

RESOURCES(40/25)

1	Fist of Lungorthin
5	Hammer of the Underworld
2	Bloodspike
3	Runeknife of Risinth
4	Angrist
2	Iron Shield of Old
1	Blasting Fire
1	Black-mail Coat
1	Black-mail Coat
*	Miner's Pick
3	Beasts of Angband
1	Orcs of the Ered Rhivamar
1	Ice-drakes of the Ered Úmarth
1	Orcs of the Bleak Mountains
4	Gondring Roused
1	Nasty Slimy Thing
2	Evil Thing Lingerin
2	Maker's Map
2	Maker's Map
1	Dark Forges
--	1 Roots of the Earth
*	Pursuit Through Barren Lands%
%	Siege of Evermist

12/8

3	Great Fissure	
3	Crept Along Cleverly	R
3	Voices of Malice	Sa
1	Origins Revealed	Sa
3	Foe Dismayed	
1	No More Nonsense	L
1	I'll Be At Your Heels	L
3	Under-Roads	long
1	Vanguard of Might	
1	Frozen	so
1	Guardian Spirit	sp
3	Weigh All Things to A Nicety	
1	Residue of an Evil Will	
1	1 Obey Him or Die	pe
1	A More Evil Hour	pe
1	Gangways over the Fire	pe
1	The Well	pe
1	1 Strangling Coils	fana
3	Roam the Waste	SC
3	Heart of Dark Fire	SC
2	Master of Dread and Fear	fana
3	Ghash!	MDF
3	Streaming Fiery Mane	MDF
*	The Prison's Spell is Fading	
%	Released From Bondage	

28/17

HAZARDS(40/15)

18/0

1	Itangast at Home	Dragon						+1 CP to all greater items
1	Agburanar a Hunt	Dragon	4	3	13	8		Parsimony of Seclusion
1	Ningarach	drake	3	2	13	8		Ev,Lf,Th,EB
3	Winged Cold-drake	drake-w	x	1	2	13	x	WWW
3	True Fire-drake	drake-l-fire		1	2	13	x	WWW, ww
2	Demon Whale	animal, dem		2	1	12	7	NW(CS), Doors(DB, ES)
3	Ice-Giant	giant		2	1	14	6	Lf,RL,Mn,Go,Nf,Tn
2	Lossadan Hunters	men		1*4		8	x	Fo,Ev,Lf,RL,Mn,bays
2	Cardolanian Whalers	men		1*	all	10	x	EC, ES, Fo, Ev, RL, Mn,Gd

22/15

2	Doors of Night							P.env	
1	Twilight							S.env	
3	Lure of Nature							P.corruption-w	
1	Cursed Spell-Bead							P.corruption-rune item	x2
1	Spirit Crime							P.corruption-NW site (undead, spirit)	o2
1	It is My Own							P.corruption-store	
1	Times Are Evil							L.	
1	Pride								
1	Noose of the Sea							L-sea	
2	Arda Marred							P.env	
1	Morgoth's Ring							P.	x1
2	Deathwind							S.env-NW	x22
1	Snowstorm							L.env	x11
2	Long Winter							L.env	x11
1	Jäänainen							L/P	x2
2	Great Secrets Buried There							P.	
1	Come at Need							P.	o22
1	Wyrmsiege							P.	
1	Crossing the Borders								
1	Tundra Mosquitos							P.site-attack	
1	The Black Enemy's Wrath							L.site-attack	
2	Frightful Guardian							S.AA-site	o11
1	Rank Upon Rank							P.attack-men&giants	
1	Ireful Flames							P	o1
2	Will Shaken							P.	
3	An Unexpected Outpost								

SITES

Eithel Morgoth- hogheavan

Under-Forges- hogheavan

Mi	Evermist	Info, m, M, G, ring	trap.xw9, elf.3d8	???
DB	Helloth	Info, m, M, G	elf, elf	*
Ev	Puolihmisten Satama	Info, m*, M*	umli.xw7	Dark Forges
EB	Jääklät	Info, m	men	*
Li	Ligr Wodaize Berne	m, M	men.xw9	*
RL	Pieni Satama	m#	men.xc6	*
Ev	Leiri	ring	men.xc6	*
SS	Tol Fuin	m, M, G	demon.x9	Black-mail Coat
Go	Achroind	Info, m	wolf.3w7	Maker's Map
Go	El Missa	Info, m	wolf.2w7	Origins Revealed
Th	Orod Cesthas	Info	spirits.2w7	Runeknife
Th	Canadras	m, M, ring	CANADRAS	*
Na	Thilgon's Tomb-h	m, M, G(hero)	traps.2s10	Bloodspike
Mi	Malgolodh's Cave-h*	m, M, ring	undead.1w12	Black-Mail Coat
RL	Kylmätalo	Info, m, M, P	troll.2w9	Maker's Map
EM	Linnarthurras	Info	maia.2w10	O. of Bleak Mountains
Fo	Thaurung	m, M	animal	*
Fo	Gondrings Lair	m, M, ring	GONDRING	Roused
	Ancient Maze	All	spawn.2w11, drake	Beasts of Angband
	Grop-Kûlkodar	Info, m, M	drake.2w11, Sh/Dh	[Ancient Deep-hold]
	Ruins of Kheledkhizdîn-h	m, M, G, ring	trap2w9, dk2w12, CS	*
	Rusted-deeps	m, M	drake.2w11, Sh	*
	Wind-deeps	m, M	orc.3w7, Sh	*
	Under-vaults	m, M	undead.3w8, Sh	Roots of the Earth
	Remains	Info, m, M, G	drake.2w12, CS	Evil Thing Lingerig
	Ancient Deep-hold	Info, m, M, G	undd.4w7,3w10,2w12	Hammer of the Underworld
Na	Pendraith na-Udûn	m, M	drake	Ice-drakes
Na	Mornost	Info, m, M	orc.4w8, orc.3w9	O.Ered Rhivamar
	Pits of Angband	m, M, G	drake.3w11, worm	Nasty Slimy Thing
	Under-leas	m	orcs.5d7,R	Iron-Shield of Old
	Cobalt-Deeps	m, M	orc.5d8, R	*
	Vaults of Utûmno	m, M, G	undead.3w12, traps.xw10	Angrist
	Iron-Deeps	m, M	troll.3w9, R	Fist

MINIONS-10

4 Durlach	x/4/7/10	W/Sa	Balrog	Under-forges, Eithel Morgoth	
3 Lugronk	8/2/6/9+	W/Sc/D	L hTroll	Eithel Morgoth	+2DI.o/t-O/T, /+2DI.bs
3 Agog	8/2/4/7+	W/R/D	L IceO	Mornost	+2DI.lorc (+2P/B-NW)
2 <i>O-Captain</i>	5/0/5/8*	W	L orc	nonDH UD	+3DI.o/O; d8
<i>Crooked</i>	2/0/3/7*	W/R	orc	nonDH UD	d7
<i>Crooked</i>	2/0/3/7+	W/R	orc	nonDH UD	d7
<i>Crooked</i>	2/0/3/7+	W/R	orc	nonDH UD	d7
1 <i>Ice-troll</i>	3/0/5/9+	W/R	troll	nonLair NW	d9; +1P.dwf, -1/-2 xNW
1 <i>O-shaman</i>	4/0/3/7*	W/Sa	sp uruk	any orcH	
1 <i>Hill Troll</i>	3/0/5/7	W	troll	nonDH UD	d7
1 <i>Hill Troll</i>	3/0/5/7+	W	troll	nonDH UD	d7
1 <i>Old Troll</i>	4/0/5/9*	W	troll	nonDH UD	+1 DI, -1 CC
1 Nog	3/0/4/8	W	IceO	Mornost	d8, +1P.nw
<i>Miner</i>	2/0/2/7	W	orc	UD or SS Orc-hold; d7, +1P.dwf +1.move	
<i>Miner</i>	2/0/2/7	W	orc	UD or SS Orc-hold; d7, +1P.dwf +1.move	
<i>Maggot</i>	1/0/3/7*	W	orc	nonDH UD	d8
<i>Maggot</i>	1/0/3/7*	W	orc	nonDH UD	d8
<u>starting company:</u> at Under-forges					
2 <i>O-Captain</i>	5/0/5/8	W			
1 <i>O-shaman</i>	4/0/3/7	W/Sa			
1 <i>Old Troll</i>	4/0/5/9	W			
<i>Crooked</i>	2/0/3/7	W/R			
<i>Maggot</i>	1/0/3/7	W			
<i>Maggot</i>	1/0/3/7	W	miner's pick		

Demon Fana		22	4	7	10	W/Sa	
Master of Dread and Fear	Durlach	19	7	6	9	W/Sa/D	followers, CC
Strangling Coils	Durlach	22	7	7	9	W/Sa/D	followers, untap
Flame of Udûn	Durlach	22	2	10	10	W/R/Sa	
Great Shadow	Durlach	28	4	5	9	W/Sc/Sa	followers, shuffle, tap

Master of Dread and Fear (Turns 5-15)

20/28 (18+5+5) GI unused

#1

Durlach-MDF	23/4/5/8	W/Sa/D	x	followers, CC
<i>O-shaman</i>	4/0/3/7	W/Sa	0	

#2 Dark Flame

[+6UD.rolls]

Lugronk-L	8/9/6/9	W/Sc/D	0	Obey, yx1
<i>Crooked</i>	2/0/4/9	W/R	2	pick, coat, Map, Map
<i>Lout</i>	3/0/4/9	W	1	
<i>Miner</i>	2/0/2/7	W	0	

#3 Herald of the Demon

[items, factions]

Agog-L	8/7/7/9	W/R/D	0	Obey, Nonsense, yx1	[+1P.elves]
<i>Ice-Troll</i>	3/0/7/9	W/R	1	spear	
<i>Hill Troll</i>	3/0/5/7	W	1		
<i>Brawler</i>	1/0/3/8	W	1		

-----yx1 = 1 trophy

Strangling Coils (16-24)

16/23 (18+5) GI unused

#1

Durlach-SC	18/7/7/9	W/Sa/D	x	hammer
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#2 Dark Flame

[+8UD.rolls]

Lugronk-L	8/11/12/10	W/Sc/D	4	hammer, Heels, Obey, y2, Evil, Nasty
<i>Crooked</i>	2/0/4/9	W/R	4	pick, coat, iron-shield, Map
<i>Crooked</i>	2/0/4/9	W/R	1	pick, coat, Map
<i>Hill Troll</i>	3/0/7/7	W	5	angrist, Revealed

#3 Herald of the Demon

[factions]

Agog-L	8/7/8/9	W/R/D	2	runeknife, Obey, Nonsense, y1	[+1P.elves]
<i>Hill Troll</i>	3/0/7/7	W	3	bloodspike	[+2P.Dun, Men]
<i>Ice-Troll</i>	3/0/5/9	W/R	0		

OVERVIEW

Durlach has long been trapped in his prison. He will gain followers and allies to reign over the Northern Waste to the ending of the world. This avatar will move or squat using various fana events throughout the 32 turns. Surface sites are plentiful for resources. An under-deeps strategy will slowly build a strong company for a potential assault on any rivals.

DEMON FANA

Durlach will play two fanu: Master Dread and Fear and Strangling Coils. He will use resources requiring each fana to help with either corruption or moving to play items.

[Master of Dread and Fear](#) will be played to allow more minions under GI and for corruption support late in the second deck. [Strangling Coils](#) will be used for CvCC and make large companies with influence.

First, when Durlach is played he will tap to bring 5 resources to the discard pile. One will be Master of Dread and Fear. Master of Fear and Dread provide its abilities after playing the item and mission. Move the balrog to Eithel Morgoth at the end of the first deck for better use of The Well. Keeping the avatar at Eithel Morgoth allows him to have followers to replenished Agog's depleted company with untapped minions.

[Strangling Coils](#) is the second fana to be played. It will be used to finish the Avatar Deck with him moving in the Under-deeps combating and playing resources. [Roaming the Waste](#) will help the surface company. [Heart of Dark Power](#) will give Durlach 12 DI for a turn. This can allow him to influence away a minion or item from Throkmau or Felagrog. Else use that DI to control a mid-mind minion such as Hill Troll. This fana will have Durlach with one less body at 9 and +3 DI for 7 DI. But he can have followers and untap everyone else in the company once per movement/hazard phase. He does gain the Diplomat skill. Paired with Vanguard of Might to get the balrog at the same site of an opponent.

QUEST

[Prison's Spell is Fading](#) allows Durlach to move away from a home site. This Quest event starts play. Any player may bring Songs of Enchantment into play. You need to play four magic events with a character at the Under-forges, an adjacent site or at a site in Narthalf. This will be Guardian Spirit. Also, when the magic event is played you can grab an Orc character, Troll character, or faction from discard pile to your hand. Once token 4x flip the card.

[Released From Bondage](#) is the other side. When revealed flip any Songs of Power in active play back once. Now, you may tap a magic user to fetch Enchantment Broken or The Well from discard pile or sideboard. Only the latter is in the deck. Invert this card for 3 MP when you store a Prisoner or Elf-trophy at Eithel Morgoth or any Under-deeps Darkhaven. When inverted, Durlach may move freely and this card gives 3 MP. The issue now is getting to hand and playing those magic cards. The next event should rotate PSiF fully before end of second deck.

[Residue of an Evil Will](#) is the event to get a magic card to hand. Play this event on a company at an Under-deeps site or in Narthalf. When an opponent is at such a site or if Mordo, Morgoth's Ring, or Ancient Strongholds Restored is in play, you may tap a magic user in the company and discard the event to take The Black Enemy's Wrath or a magic resource from sideboard or discard pile.

CHARACTERS AND COMPANIES

All of his characters are of the overt type. Trolls and orcs are the races. There are only three unique minions; no agents are in the deck. There are three normal leaders. There are seven minions with a mind of two or one and four minions with a mind of 3. All minions are warriors. There is one scout and one sage along with five rangers and two diplomats. Ranger and Sage are the important attributes for this player. There is a Diplomat resource in the deck. This player has the third lowest average mind with his 10 orcs (two ice-orcs), 5 trolls, and one Uruk.

Agog is the supreme Ice-orc of the Northern Waste. His home of Mornost will help cancel its automatic-attack. He is a leader of 8-mind, which is the highest mind Orc in the game. His normal 2 DI is enhanced with +2 DI against Ice-orcs. He has +2 DI against the Ice-Orcs and Orcs of the Bleak Mountains factions. A hatred of Elves is seen by +1 prowess against them. His normal 4 prowess and 7 body is poor outside the Northern Waste, but becomes 6/9 in his element. He does have +1 prowess if a manifestation of the Witch-king is in play. His special ability is duplicating No More Nonsense. His Ranger skill is valuable and his Diplomat skill can help with corruption or with influence checks.

Lugronk is a half-troll calling Eithel Morgoth and Under-forges home. This 8-mind balrog-specific troll is a Scout and Diplomat. He is naturally a leader with 2 normal DI, +2 DI against Orcs and Trolls, plus +2 DI against balrog-specific characters. His 6/9 starts are acceptable. He will lead a core company.

Orc-Captain is the third leader. He ventured north once a new lord entered Angmar. He has a mid 5-mind with a mild 5 prowess and 8 body. His +3 DI against Orcs can be valuable. There is no normal DI against trolls, but his mid allows having a 3-mind troll in the company. This character is uncommon, thus not likely to be influenced away.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company.

Old Troll is a wild troll with much fighting experience from any non-Under-deeps Ruins & Lairs. He is a useful Warrior with 5/9 stats and +1 DI against Orcs and Trolls. He does carry the desire to have his own way so that is shown in his 1 corruption point.

Hill Troll and **Ice-Troll** are the two non-unique wild trolls. Two copies of Hill Troll and one for Ice-Troll will be muscle. Each has 3-mind, 5 prowess, and no DI. Ice-Troll has 9 body and Hill Troll has 7 body. Ice-Troll is also a Ranger, but has +1 prowess against Dwarves and hates leaving the Northern Waste. His moving out of that territory modifies his prowess by -1 and body by -2. Ice-Trolls home site of any Ruins in the Northern Waste is convenient.

Three **Crooked-Leg Orcs** have 3 prowess. Crooked-Leg has 2-mind, 7 body, and discards on a 7 body check. This orc is valuable to bear Maker's Map for Lugronk's company.

The remaining five Orcs are only Warriors. **Mountain Maggot** has 1-mind, 3 prowess, but 7 body. He starts. **Goblin-miner** is present in two copies. His 2-mind and 2 prowess are expensive, but he has +1 prowess against Dwarves and +1 to his company's Under-deeps rolls. He is also in reserves to help a company move.

Nog is an Ice-Orc from Mornost. He has a 4 prowess and 8 body costing 3 mind. He has +1 prowess when at or moving to a site in the Northern Waste. Hatred can be duplicated on him for possible 9 prowess with a Spear. He can replace Agog if eliminated.

COMPANIES

He will start six minions. Or-Captain will control Brawler. He will bring Old Troll for a three-man company. Shaman, Maggot and Crooked-Leg Orc will make another company. Agog does not start with his low 7 body in the Under-deeps.

Obey Him or Die will not be discarded since the minion leaders of the highest mind have the same mind. Split these companies to do more until the others are played. Crooked-Leg Orc is the important minion since he is a Ranger with a low-mind of two. Keep him alive so one can play two Maker's Map. When two copies of Maker's Map are played, move the trailblazing Orc to Lugronk's company. Get a Black-mail Coat on Crooked-Leg Orc fast for 9 body. Miner's Pick is found twice as the starting items.

Two companies will form for most of the game gathering resources. Lugronk will start his company with at least one Crooked-leg Orc and Goblin-Miner. They will play resources on the surface until two Maker's Maps are in play. A +6 roll to move in the under-deeps will be their strength. Lugronk will have Obey Him or Die and one trophy for 8 DI. He will play two allies. He is not expected to surface until the Power Decks once he goes under if at all. Crooked has Miner's Pick and Black-Mail Coat for 9 body and 4 prowess. He also has one Maker's Map event since he is a Ranger. Try to play the other Map on the second Crooked. It is risky to have both Maps on one minion.

#2 Dark Flame				[+6UD.rolls]
Lugronk-L	8/9/6/9	W/Sc/D	0	Obey, y1
<i>Crooked</i>	2/0/4/9	W/R	2	pick, coat, Map
<i>Lout</i>	3/0/4/9	W	1	
<i>Miner</i>	2/0/2/7	W	0	

When one Maker's Maps in play, Lugronk's company is ready to find resources in the Under-Deeps. Ally Evil Thing Linger and item Iron-Shield of Old will be soon played. Give the shield to Hill Troll. Such an ally will require this company to stay in the Under-Deeps indefinitely. Then the company joins Strangling Coils to play Fist of Lungorthin, two hero items, and Roots of the Earth. Lugronk will gain +5 prowess from the Hammer and +1 from a trophy for 12 prowess. The Hammer gives +1 body for 10 body. Lugronk has normal 6 DI. A trophy (+1), Obey (+2), and Hammer (+4) boosts him to 13 DI. I'll Be At Your Heels helps with corruption. Lugronk then has 10 DI to use to control characters to ensure success of his site phases. Play the other Maker's Map at Grop-Kûlkodar if not on the surface.

Both Crooked-leg Orcs have Miner's Pick and Black-Mail Coat for 9 body and 4 prowess. Both have a Maker's Map. Give one of them Iron-Shield of Old and that will be burden with four corruption points. Hill Troll is there for the muscle using an Origins Revealed Angrist for 7 prowess, but too burden with five corruption points.

Corruption is harsh for this company with Lugronk having 4 CP, a Crooked-Leg Orc with 4 CPs, and Hill Troll with 5 CPs.

This company now has +8 to Under-Deep movement rolls. They will move to play more resources such as Nasty Slimy Thing. Wind-Deeps will be a Darkhaven allowing this company to heal and play characters. The company should have 21 MPs in it by this time. You may need to store Angrist by Turn 20 to remove the risk of losing the item.

When Durlach joins the company a Goblin-Miner can join too. The balrog brings +2 to movement and the orc another +1. Now, the company can practically move anywhere north of Mordor with Under-Roads in play. Keep your minions untap while Strangling Coils influences away resources from Felagrog. If the rival CvCCs the following turn, you will be ready. Awaken Minions anyone?

#2 Dark Flame				[+8UD.rolls]
Lugronk-L	8/10/12/10	W/Sc/D	4	hammer, Heels, Obey, yx2, Evil, Nasty
<i>Crooked</i>	2/0/4/9	W/R	4	pick, coat, iron-shield, Map
<i>Crooked</i>	2/0/4/9	W/R	1	pick, coat, Map
<i>Hill Troll</i>	3/0/7/7	W	5	angrist, Revealed

Agog, an ice-orc, will lead the other company to influence factions on the surface and play items to later combat elves. Agog normally has 4 DI. Obey Him and Die (+2), No More Nonsense (+2) and a trophy (+1) makes that 9 DI. A 7 prowess is bestowed if The Witch-king of Angmar is in play.

This company will always have Ice-Troll. Hill Troll and Brawler will join with Master of Dread and Fear in play. Then when Strangling Coils Agog will control Hill Troll and Ice-Troll only.

#3 Herald of the Demon				[items, factions]
Agog-L	8/9/7/9	W/R/D	0	Obey, Nonsense, yx1 [+1P.elves]
<i>Ice-Troll</i>	3/0/5/9	W/R	0	
<i>Hill Troll</i>	3/0/5/7	W	1	
<i>Brawler</i>	1/0/3/8	W	1	

Agog has 9 DI to use for influence attempts and control both trolls. Risinith will be played by Agog for 8 prowess with one trophy. Move this company on the surface playing the remaining factions and Bloodspike. Hill Troll has Bloodspike for 7 prowess and a risky 7 body. However, he has 9 prowess against Dúnedain and Men.

The company should have about 10 MPs at the end of the second deck.

#3 Herald of the Demon				[factions]
Agog-L	8/9/8/9	W/R/D	2	runeknife, Obey, Nonsense, yx1 [+1P.elves]
<i>Hill Troll</i>	3/0/7/7	W	3	bloodspike [+2P.Dun,Men]
<i>Ice-Troll</i>	3/0/5/9	W/R	0	

BALROG RESOURCES

A few resources just for our fallen maia. Master of Dread and Fear will use **Ghash** for corruption. That resource will be used to either company without the avatar giving +2 to all corruption checks for on company. **Streaming Fiery Mane** is a short-event either returning all hazard permanent-events on characters in a leader's company or discarding an on-guard card.

Strangling Coils has two resources, which both are in the deck. **Roam the Waste** allows a surface company to move with one fewer Wilderness and one fewer Shadow-land in its company. This will allow the company to avoid Narthalf and either Minheldolath or Rast Losnaeth allowing moving to or from Eithel Morgoth to avoid double Wilderness with nine sites. **Heart of Dark Fire** will have +5 DI to Durlach for a turn. This will likely be used to make an influence attempt against Felagrog. Playing a 4 or 6 mind minion is possible for that turn.

Vanguard of Might is playable if a company at or moving to an Under-deeps site, facing an attack, and Flame of Udûn is not in play by you. Durlach will join the company if not already and face a strike no matter. Then if untapped, tap the balrog.

~~—A More Evil Hour allows region movement when tapped. When used discard. Tap the card when opponent plays a card normally giving him 3+ MPs. Movement is two additional regions and for your flying company this is okay. Leaving the site is also six regions. Arthedain, Angmar, Anduin Vales, Withered Hearth, Forrhun, Foroviakain.~~

The Well allows getting to hand magic events when needed like Frozen. Place a token on this card when a character uses a spell, magic, or ritual while at or moving to the Under-forges or a site in Narthalf (or at or moving to a site in the Northern Waste, if Durlach controls Strangling Coils). Now you can remove two tokens to fetch a magic card from your sideboard or grab from the discard pile if Durlach is at the Under-forges or a site in Narthalf.

ITEMS

All the items are battle-gear items or technology with one special item and one hero item. Either the weapon has one corruption point or three. Resources events were considered to aid in corruption from the items. Some of the 10 items are under-deeps items and are hoped to be put off-to-the-side with Great Secrets Buried There.

Bloodspike is a hoard major item. This mace grants to a Warrior +2 prowess, but +4 against Men and Dúnadan to a maximum of 10. A Troll or Giant bearer can tap the item to give -1 to the number of strikes from an Elf, Man, Dunadan, Hobbit, or Wose attack. Give this to a surface minion. It has three CPs.

Another unique item is the **Runeknife of Risinth**. It gives a modest +1 prowess for 2 CP. However, a magic card can be discarded to tap any character or ally at the site with a body, but the bearer makes a CC as if using the event. There are no magic events in the deck. Also, the item can tap to remove a Tear of Yavanna from play in CvCC with a defeated Tear bearer.

Hammer of the Underworld is a Legendary item. It is a two-handed weapon only borne by an Ice-Orc, Troll or Uruk-hai with a base prowess of 6. This item has 5 CP. Bearer gains +4 DI, prowess +1 and body +1. Dark Forges placed with this item restores it to give +5 prowess to a maximum of 12. **Black-Mail Coat** is a major item armor granting +2 body to a maximum of 9. These last two items are nice for Hill Troll, which can be fetched using Dark Forges.

A shield, **Iron-shield of Old**, is a common under-deeps item. It grants +2 to move rolls

between adjacent Under-deeps sites. A Warrior can tap the item to make any strike ineffectual. Its three corruption points are a burden.

Miner's Pick is a minor item with a nice +1 prowess for weak minions with less than 5 prowess, but also gives +1 to Under-deeps movement rolls.

Angrist will grant +2 prowess to almost any bearer. It is a hero item that must have Origins Revealed to use. Then the item will have six corruption points. The prowess boost is nice, but the item can tap to fetch Sharp Blade at any time. You will likely transfer the item to the avatar to mute the corruption. This special item is limited to play at Remains of Thangorodhrim or The Pits of Angband.

Fist of Lungorthin grants the typical +1 prowess when tapping to face a strike. Also, strikes have -1 body against the bearer. The weapon can be tapped to allow the balrog to face two strikes with no prowess penalty.

Blasting Fire is used to cancel all automatic-attacks at a site – especially in the under-deeps. Use this item specifically for Ancient Deep-hold. Vault of Utûmno is an alternative. Dark Forges can fetch the technology item. Do this and then the second instance of storing the event will be for the hammer.

FACTIONS

War with factions is needed to quell the uprising elves. There are three factions. Three are orc, one is drake, and another is dragon. Agog will influence these factions with 7 DI. Foe Dismayed will try to be used for influence attempts with its +3 bonus.

Orcs of the Bleak Mountains are 1 MP but must be influenced by a leader if the influence check is greater than 7 (Ice-Orcs +2, O. Angmar -2). Store this faction at Mornost for 1 MP. Then you can remove this card from the game to cause all strikes from a non-unique creature played on your moving company in the Northern Waste.

Orcs of the Ered Rhívar are playable only at Mornost if the influence check is greater than 10 (Ice-Orcs +2, O. Angmar -2). This faction taps to allow a non-unique Orc hazard creature to be keyed to Narthalf or its adjacent regions. You may play an Orc hazard deck for the Power Decks.

Gondring Roused is a prized at 4 MP. An attempt of 13 is required. A discarded major item grants +4. This should be done for the attempt. In play, those in either Bay of Forochel, Rast Lasnaeth or Forochel face an Ice-Dragon attack of 2 strikes at 12/8 with attacker choosing defending characters. The prowess is low, but the body and attacker type can keep it alive. This will burden anyone player moving into your realm from Eriador or those that play factions in Lossoth that Evermist Elves are accustomed to do.

Ice-Drakes of the Ered Úmarth is also 4 MP needing a 13 to play. A discarded magic card from hand grants +3. Discarding a major or greater item gives +2. In play, those in Gondalf, Narthalf, or Minheldolath will face an attack of 3 strikes of 15/5 if a roll is lower than 5. Expect this faction to be killed after its third use of attacking, but it will scare those in Evermist.

Beasts of Angband is a powerful Spawn faction playable at any Under-deeps site if the company faced a Spawn attack that turn. A roll of 12 is needed to play the faction with +3 if you discard a magic card. Success grants you 3 MP.

ALLIES

There are two allies – all are only found in the under-deeps. Two are Spawn and will be discarded with movement other than under-deeps. Lugronk will play both allies.

Nasty Slimy Thing is a nice ally with 4 prowess and 9 body. It can tap to cancel any drake attack. Its Body of 9 helps it survive strong strikes.

Evil Thing Lingerin is a great Sage ally with stats of 4/9/9. Controllers with a mind less than 8 have a threat of elimination. It is tough to play with limited sites, but a prize.

~~—Sulfur Spawn is a daughter of Shelob found under Dol Guldur and worth 2 MP. Its stats are great at 9 prowess and 9 body. It is a dangerous ally. If a trophy or prisoner is not discarded from the company during the END phase, then a roll is made if the ally disgruntled. A roll greater than the mind of the controlling character results in a Spider attack of 1 strike with 16 prowess. The attack cannot be cancelled and a wound equals elimination. This ally is a Ranger. The Hunters will play this ally in the Under-deeps late in the second deck. Tapping the ally cancels a Spider or Spawn attack against the company. Try to play this ally late in the second deck or early third when you combat Felagrog. Maybe have Durlach play this ally with moving 4x in the Under-deeps.~~

A sad minion resource exists to remove the ally movement restrictions. Unhappy World is a permanent-event needing 4 Demon or Spawn cards in play. This event is removed from play if there are fewer than three Spawn cards or when this deck or Evermist's deck is exhausted. This deck has two Spawn allies. Scatha is expected to play six Spawn hazards. There are a total of 7 Spawn hazard manifestations (Many Shapes, 6 spider) and four allies (Nasty, Evil, Abomination, Eägoth). The plan is to play Unhappy World as a Game Point card. A few turns then will allow Eägoth to surface and combat. Move seven minions and this ally to a site of the heroes such as Evermist for combat and death just before Unhappy World is discarded. You might keep all the minions at the site for more combat since only movement will discard the demon and spawn allies. Bring Blasting Fire as the entertainment and Foul Paste as the dessert.

MISSIONS

Several resources provide valuable MPs and effects. Two **Maker's Map** need Information sites. This resource needs a Ranger bearer. It provides +2 for movement rolls between under-deep sites. Play these early in the first deck.

Roots of the Earth will provide 1 MP and a Darkhaven site closer to the other Under-Deep Grey Players. Select a Ruins between both players such as Under-vaults. The site will be used in the third deck for a respite from combat. Go as Strangling Coils to let the minions face the strikes since Durlach lacks the prowess. This changed site allows easy access near the Dragon-lords under the Narrows. Roam the Waste will remove Narrows and a Wilderness from the site path. Narthalf is four regions from Forovirkain and Talath Oiohelka.

Pursuit Through Barren Lands is starting stage card played on Agog's company. You can pocket five hefty MPs by completing four goals while in the Northern Waste. These are:

- 1) play Ice-Drakes of the Ered Úmarth
- 2) plays Information tapping the site
- 3) engage in CvCC with a company containing an Elf
- 4) defeat an Elf creature

Then you must be at a tapped Evermist to invert the resource. Now you can store at a Darkhaven for the 5 MPs. Afterwards, all elf attacks receive -1 strikes and prowess (to a minimum of 1). The practice game had Agog influence the drake faction on Turn 16. Maker's Map was played on Turn 6 & Turn 10 & Turn 23 in Agog's company. One turn CvCC elves, but it was cancelled. Three elf creatures were faced. One strike was tied preventing it to be a trophy. One character was captured, another killed, and a third discarded.

NORTHERN WASTE & UNDER-DEEPS

The tundra, icy seas, and bleak mountains are the most dangerous, inhospitable places in Middle-Earth. That is where you will send minions on the surface.

Crept Along Cleverly cancels other types of attacks, which are more common for you to face such as Wolf, Animal, Spider, Dragon, Drake, or Undead. Half of the sites to visit to play a resource have one of these types.

Great Fissure cancels an attack against a company moving to, from, or at an under-deeps site. This resource will affect three automatic-attacks that are either troll, orc, or spawn.

Foe Dismayed provides +1 prowess to an attack, but likely this event will be used for influence attempts by a leader or Durlach giving +3 bonus.

Under-Roads, a long-event, decreases movement by three. This will allow great movement three times in the second deck and some in the third deck. Two Maker's Map provide +2 each for move rolls. Two Miner's pick provide +2 bonus, while Iron Shield of Old has +2 bonus. The avatar has another +2. All this is a minimum of +10, +3 resource for +13. That kind of support can move a company from The Under-Forges to any other Under-Deeps site with no hazards slowing movement.

~~—**Sharp Blade** is a short event used with a non-minor item weapon against a non-Nazgul, non-Undead strike. The event can be fetched by tapping Angrist. Play the event on the last strike assigned when all other strikes defeated. Ungoliant's Foul Issue has two strikes. Use this event on the second strike if the first was defeated. Combat or CvCC is a prime moment to use this event for Kill MPs.~~

SAGES

Voices of Malice is the only main Sage event. Durlach, Shaman, and Evil Thing Lingering are the only Sages in the deck. Usually, Shaman will be a follower to the avatar tapping to play this resource.

Dark Forges is an Information event needing a Sage. It must be stored at a Darkhaven to use it. Its ability to fetch up to two non-unique, non-hoard battle-gear items will likely be used unless the Hammer of the Underworld is not in play anytime soon. It will be better to fetch a technology item instead of the battle-gear items.

Origins Revealed also needs a Sage at an Information site with a hero item in the company. Now, that item gives full MPs, double corruption points, and battle-gear text is now effective. Angrist is the target.

Guardian Spirit is a spirit-magic card to help token a quest card. This permanent-event is played on a character or ally controlled by the mage. Target receives +2 prowess and +1 body against four strikes. Target faces a strike before any assigned to controller. A body check is made

or target is discarded after the fourth strike. Only Shaman can use spirit-magic, so play No More Nonsense on the Shaman.

Frozen is a means to create a prisoner for the release. A character, ally, or creature is taken prisoner instead of making a body check. This resource, if given a prisoner, is invert during the untap phase. Then discard the event during that same end of turn phase.

Narhalf	H	Mornost	durlach	.	
Narhalf	S	Pendrath na-Udûn	durlach	Drake	
Narhalf	S	Eithel Morgoth	durlach	Trolls	
Gondalf	R	Achrond	durlach	Wolves	
Gondalf	R	Ei Missa	durlach	Wolves	
Minheldolath	H	Evermist	durlach	Elven Wa	
Minheldolath	R	Maglgolodh's Cave	durlach	Undead	
Rast Lornaeth	R	Kylmätało	durlach	Trolls	
Rast Lornaeth	R	Linnarthurras	durlach	Maia	
Thorendaer	R	Orod Certhas	durlach	Spirits of	
Lindalf	R	Amon Anlug	durlach	Drake	
Everdalf	R	Bernastath	durlach	Men	
Everdalf	F	Puolihmisten Satama	durlach	Umlí	
Underdeeps	S	The Under-forges	durlach	Orcs	
Underdeeps	S	Pits of Angband	durlach	Drake	
Underdeeps	R	Remains of Thangorodrim	durlach	Drake	
Underdeeps	R	Ancient Maze	durlach	Spawn	
Underdeeps	R	Grop-Kûlkodar	durlach	Drake	
Underdeeps	S	Vaults of Utûmno	durlach	Undead	
Underdeeps	R	The Wind-Deeps	durlach	Orcs	
Underdeeps	R	The Under-vaults	durlach	Undead	
Underdeeps	D	The Iron-deeps	durlach	Trolls	

SITES

Sites include surface sites and under-deep sites. Eithel Morgoth and Under-Forges are the normal darkhavens. A strategy is needed to tap each site only once. Limitations include Information and major item sites. Double Wilderness is a common threat to the surface company. Use of Coastal Seas is an option. But Shadow-lands will be visited for almost every movement, but Roam the Waste will solve this in the second half of the game.

Only Court1 will visit more Shadow-holds. Three other minions visit more Ruins. Many attacks will be faced at sites including: Dragon(1), Drake(4), Undead(6), Wolves(2), Spirits of Ice and Cold(1), Maia(1), Spawn(1), Demons(1), Orcs(2), Trolls(3), Elves(1), Umli(1), Elven Wards(1), Traps(2). Two sites contain a hoard, 1 is a port.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
2	2	0	11	1	6	2	24

You want to avoid going south. Only one site in Forochel and Everdalf are visited.

Puolihmisten Satama has Information and battle-gear minor items. You will face an Umli attack of 7 prowess at this Free-hold in Everdalf. Play Dark Forges here. Evermist must be tapped to gain 5 MPs. Border-holds are not expected to be visited.

Almost half of the sites to play are surface Ruins. Sites were selected to limit Double Wilderness. Gondalf has two Information sites for playing Maker's Map. Cardolian Whalers can be keyed to either site. The site path is one Shadow-Land and Double Wilderness. Each site has a Wolf attack of 7 prowess. Achronid has three strikes and Ei Missa two strikes. Thorenaer has two sites and follows the same site path. Canadras is a Lair with major items and gold rings. Ignore this site. Orod Cesthas has spirits of ice and cold attack of 2 strikes with 7 prowess where Runeknife is found.

Rast Losnaeth has a site and the path with one Shadow-land and one Wilderness. Kylematalo has a Troll attack of two strikes with 9 prowess before playing Origins Revealed. Linnarthurras has a tough Maia 2 strike with 10 prowess AA to play Orcs of the Bleak Mountains. Minheldolath has one site with the same path as Rast Losnaeth. Malgolodh's Cave has a strong Undead strike with 12 prowess before finding a major battle-gear item. Tol Fuin has a strong Demons attack for every character with 9 prowess. Play major items or greater items here. You must get there using starting movement from Mornost.

Narhalf has three sites. Pendrath na-Udûn is home to the Ice-Drakes of the Ered Umarth. Mornost has another faction – Orcs of the Bleak Mountains. Thilgon's Tomb has major items playable. Play Bloodspike there after facing a Traps attack of 2 strikes with 10 prowess. But the risk is the hazard player playing Elvish Wards.

Under-Deeps movement will be bounded by Drowning-Deeps, Grop-Kûlkodar, and Under-Gates. Pits of Angband is where Nasty Slimy Thing is found. Its Drake attack has 3 strikes with 11 prowess. Near that is Remains of Thangorodrim with Evil Thing Lingerling. A weaker Drake attack of 2 strikes with 12 prowess will be faced. Eastward is Iron-Deeps with Fist of Lungorthin. It has a Troll attack of 3 strikes with 9 prowess. Ancient Deep-hold is adjacent to a Ruins. Consider a Ruins two moves from Under-Forges. There you will find Hammer of the Under-world. Under-Leas has Iron Shield of Old and an Orc attack of 5 strikes with 7 prowess.

Under-Vaults will become Roots of the Earth. It is two moves from Under-forges. It is a location that can allow you to attack two Dragon-lords from Angmar. Beasts of Angband will be played at the Spawn site of Ancient-Maze. Grop-Kûlkodar has a Drake automatic-attack equal to

that found at Drowning-Deeps; tame there Nasty Slimy Thing.

You can surface at Shapol Udun to attack Lomaw if you want his slot. Move to Vaults of Utumno to play Angrist first, Eägoth later, with a nasty Undead attack of 3 strikes with 12 prowess and dreadful Traps attack of 10 prowess.

NORTHERN WASTE DIVISION

Minions in this harsh division are three Dragon-Lords or lame mortals. These players are a distance to Narthalf. Do not expect to encounter them except for visiting Shapôl Udûn, in Thorenaer and under-deep sites under the Illuin Mountains. Be careful of hazards that will hinder your surface movement.

Alatar is near the Illuin Mountains. He will not be a threat. Lord Dain too will be to the East. However, Lord Thorin may enter the Northern Waste to play items and factions. Thilgon's Tomb in Narthalf can have Wormsbane. Likely he won't bother you. Ignore him unless your Roused factions are threatened. His success against the witless wrym Smaug is success for you. Elves of Evermist are your main hazard opponent. These elves are next door to Narthalf. Attack the company with a Tear or a vulnerable company adjacent to Narthalf. You expect a few CvCC with these elves in the second deck. Your surface company will be targeted by the elves if your company is weak.

HERO and MINIONS

Balin is a Dwarf-Lord that may venture into the Northern Waste for resources. Ignore him too. Witch-king may send minions into Forochel or a bit north. Other than that he will not be a threat to you. Felagrog will be close to you in the Under-deeps. He surely will attack you if you are weak and on the Grey Road. Only CvCC him early if he is vulnerable, else wait for the third deck. You may have only him to target with your Lugronk company to keep 3 MP of allies in play. Be careful. Expect Felagrog to move several sites in the same MOVE phase to CvCC you.

MARSHALLING POINTS

A total of 57 points are possible with this deck. There are plenty of items, factions, and miscellaneous points to earn. You can use Master of Dread and Fear for the direct influence to play 3 MPs of characters.

- C=8 You have many minions. Two are 3MP minions. Both should be in play. You have five 1MP minions; two should be in play. Troll-chief is reserved; he is worth 2MP.
 - I=10 There are many items worth MP; most are 1 MP for a total of 13. With so much fighting expect to discard many items. Do not expect to major items and the magic ring to be in play for this player.
 - F=3 Orcs and Recruits are these points. Expect the Drakes and Dragon to be killed.
 - A=2 One of the two allies should be in play.
 - M=7 Maker's Map might be hard to keep in play. Get both in play. Roots of the Earth and Challenge the Power are the other 3 points.
 - K=2 You want to cancel creatures, which means you may not gain much Kill MP.
- Game Points: Prone to Violence, Great Troll, Tunneling Maggots, Dry Tunnels

FIRST DECK

Split the starting characters into two companies if you draw cancellers. Play items and Maker's Map. It is crucial to have two Maker's Maps played on one or two Crooked-Leg Orcs before Agog continues to move on the surface. Lugronk will stay on the surface until two Maker's Map are in his company. The fetching of resources from the sideboard is important. Keep the avatar at a home site moving between home sites until Master of Dread and Fear is played.

The quantity of cards shuffled into the first deck will be average (e.g. ~ 10). The avatar taps 2x to place 10 cards into the discard pile. Avatar taps another 1x to shuffle Strangling Coils to play Roots of the Earth. Shuffle Strangling Coils late in the deck to have that fana in play for all the second deck.

Consider using Weigh All Things to shuffle vital resources in the discard pile or Great Fissure.

An Unexpected Outpost shuffles *Ireful Flames* and *Incite Minions* x2. You want to hurt those that can visit you in Narthalf.

First Exhaustion

Remove from the sideboard 5 hazards: *Snowstorm* x2, *Long Winter* x2, *Morgoth's Ring*. These hazards will punish those with corruption by adding it or preventing support. Place these resources in the sideboard: MDF, 1,2,3 mind characters.

SECOND DECK

Move the avatar as Strangling Coils. Play Roots of the Earth and many items in the Under-deeps. You might want to CvCC Evermist Elves with the surface company. Let them play factions too. Shuffle MDF late in the second deck.

The quantity of cards shuffled into the second deck will be low (e.g. ~ 6). Both Strangling Coils cards will be shuffled.

Consider using Weigh All Things to shuffle vital resources in the discard pile or Great Fissure.

An Unexpected Outpost shuffles *Spirit Crime*, *It is My Own*, and *Come at Need*. You want to place allies on Come at Need late in the deck when thinning has occurred.

Second Exhaustion

Remove from the sideboard 4 hazards: *Deathwind* x2, *Jäänainen*, *Cursed Spell-Bead*. These hazards will punish those with corruption by adding it or preventing support.

Place these resources in the sideboard: unneeded fana, 1,2,3 mind characters.

THIRD DECK

Agog moves to CvCC using the runeknife to remove a Tear of Yavanna from play. Agog also attempts to play A Few Recruits. Durlach will be MDF to start the deck to help his minions with

corruption. Last few turns change fana. Durlach as Strangling Coils and Lugronk move in this deck for combat. Try to engage in two combats in four turns. Use Wind-Deeps for healing. Expect only one dragon to win a slot for a Power Deck. Wind-Deeps allows a closer location to attack the Dragon-lords.

[tap avatar to shuffle one card into playdeck]

4	Obey Him or Die, ETL, Dark Forges, Nasty Slimy Thing, Roots
5	Fist of Lungorthin, Runeknife, Gondring Roused, Remnants of Old Robberies x2
6	---Streaming Fiery Mane x3
8	[Strangling Coils]
11	---Heart of Dark Fire x3, ---Roam the Wastex3
18	---Ghash x3
19	[Link of Angainor]
20	[Origins Revealed]

HAZARDS

Durlach has form alliances with dragons and foul creatures of the cold. Hazards will hinder those in the Northern Waste and visiting black-holds. Some hazards are long-events, which will trouble Durlach. Thus, movement and hazard play need to synergize. Note though hazards played on a player stay within that Division.

CREATURES-18

Itangast at Home adds one corruption point to all greater items. You have no greater items.

Agburanar a Hunt has an average prowess and body at 13/8, but has three strikes. He has the usually METW regions of Withered Heath, Narrows, Iron Hills, Northern Rhovanion. Doors of Night extends him to Woodland Realm, Heart of Mirkwood, Southern Rhovanion, and Dorwinion. This will hurt Scatha and Smaug.

Ningarach is a marsh-drake. He is keyed to Amon Anlug. Thus, do not play Eddy on Fate's Tide on this site. He should be kept in hand since Gates of Morning and Doors of Night allows him to be keyed to Everdalf, Lindalf, Thorenaer and East Bay of Forochel, including sites.

Ice-Giant is a 2 MP creature with a 6 body. It is one strike with 14 prowess. This should tap heroes. It is keyed to regions near the Bay of Forochel. But Doors of Night allows it to be keyed to any non-Coastal Sea Region in the Northern Waste.

True Fire-drake is a land-drake at 2 strikes with 13 prowess. It needs triple Wilderness. Doors of Night reduces playability to double Wilderness. This creature is vulnerable to Old Thrush.

Winged Cold-drake is similar to the other winged drake. This drake also has 2 strikes and selects defending characters. It is keyed to triple Wilderness too but has a higher prowess at 13.

Lossadan Hunters are men with four strikes and detainment against non-overt characters. Its range is near the water covering the Bays of Forochel, Everdalf, Forochel, Lindalf, Minheldolath, Rast Losnaeth and Border-holds and Ruins in these regions. It should tap one or two heroes from Evermist. As an asterisk creature, it can be normal against an avatar with He Is Lost to Us.

Cardolanian Whalers have a range along the coasts include Elven Shores, Eriadorian Coast and Forochel. Each character faces a strike. Strikes to those after two successful strikes will be normal at their normal prowess of 10. As an asterisk creature, it can be normal against an avatar with He Is Lost to Us.

Demon Whale is an animal and demon. Its single strike with 12 prowess and 7 body is not the best, but it chooses defending characters. It has +2 prowess if the company's size is 5 or more. It is keyed to any Coastal Sea region in The Northern Waste. Doors of Night expands it to Dor Benor and Elven Shores.

Creatures

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

-
- FD:
 - BL:
 - W
 - WW
 - SL
 - DD
 - CS

3	Eriadorian Coast	Cardolanion			
3	Elven Shores	Cardolanion			
7	East Bay of Forochel	Cardolanion	Lossadan		Ningarach
7	West Bay of Forochel	Cardolanion	Lossadan		
7	Forochel	Cardolanion	Lossadan		
7	Everdalf	Cardolanion	Lossadan		Ningarach
7	Lindalf		Lossadan	Ice-giant	Ningarach
9	Rast Losnaeth	Cardolanion	Lossadan	Ice-giant	
9	Minheldolath	Cardolanion	Lossadan	Ice-giant	
6	Gondalf	Cardolanion		Ice-giant	
3	Narthal			Ice-giant	
4	Thoraneer			Ice-giant	Ningarach

HAZARD EVENTS-37

The events are environment and Northern Waste focused. These hazards may be Roadblock for you. Stay at a darkhaven for healing if movement is impossible. There are 11 environment hazards in this deck.

Base cards-3

You have 1 copy of **Twilight** and two **Doors of Night**. You have 8 other Environment events that are supported by that event.

Corruption/Disease-8

Lure of Nature is the typical corruption hazard. It will cause corruption checks for each Wilderness in the movement for the target. It is easy to remove tapped by a roll of 8. The heroes in your Division will use many Wildernesses, but this hazard is not playable on a Hobbit or Dwarf.

Cursed Spell-Bead is played on a rune item. Bearer receives +1 CP. Every use of the item tokens it once and the bearer makes a CC by -1 for each token. A failed CC ignores all effects except that a non-unique undead hazard creature may be played from discard pile or hand. Get this hazard on the Elves of Evermist. The bearer of Greater Spell Bead with Itangast at Home will have 5 CP. Only Ta-fa-Lisch is in the Division. However, the +1 CP is what you want.

Spirit-Crime is a corruption hazard playing on a character in the Northern Waste after playing an item at a site with either an Undead or Spirit AA. His rolls are modified by -1 and his company's HL is modified by one. All characters in this company have their CC for transferring items, offering, influence, and riddle attempts are modified by -2. It's easy to removed. (1) Victim has Friends of Winter in play, (2) discards a rune item he controls, (3) moves to a Ruins in the Northern Waste, sage taps to make a roll and the result is greater than 6. Place this hazard in the playdeck for playing against the Elves of Evermist.

It is My Own is a Long-event preventing storing of items. Any character attempting to store a non-item card must make a corruption check modified by -2. This will hurt the dwarves somewhat, but you want to bother your competition among the drakes. The only things you want stored are Dark Forges and prisoners. Storing of Tears of Yavanna will be threatened.

Times are Evil modifies offering and influence attempts by -3. It is a Long-event bothering both alignments. The hazard will hurt you the least since few factions are in your Division.

Pride is a Long-event forcing any character playing or using a card requiring a skill or race must make a corruption check modified by -1 (-2 if a Noldo Elf).

Main Theme-3

Your main hazard theme is to strengthen the Mordo in the Northern Waste. **Arda Marred** can be multiplied for greater effect. A play of this hazard discards one Spring of Arda. A play of an environment hazard or magic resource in your Division one copy of Arda Marred is token. Discard two tokens from the same copy to have the hazard limit not reduced when playing a hazard creature. Discard a copy with four or more tokens to cancel an opponent of fetching a resource from his discard pile or grabbing from the sideboard.

Morgoth's Ring is hazard counting 3 against the hazard limit. A player can use two against

the hazard limit to place a hazard long-event with this card. Then the hazard is not discarding normally. Additionally, any player may discard two hazards from his hand to cancel an effect that would discard Morgoth's Ring or any card under it. This is great for discarding specific, hard-to-play hazards like creatures. Morgoth's Ring is discarded when any playdeck in the Division exhausts. Place Fell Winter with Morgoth's Ring and Awaken Minions if you can avoid black-holds for several turns.

~~—The Dark Days is a permanent event causing enmity between elves and dwarves. Alliance of the Free Peoples cannot be played. Also, elves cannot play Dwarf Friend and dwarves cannot play Elf Friend. Elf Lords must use minion versions of dwarf holds. Dwarf Lords must use minion versions of Elf holds. Combat between the races is allowed. This can be discarded by a player anytime by tapping a dwarf and elf he controls and if a roll is greater than 8.~~

Secondary Theme-12

The secondary theme is a roadblock strategy for the surface. It is an advantage that a home site lies in a Shadow-land – the same region as a Black Darkhaven.

Noose of the Sea will prevent a sea company of canceling your hazards against them. So keep this in hand with a creature to target Cirdan. This is a long-event.

Long Winter, an Environment Long-event, first causes each company moving with two Wilderness in its site path without a Ranger to return to site of origin. You can move to Minheldolath, Rast Losnaeth, Lindalf via Coastal Sea, Everdalf via Coastal Sea, or Forochel via Coastal Sea. Doors of Night taps each non-Haven site with at least two Wildernesses in its site path. Regions not affected include Forochel, Rast Losnaeth, Minheldolath.

Snowstorm, an Environment Long-event, is brutal sending a company back to its site of origin that has a Wilderness in its site path with Doors of Night in play.

Death Wind is an Environment threatening tapping or killing. The hazard is only playable on a company moving in the Northern Waste if Gates of Morning is not in play. A ranger can tap to cancel the hazard in the chain of effects. All make a body check for each region moving in the Northern Waste. Either the character is wounded or killed. This can cause trouble for characters from Eriador helping the Elves of Evermist or dwarves.

Jäänainen is either a long or permanent-event. As a long-event a company moving in the Northern Waste containing a male non-elf faces one attack of 14 prowess and 10 body - attacker chooses. A wounded victim then has this become a permanent-event forcing a CC of such wounded characters during the untap phase until victim is healed. This hazard can bother a player for a turn or two while the victim is not healed.

Great Secrets Buried There may divert a hero to your neighborhood or help you play items. Deathwind can kill or tap characters.

Come at Need will help play spawn allies. It is a hazard that keeps an ally off-to-the-side. The ally attacks if an opponent's company moves to a site that the ally is playable. This is unlikely with the three under-deep allies and two a Vaults of Utumno. It is doubtful the ally can be killed.

Tertiary theme-10

Crossing the Border hurts companies not moving. A company not moving faces an attack which is duplicate of one automatic-attack of site in the same or adjacent region or adjacent under-deeps site. This other site must be a version target company can use.

Tundra Mosquitos is another hazard creating an attack at a site. Targets can be a site in East bay of Forchel, Forochel, Everdalf, Lindalf, Thorenaer, Talath Oiohelka, Talath Uichel, Dragon Gap, Forovirkain, or Hub Uichel. Site becomes a Swamp and gains a Vermin attack of 10 prowess. Characters use mind instead of prowess. Spring of Arda adds 2 to prowess. This hazard stays in play until a 'winter' hazard is played.

The Black Enemy's Wrath will slow any hero company entering your realm. Black Players and balrog's are immune to this hazard. A Lava attack of six prowess is added to each Under-deeps site, Shadow-hold, and Dark-hold. Expect this hazard to impact one hero company every use. The penalty for not tapping is not -3, but -5. This turns a 5 prowess character like Theoden needing a 6 roll to remain untap. Arda Angered, not in any divisional minion deck, increases the prowess by one (by two with Doors of Night in play). This can protect minions underground.

Frightful Guardian is played on a site forcing the company to face all the sites automatic-attacks again after an item is played. The attack's prowess is modified by +1 for each item played at the site this turn.

Ireful Flames will scare other players tapping some Lairs. This permanent-event affects Zarak Dum, Ierock, 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.

Will Shaken cannot be played. If an opponent sees the card in your hand, then the hazard goes into his MP pile earning him -2 miscellaneous MPs. Elves of Evermist may be seeing your hand cards. Get them good and limit their ability to make a nice Power Deck.

Rank Upon Rank adds prowess and strikes to men and giant attacks. You have nine such creatures. You are expected to face them yourself. However, this hazard hurts all other players in your Division due to surface travel.

Wyrmsiege will hurt those seeking safety far from elf-holds. The event is played on a Border-hold or Free-hold not in a Free-Domain. You place a non-unique Drake creature from hand with this card. That creature must be playable in the region of the site's card or in the region of the site. Then a company entering the site must face this creature to start the site phase. The following end of Organization phase a roll is made modified by subtracting one for each non-Warrior in the company. A roll less than 5 keeps the company at the site.

26 sites with Triple Wilderness in site path.

Ruskea Vene	Ligr Wodaize Berne	Nurunkhizdín
Hyvät Kalat	Helloth	Strayhold
Leiri	Logath Camp	Wain-Easterling Camp
Lossadan Camp	Elyamû	Gyogorasag Sanctuar
Amon Lind	Lothragh Camp	Nûlakad
Dunnish Clan-hold	Yjuvit	Pharabâs
Tom's House	Vasaran Ahjo	Ramôrth
Brandy Hall	Puolihmisten Satama	Hall of Alûva
Wose Passage-hold	Olyvaud	

Utility-3

Outpost is a staple. Try to recycle Cursed Spell-Bead, Snowstorm, and Long Winter. From the

~~—These hazards will increase the terror at sites. Known to an Ounce will make a hoard site much more dangerous and slow down the opponent's resource strategy.~~

~~Doubled Vigilance is playable on a shadow hold, but also a Ruins/Lairs or Border hold is Doors of Night is in play. Try to play it on a site permanent kept in play by a resource. Smaller companies have a better chance to avoid the Orc attack, which is a bitter 4 strikes with 9 prowess.~~

~~Scatha aHunt will bother the two Dragon Lords. Scatha has many strikes at four with nice stats of 13/8 prowess/body. His DON hunting range includes Anduin Vales, Western Mirkwood, Heart of Mirkwood, and Gundabad.~~

~~—The only troll is Hibernating Troll. A massive, ugly thing at 2 MP. Its single strike is tough at 15 prowess and 7 body. Good that it is limited to on-guard at a Ruins or Lairs in the Northern Waste. A small company has a chance to cancel the attack. Each Warrior in the company lower's the prowess and body of the creature by one. A defeated troll allows the first item played at the site to not tap the site otherwise the site is tapped.~~

THE WELL

Unique. Durlach specific. The following applies when Durlach is at a site in Narthalf or at any of its adjacent sites. For every magic, spell and ritual event played by your opponents' characters at a site in Narthalf, at the Under-Forges or moving to the Under-Forges, you can take a magic card from your discard pile or sideboard to your hand. Additionally, If Master of Dread and Fear is played by Durlach, this applies to any opponent's characters in the Northern Waste and you may discard one card from hand to look at up to 2 random cards at once from your opponent's hand.

DURLACH

WARRIOR/SAGE

BALROG

[Avatar GI: 18; DI: 8; P/B 7/10 Home Site: Eithel Morgoth or The Under-forges]

Unique. Balrog. Flying. Leader. +2 to the roll for his company to move between adjacent Under-deeps sites. Durlach's prowess is only modified by -1 when not tapping to face a strike.

~~May not move to any site other than his home sites.~~ He may not use region or starter movement.