

# **MALEZAR/SLAYER**

50avatar

<b>C</b>	6	Kondu Manara	<u>RESOURCE DECK/HAZARD DECK</u>
<b>I</b>	6	Seven Lands	40 cards in R. deck, 25 cards in sideboard
<b>F</b>	11	vs. Valdacli 2	40 cards in H. deck, 15 cards in sideboard
<b>A</b>	1	Uttersouth Division	14 characters in deck
<b>M</b>	6	Cult of the Dark Lord	8 starting cards
<b>K</b>	2	Slayer	142 total cards
			18 creatures
			DC: 18.char + 33.res + 32.haz = 83

A former lord of the Knifeless Ones has awakened under the Eastern slopes of the Ered Laranor. The Nazgûl Adûnaphel led him into the existence of being a vampire. Over hundreds of years the Eyes of Malezar have been formed to raze the land. These undead warriors are under full control of their master. Already a sorcerer this new form deepens his hold on the undead.

Malezar will sap the strength of the Valdacli along the Sundering Seas. A secret alliance with Lord Daroc can divide the royal houses and break the friendship with the Blackflame dwarves. The Cave of Clouds will be inhabited and the Crown of Clouds found at this ancient burial site.

Malezar is a Warlord avatar. He leads slayers and magic-users on the peninsula of Middle-Earth. The Dominion of the Seven is too great. Therefore, many factions and guilds will be allied to weaken the inner circles of those Lords. A Profitable Trade will be made among the thieves and assassins of the underworld. Whittle away the strength of each Lord isolating them before the final blow. You need to prevent hero factions slowing the Mumakanari. Target the diplomats.

Kondu Manara will be a Warlord's Lair with a few events on the site including Concealed Entrance and Crypt of Malezar. Sages will be kept there with one using Awaiting the Call. Cave of Clouds is another site to be kept in play; this one with Ancient Burial Site and Cult of the Dark Lord. This demon can transform into a bat to fly the night. Later, he will grow his power to summon wights to ravage the land.

What I like about this deck is that it has a little bit of everything: unique items, weapons, eight factions with cool abilities, avatar fana, skill resource for all five skills, loads of shadow-magic. Hazards are many with just one copy for most events. Three slayer creatures are included with several events targeting sites. 10 new characters added.

## RESOURCES(40/25)

2	<b>Book of Malkora</b>
1	<b>Amulet of Suculac</b>
2	<b>Drums of Argoth</b>
4	<b>Crown of Clouds</b>
1	<i>Bone-hilted Broadsword</i>
2	Black-Hide Shield
*	Blazon of the eye
*	Strange Rations
2	<i>Share of the Treasure</i>
1	<i>The Black Dogs</i>
1	<i>The Black Dogs</i>
2	<i>The Eyes of Malezar</i>
1	<i>The Monks of Ereg Eiren</i>
3	<i>The Society of Derei</i>
2	<i>The Southern Slayers</i>
1	<i>Those with the Black Hand</i>
1	<i>The Order of Horus</i>
1	<b>Jovkuar</b>
1	<b>Tredeinos</b>
1	Winged Terror
1	<i>Secret Alliance</i>
1	Stabbed Him in His Sleep
2	<i>Profitable Trade</i>

14/9

3	Under His Blow	
1	Blow Turned	W
1	A Nice Place to Hide	Sc
1	<i>Burgling Miserably</i>	Sc
2	<i>Ered Laranor</i>	R
3	Voices of Malice	Sa
1	Honey on the Tongue *	D
2	<i>Town Guard+</i>	
1	<i>Palantrist</i>	LK
1	Swag	
1	Going Ever Under Dark	pe
1	Awaiting the Call	pe
1	<i>Concealed Entrance</i>	pe
1	<i>Ancient Burial Site</i>	pe
1	<i>Slave-Trader</i>	pe
1	<i>Keepers of the True Flame</i>	pe
*	Open to the Summons	pe
1	<b>Crypt of Malezar</b>	pe
1	<i>Cult of the Dark Overlord</i>	pe
1	<i>Were-bat</i>	pe
1	<i>Wights of Malezar</i>	pe
1	That Ain't No Secret	SK
2	Dark Tryst	
3	Weigh All Things to a Nicety	
1	<i>Warlords Lair</i>	sg1
1	<i>His Spirit Endured</i>	pe
1	A Malady Without Healing	shadow5
1	Deeper Shadow	shadow3
--	-- Sojourn into Shadows	shadow4
2	Gold Chains in the Wind	shadow4
1	Well-preserved	shadow3
2	Freeze the Fresh	shadow4
--	-- <i>P. Devised By Wizardry</i>	shadow3
1	Hounds of Sauron	shadow4
--	-- <i>Channels of Chey</i>	shadow4
--	-- Messenger of Mordor	shadow4
--	-- <i>Symbol of Malice</i>	shadow4

26/16

[illegible]

2	Doors of Night	P.env	
2	Twilight	S.env	
1	Heritage Forsaken		o1
1	Doomed to Die	S.check	o1
1	The Ring's Betrayal	S.check	o1
1	Kin-Strife		ex1
1	You've Put Your Finger In It		o2
1	Burdensome Commands	P.	ex1
1	Pride Increased with Despair	P.	
1	Taint of Ambition	P.corr	
1	Taint of Deep Lore	P.corr	
1	Taint of Glory	P.corr	
1	Taint of the Wilds	P.corr	
3	Bring Our Curses Home	P.corr	ex1,1,1
3	Venomous Sting	P.	ex2,2,2
1	All Dead, All Rotten	P.cc	
1	Threat of Many Feet	L.	
1	Lost in Free-Domains	S.roadblock	
2	Fear Fire Foes	S.site-attack	
1	Doubled Vigilance	P.site-attack	
1	Watchers at the Gate	P.site-attack	
1	Cult of the Eye	P.site-attack	ex2
1	Tidings of Bold Spies	S.site-attack	
1	Come at Need	P.ally	
1	Muster Disperses	S.check-faction	o2
1	Slipped Treacherously	S.item-tap	
3	An Unexpected Outpost		

## SITES

Yw	Tower of Hargrog			The Southern Slayer
Mi	Ostelor-p	m, M, G* h(Info)	dun.4w9	*
Mi	Alsarius-p	m, M	men.xc8	*
BD	Tol Turgul	Info, m, M, G, ring	dun.xw9, 1w14	That Ain't No Secret
Yw	Baruzimabûl	m, M	dwarf.4c10	*
Dr	Valagalen	Info, m, M, ring	elf.xc8,plant.4w11	*
El	Mispîr-p	Info, m(food)	men.4c7	Those With the Black H
Pe	Arpel-p	Info, m, ring	men.5c9	Society of Derei
Pe	Seregul's Keep	Info	men.3w8	<i>hdd</i> (Sc),
BD	Ró-molló-p	m, M	men.4c10	The Black Dogs
Mg	Barad Angwi-b	m*, M*	men.4c8	*
Yc	Hall of Alûva		men.2d9	The Black Dogs
UB	Vog Mur-p	m#,M#	men.4w8	The Order of Horus
El	Elornan Swamp-sw	Info	gas.xw5	ally
Mi	Arig's Tomb	m, M	undead.1w10	<i>hoard</i> ,Share the Treasure
Dr	Aeluin	m, M	drake.1w10	<i>hoard</i> , Drums of Agoth
Dr	Watch at Unulló	m, ring	undead.3w5	<i>hddn</i> (Sa, D) Amulet
dg	Arvarien's Maze	m, M, G*, ring	traps.7p,Undead	<i>hoard</i> , Bone-hilted Bsw
Pe	Emyn Din	Info	wose.3c7	
UB	Rilgul	Info, m, ring	dark.xw11	
PB	Three Sisters	m, M, ring	drake.2w10	
Yw	Cor Minyadhras	Info	traps.xw5	
Yw	Tomb-fields of Makaburini	m, M, G	men.xw8, <i>dun.4o11</i>	
Tm	Grey Sky Wood	m, M	plant.3w12	*
Mg	Cave of Clouds	m	men.3w7, tp.1w8	Crown of Clouds
Dr	Eregost	Info*, m, M	men.3w9	<i>hdd</i> -Monks of E Eiren
Pe	Kondu Manara	m, M, ring	undead.2w8	<i>hdd</i> (SK) - Eyes
Yw	Hall of Malkôra	m	men.2c10	Book of Malkora

**MINIONS-10**

4-4-6-5-3

<b>Malezar</b>	7/2/4/8+	W/Sa/D	Demon	Kondu Manara	
2 <b>Nomikon</b>	4/2/2/7+	Sc/Sa	sMan	Arpel	+2DI.Black Dogs
1 <b>Ulrieth</b>	4/1/3/8a	Sc/Sa	Man sh.sly	Tower of Hargrog, Korlan	
2 <b>Uthmag</b>	6/1/3/8*	R/Sa	eMan sh	Mispír	+2DI.ThoseBlack
2 <b>Ne-upka</b>	6/2/4/7+	Sa/D	pMan sh	Hall of Malkôra	
1 <b>Esfur</b>	5/1/3/9+	Sa/D	sMan	Alsarius	+1DI.Seder, SocDerei
<b>Ulfacs</b>	2/0/4/8*	W	hMan sly	Kondu Manara	-1CC. -1.inf
1 <b>Arcil</b>	3/0/4/7+	W	mMan sly	Tower of Hargrog	+2DI.Southern Slayers
1 <b>Ulcamer</b>	4/1/4/8+	W/R	Khelnosly	Tower of Hargrog	
1 <b>Mariner</b>	3/0/3/7	R	dun	port	
<b>Cluth</b>	2/0/3/8*+	R	sMan	Hall of Alûva	+2DI.Black Dogs
1 <b>Ulaca</b>	4/1/3/9*	R/D	uMan sly	Ramôrth	+2DI.Southern Slayers
1 <b>Ricenaris</b>	4/2/4/7+	Sc/R	pMan	Ró-molló, Kadar an-Khâradun.	
+1DI.Pel,Mag,Tumag					
1 <b>SSF</b>	3/0/2/8a	Sc	man		
2 <b>Slucrac</b>	6/1/4/9*	W/Sc	aMan sly	Tower of Hargrog, Mispír	
2 <b>Seregul</b>	6/1/6/8a	W/D	dun	Arpel, Seregul's Keep	

*starting company:* at Tower of Hargrog

2 <b>Uthmag</b>	6/1/3/8	R/Sa		
1 <b>Ulaca, sly</b>	4/1/3/9	R/D		
<b>Ulfacs, sly</b>	2/0/4/8	W		
<b>Cluth</b>	2/0/3/8	R		
2 <b>Slucrac, sly</b>	6/1/4/9	W/Sc	Strange Rations, Open to the Summons	

14/22 GI	Hand-8	Mind-32		
#1 Eyes		Tower	[allies, items]	
Malezar	7/5/4/8 W/D	Dm x		[sh]
Cluth	2/0/3/8 R	M2 2	agoth	
Arcil, sly	3/0/6/9 W	sM3 3	shield, broadsword	
#2 Servants of the Real Fire		Tower	[factions]	
Ne-upka	6/2/4/7 Sa/D	M6 0		[sh]
<b>Simbu</b>	2/0/2/9 W/Sc	M2 2	eye, shield	
Ricenaris	4/5/4/9 Sc/R	M4 4	clouds	
Ulcamer, sly	4/1/4/8 W/R	sM3 2	amulet	
#3 Black Dogs		@ Kondu Manara		
Nomikon	4/2/2/7 Sc/Sa	M4 3	malkora	
<b>Esfur</b>	2/2/3/9 Sa/D	M4 0	Awaiting	

## OVERVIEW

This Warlord is a Grey Player. Old and intelligence covers the ageless face of this vampiric sorcerer. Shadow-magic and fear are his weapons. A seven mind is low for an avatar. A pool of 22 points in the general influence leads to multiple companies. His own 2 normal direct influence is low, but +3 DI against Men and Orcs can provide one or two strong followers. He can also use Shadow-magic and is a leader.

Demon or undead attacks against his company have a chance to be cancelled. Make a body check for a character in his company, failure only taps character and makes attack detainment. He can tap to shuffle a shadow-magic permanent-event, Freeze the Flesh, if discarded from his company. Or take War-lord's Lair from the discard pile to your hand. His home of Kondu Manara is in Pel and within four regions of all the sites you need to visit, but one.

## LICH OF PEL

The use of shadow-magic should have this character move. He is considered a Man minion when alone and thus a covert company by attacks. A 5 DI against Man characters is not the best, but enough to have a bodyguard. He has the home site Kondu Manara in Pel. Heroes may find gold rings and major items there.

*Crypt of Malezar* is a 2 SP event to help the avatar gain new abilities. A prisoner or another character is stored with the site. Now the avatar can use the poor man's prowess, skills, or magic. Go after a prisoner with a high prowess. This event gives the avatar +1 body when a character is placed with the card.

*Were-bat* is a Demon fána card. Now the avatar has +4 GI, -2 DI, -2 prowess, and +2 body for 26.3.2.10. As a flying character he can normally move five regions. He loses the diplomat and sage skills for ranger and scout skills. With the expected followers, this is not an issue since the followers can be controlled by general influence.

## CHARACTERS

Shadow-magic, Scouts, and Sages are the vital skills for this player. Six are Slayers. There are three normal shadow-mages. Three six-mind, and one five-mind minions lead the 15 characters. Each skill is present at least in three minions. Five characters have a low 7 body. No character used as such has a prowess greater than four. All characters are Men, but two.

**Uthmag** is an Eloran from Mispír. He is the Lord of Those with the Black Hand and High-priest of the Black Hand. He is a Ranger/Sage that can use shadow-magic. He has +2 DI against Those With the Black Hand. One direct influence is low to have followers. Thus, let him start the game taking risk with magic and strikes.

**Ne-upka** is Pel that is a Sage and Diplomat. This shadow-mage is from Hall of Malkôra. He has two normal direct influence and +2 direct influence against Pel, Seder, or Aden characters. A four prowess is average, but that 7 body is low. He can have short life in the game. Freeze the Flesh may be in his future.

**Ulriith** is the third shadow-mage from Tower of Hargrog and Korlan. She is a Kirani and a Slayer and agent. Her four mind, one direct influence, three prowess, and 8 body is average. She can use any bow as if a warrior. Carrying Poison and a bow allows any strike the company faces be targeted by Poison. Use her as an agent.

**Slucrac** is the other agent. He is also a Slayer. Hailing from Tower of Hargrog and Mispír he

has a six mind, four prowess, and 9 body. This Adena may tap with an extra strike in Combat or as an agent. He cannot tap to make an influence attempt. He has a sense to change vocations. Every turn faced-up places a token on him. When tokens count higher than his mind then he is discarded, but remove one token when facing a non-detainment strike. As an agent he chooses defending characters. Start the game with him, then use him as an agent.

**Esfur** is the only 5 mind character. This Seder is from Alsarius and is a major force of the Socity of Derei. He just has 1 direct influence, 3 prowess, but a stout 9 body. He has a +1 prowess against Animals and +1 direct influence against other Seder and the Sederi faction. His Sage and Diplomat skills are useful for Voices of Malice. His contacts allows him to discard a treasure item from the company to cancel any attack by Dwarves, Dúnedain, Orcs, or Men keyed to a port, Border-hold, or Shadow-hold. Burglary Miserably is great for this character.

**Nomikon** is a four-mind Scout and Sage. He is a major force in The Black Dogs. His 2 prowess and 7 prowess may not keep him active in the game. A two direct influence can help him have a followers. This Seder is from Arpel with +2 direct influence against The Black Dogs. He has +1 direct influence against characters and factions playable at his home site.

**Ulaca** is a Slayer from Ramôrth. This Usakani has 4 mind, 1 direct influence, three mind, and 9 prowess. He has +2 DI against the Southern Slayers. His Ranger and Diplomat skills are valuable, but duplicated by others. While controlling a flying ally, he gains the Warrior skill. Thus start this character taking risks during the first deck.

**Ricenaris** is from Ró-molló and Kadar an-Khâradun. This Pel is a Scout and Ranger, which are valuable skills. But his 7 body is low, but a four prowess can keep him alive. A two direct influence can give him a follower. Give him some armour or helmet or shield. He has +1 direct influence to characters with a home site in Pel, Mag, or Tumag.

**Arcil** is a three mind Mûmakani and Slayer. Tower of Hargrog is his home. He has +2 direct influence against The Southern Slayers. A four prowess is average, but the 7 body is low. +1 body if controlling a flying ally or in a flying company.

**Ulcamer** is the only elf. This Khelno is a Slayer. Tower of Hargrog is home to his Warrior and Ranger. He has +2 prowess against dwarves, men, and orcs.

**Cluth** is Seder Ranger from Hall of Alûva. He too is from The Black Dogs. A three prowess is good for his two mind. An 8 body is average. He has +2 direct influence against The Black Dogs. +1 prowess against Animals.

**Ulfacs** is a Slayer and Haradan. This Warrior is from Kondu Manara. He has the healthy 4 prowess and 8 body. But a -1 corruption checks and influence attempts is expected for his stats. Use him to face tough strikes. He chooses defending characters for his strikes in CvCC while controlling a flying ally.

—**Simbu** is a Pel from Vog Mur. He has two skills for this two mind. Warrior and Scout skills will make him busy. His +2 direct influence against The Order of Horus may be needed to play that faction.

## COMPANIES

The starting company will be at Tower of Hargrog. Five minions will instill doubt and fear among the Dominion of the Seven. Starting characters were chosen for low direct influence that is a weakness later in the game. Therefore, take chances with them. Uthmag is the only Sage and shadow-magic user. Ulaca and Cluth are the other Rangers. Slucrac is there to use his high prowess as a Scout to play resources. He is Open to the Summons. Blazon of the Eye is one minor item. Strange Rations is the other.

<i>starting company:</i> at Tower of Hargrog			
2 Uthmag	6/1/3/8	R/Sa	
1 Ulaca	4/1/3/9	R/D	Blazon of the eye
Ulfacs	2/0/4/8	W	
Cluth	2/0/3/8	R	
2 Slucrac	6/1/4/9	W/Sc	Strange Rations Open to the Summons

### #1 Eyes

The Eyes include the avatar. All the skills are found, but scout. Malezer has two followers using his 5 DI against Men. He is the Shadow-mage. Cluth has the Drums of Agoth to help keep a character in play when you use direct influence to play factions. The Slayer Arcil has Black-Hide Shield and Bone-hilted Broadsword for six prowess and 9 body. Use him to face tough strikes. The avatar will bear the items.

#1	Kondu Manara, allies, items				
Malezar	7/5/4/8	W/Sa/D	Dm	x	[sh]
Cluth	2/0/3/8	R	M2	2	agoth
Arcil, sly	3/0/6/9	W	M3	3	shield, broadsword

### #2 Servants of the Real Fire

The Servants of the Real Fire will influence factions. Ne-upka is the Shadow-mage. His 7 body is worrisome. You may need to give him a shield for a turn. He controls Simbu, the W/Sc, with Blazon of the Eye and Black-hide Shield. Ricenaris is the secondary Scout and Ranger. He wears the Crown of Clouds for 5 DI, 4 prowess, and 9 body. Watch his four corruption points. Slayer Ulcamer is the Ranger with the Amulet of Suculac. Play factions

#2	Kondu Manara				[factions]
Ne-upka	6/2/4/7	Sa/D	M6	0	[sh]
Simbu	2/0/2/9	W/Sc	M2	2	eye, shield
Ricenaris	4/5/4/9	Sc/R	M4	4	clouds
Ulcamer, sly	4/1/4/8	W/R	M3	2	amulet

The Black Dogs are two Sages squatting at Kondu Manara. The site will become a Warlord's Lair and thus a hidden site costing others to tap a Ranger to reveal. The hero version already is hidden costing discarding a Stolen Knowledge event. The normal automatic-attack are two Undead strikes with 8 prowess that cannot be cancelled. Nomikon will bear the Book of Malkora to increase the hand size. He is controlling an Awaiting the Call Esfur.



#3 Black Dogs			@ Kondu Manara		
Nomikon	4/2/2/7	Sc/Sa	M4	3	malkora,
Esfur	2/2/3/9	Sa/D	M4	0	Awaiting

These three companies will use 14 GI of 22.

## ITEMS

There is a range of items: battle-gear, treasure and jewels. Corruption is a problem. There are 4 battle-gear items: a special, a major, and two minor.

**Bone-hilted Broadsword** is a bane to Undead. It is a hoard major item. It only gives +2 prowess to max. 8, but +3 to max. 9 against Undead to anyone. The bonus to body for a Warrior got the item into the deck for +1 to maximum to 7. Arcil is the only Warrior with a body less than 8. This is a good weapon for him.

**Crown of Clouds** is a special item. It is a Helmet needing to discard Lost Knowledge to enter with Gates of Morning or Doors of Night in play. A +2 body to maximum 10 is nice along with +3 direct influence. It's true power is allowing Tredeinos free movement in your company until your next movement phase. The four corruption points are tough.

**Black-hide Shield** is a minor item with a nice body boost with many characters with 7 body. This is included to help with low body characters and use Swag tied to Burglary Miserably.

**Swag** is in the deck to get both lances in play quickly. You need to play this event at a tapped site (e.g. Free-hold, Border-hold, Ruins).

**Share the Treasure** is a treasure and hoard minor item. Discard it to cancel a detainment attack by Dwarves, Dúnedain, Orcs, or Men. It will carry two corruption points. Six of the sites have Men automatic-attacks. You want to use this item with a character's ability.

**Drums of Argoth** is a unique Instrument with two corruption points. Tap the item to cancel all actions for the rest of the turn that discard a target character in bearer's company. This can help you have many characters in play with so little direct influence.

**Amulet of Suculac** is a minor jewel played at any non-haven site in Dominion of the Seven. Tap this item to cancel any Undead attack or strike. Also bearer suffers no effects from any Undead strike against him including events. The two corruption points is worth the benefits.

**Book of Malkôra** is a Lost Knowledge item with the dark essence of the universe. It is only playable at Hall of Malkôra. A Sage bearer taps to increase hand size by one until the next untap phase. The three corruption points is the cost to bear.

**Strange Ration** untaps minions and can allow 5 regions to surprise a hero company. Expect your companies face attacks with many tough strikes. Give this to the Shadow-mage that has His Spirit Endured.

**Blazon of the Eye** will aid in gathering factions since there are no faction resource events.

Token to Show will allow the storing of resources during the site phase, but you have no such resources.

## FACTIONS

These resources are present to provide MPs and special abilities. You will not go to war whatsoever in the Dominions of the Seven. Many characters have a bonus against a specific faction. Blazon of Eye grants +2 to any faction influence checks. Honey on the Tongue can help a character with many followers make the attempt. Profitable Trade is included. You have Man, Slayer, and a Mercenary faction. You may be vulnerable to general influence hazards when attempting an influence check.

**The Black Dogs** are a non-unique Man faction. They are playable at any tapped or untapped Dúnadan-hold or Man-hold in the Dominion of the Seven if the influence attempt is greater than 7. Play this faction later allowing for the +2 standard modification from *Those With the Black Hand* and when you can use Burglary Misery to discard any treasure item for +2. The special ability is tapping to key any one slayer creature to any site in the same or adjacent region where you have this faction played. If you do so and eliminate a character the faction is worth 1 MP. One copy will be played in the Western Spur of the Yellow Mountains, which is adjacent to Cleft of Goats, Hyarn, Miredor, Elorna, Drel, Pel, Mag, Tumag. The other copy will be in the Bay of Drel blanketing the whole of the Seven Lands.

**The Eyes of Malezar** are found at Kondu Manara or any site with Warlord's Lair if the influence attempt is greater than 10 (Malezer +3, twice the MP of a prisoner). Tap this faction to allow Vampire to be keyed to any site where you have a minion agent. You will have one permanent agent, a Valdacli Lord agent, and a later agent. This is a Slayer faction.

**The Monks of Ereg Eiren** is a dual faction from Eregost. You need an influence attempt greater than 10. (Dwarves -2, Dúnedain -2, Elves -4, Ringwraiths +3) will not help you. But you can tap to either increase the hazard limit against a non-Black Player's company traveling in the Uttersouth by +1 or bring any The Knifeless Ones creature from discard pile to your deck.

**The Society of Derei** is a Man faction from Arpel. You need an influence attempt greater than 9 (standard modifications: Dwarves +1, Men +1, Elves -2). This 1 MP faction becomes 3 MP if placed under Profitable Trade or if Arpel is used to store a hazard host card for a prisoner.

**The Southern Slayers** is a unique Slayer faction at Tower of Hargrog. You need an influence attempt greater than 12 (standard modification: leader+2, warlord+2), Use your avatar Malezar. The special ability will not be used by you: Tap to make Creatures of an Older World playable at Tower of Hargrog by any Slayer or Ringwraith character. This normal 2 MP faction gains 1 MP (to max 4) for each character eliminated by your slayer creatures or slayer characters.

**Those with the Black Hand** is a unique Man faction found at any Man-hold in the Dominion of the Seven if you discard a Lost or Stolen Knowledge from the company. The influence check must be greater than 9 with standard modifications: Ringwraith +3, hero faction at the site -3, minion faction at the site -2, for each treasure discarded+2. Tap this Slayer faction any time to place Venomous Sting on a character wounded by Slayer creature keyed to the Dominion of the Seven or its adjacent territories.

**The Order of Horus** is a Mercenary faction from Vog Mur. It was selected to gain MPs from Profitable Trade. You need an influence attempt greater than 11 (standard modifications: discarding treasure items +2, Dúnedain +1). More MP are gained if this faction is battling.

## ALLIES

**Jovkuar** is a Wood-maia of 1 MP and two mind. It is only playable from Elronan Swamp. Either tap the ally to cancel any effect returning the company to site of origin or to cancel one attack against his company keyed to Wilderness.

**Tredeinos** is an Air maia and a Ranger. It has 4 mind, 3 MP, 7 prowess, and 10 body. A great ally, but you need to have Crown of Clouds in the company at Cave of Clouds. Tap the ally cancel the effects of one environment card on his company. This ally must stay there in the Dominion of the Seven.

## MISSIONS

Use these missions to scrap some MPs. **Stabbed Him In His Sleep** is played on an untapped Scout in a covert company at an already tapped Border-hold or Free-hold. The Scout faces an attack of the type of the first site attack of one strike with 8 prowess. Success puts this in the MP pile. Slucrac has four prowess. Use him.

**Profitable Trade** needs three factions in the same territory and of a different race. Use a Man, Slayer, and Mercenary faction.

**Secret Alliance** allows you to play one Valdacli Lord as an agent face down at his home site. When your secret agent is revealed and it is in play by another avatar that avatar makes corruption check modified by -3. Also, you can tap your avatar if in the same territory as the agent to modify any roll by +2 (even during your opponent's turn). You receive 2 MP from this card if this secret agent discards or eliminates an opponent's character, faction, or item.

You will use Seregul. His six prowess can kill and an 8 body can keep him alive. Home sites of Arpel and Seregul's Keep are useful. You will not tap Seregul's Keep so move him there. Allow him to attack against a Noble Hound for his has +2 prowess against Animals and Orcs At his home will have 13 prowess and 9 body against Noble Hound.

**Slave-trader** can get you a prisoner. Play this on a man or Half-orc character with a home site in Mordor, Great Central Plains, Sun-lands, or The Uttersouth. Then if bearer is at a site in the same territory as one of his home sites where a character is held prisoner by a hazard host, he may tap or discard a Treasure item from company to cancel all rescue-attacks and take the prisoner with the company. You can store the prisoner at a port for 1 MP; Arpel.

## ERIADOR & UNDERDEEPS

The wilds of the land is your new realm. There is nothing but Wilderness and many Ruins. Stay out of Rhudaur and Forochel except for CvCC; that realm is for Rogrog. You may attempt the play of resources in the Southern Misty Mountains. Also stay north of Old Pukel-Gap too except for a good reason.

**A Nice Place to Hide** is a Scout event that cancels an attack. Use Strange Rations to untap the scout.

**Under His Blow** will defeat detainment attacks and keep important minions untapped for the site phase. There are four warrior minions in the deck.

**Blow Turned** will keep minions untapped for the site phase or to be available for another strike that may kill the creature for a trophy. It is only for Warriors.

**Burgling Miserably** is a Scout event playable on a non-overt Scout at a Free-hold, Border-hold or Ruins. The Scout taps to allow one Swag to be played with the event. Now, you can discard the Swag as if a treasure item.

**Ered Laranor** is played at the end of the Organization phase to make regions adjacent:

Chennacatt/Usakan, Seznebab/Usakan, Curinshiban/Usakan, Hyarn/Tumag, Elorna/Mag. Face an Orc attack of 3 strikes with 7 prowess. Else reduce the hazard limit by two if you move to a site in the region. You only have three sites to visit in these regions, but moving over the mountains is helpful with Going Ever Under Dark.

**Honey on the Tongue** gives +5 direct influence against characters in the company in the same company as the Diplomat. You want to use this event to free direct influence for faction influence attempts.

**Voices of Malice** is a staple event. There are five Sages in the deck and three use shadow-magic.

**Town Guard** is a dual event. Play it on a covert company moving or at a Free-hold or Border-hold if a non-animal, non-Ent faction of the same alignment is in play at the site. Cancel the attack keyed to the site or give the attack -3 prowess. You can also play this to cancel Combat during opponent's site phase.

**Palantrist** is a Lost Knowledge and Transport event. Play it on a port site if you have a faction under Profitable Trade at that site. For you that will be Ró-molló(BD), Mispír (El), Arpel(Pe), and Vog Mur. Tap the site if untapped to allow the company to move using Port movement with an increase region including up to two more Coastal Sea regions in the site path. You can move from Vog Mur in Usakan Bay to Miredor. Or from Mispír to Mag or Tumag. You can reach Mag but that requires triple Wilderness. That is the same from Arpel to Tumag.

**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 will be noticed during the game. But your use of the Mountain Resource can nullify this.

**Concealed Entrance** is played on a hidden site (e.g. Kondu Manara). This adds the cost of tapping a Scout to enter the site. Deck exhaustion discards the card.

**That Aint' No Secret** is a Stolen Knowledge used to reveal Kondu Manara. This event is played at an Information site. You are scheduled to visit six such sites.

**Keeper of the True Flame** makes a Sage into a Shadow-mage. But the character must visit a site in Sirayn. This is a cult event. You can reach Chennacatt from Tower of Hargrog if using Ered Laranor. Try to play it on Esfur before you sit him at a site.

**Cult of the Dark Lord** is in the deck to provide a Darkhavens away from the normal Darkhaven. Play a copy during the first deck. The event requires a sacrifice of one of your characters or a prisoner at a Man-hold. Select Mispír. This border-hold is four regions from Pel and allows playing agent characters that have a home site in the Dominion of Seven. Then the site becomes a Darkhaven and AAs become normal at other alignment versions.

## SHADOW-MAGIC

Six of the shadow events are used and 8 copies. You have four normal Shadow-mages. There is an event to make another. Almost all of them bring a -4 modified corruption check.

Deeper Shadow reduces the hazard limit on your small companies. Else you can change a Ruins&Lairs to a Shadow-hold or one Wilderness to a Shadow-land. You will visit five Ruins. The cost is a corruption check modified by -3. Combine this with Going Ever Under Dark.

Gold Chains in the Wind is essentially a strike-canceller on the shadow-mage. This event brings ally with a 5 prowess into the game to face one strike. Use this event against Slayer.

His Spirit Endured is played on a company with a shadow-mage. One Gold Chains in the

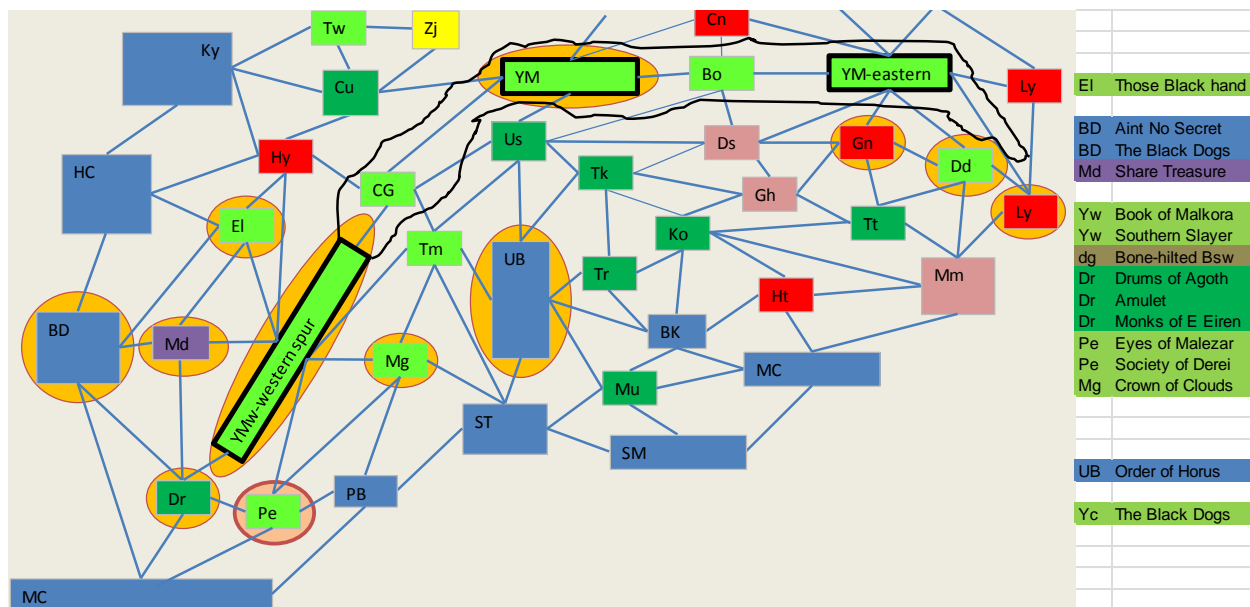
Wind may be placed “off to the side” with this card instead discarding it from play. Then you can play this event again against a different attack. When you do you must tap the Shadow-mage else discard this event.

Well-preserved is to heal a minion far from a heaven. But this is also good to use if Angulion uses his special ability with magic cards.

Freeze the Flesh is to keep a dead magic-user in play. So have this in hand when you move a 7 body magic-user or use AMWH. Ne-upka has 7 body.

Hounds of Sauron has two uses. Use it to reduce an attack to a single strike. Hounds of Sauron is a great CvCC event to soften up the heroes by creating a four strike Wolf attack with 8 prowess.

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



Pel	S	Kondu Manara	malezar	Undead
Pel	B	Arpel	malezar	Men
Mag	R	Cave of Clouds	malezar	Men
Drel	R	Aeluin	malezar	Drake
Drel	S	Eregost	malezar	Men
Drel	R	Watch at Unulló	malezar	Undead
Dungeon	R	Arvarien's Maze	malezar	Traps
YM-Western Spur	S	Hall of Malkôra	malezar	Men
YM-Western Spur	H	Tower of Hargrog	malezar	.
Miredor	R	Arig's Tomb	malezar	Undead
Elorna	R	Elornan Swamp	malezar	Swamp G
Elorna	B	Míspir	malezar	Men
Bay of Drel	B	Ró-molló	malezar	Men
Bay of Drel	F	Tol Turgul	malezar	Dúnedain
Usakan Bay	B	Vog Mur	malezar	Men
YM-Central Spur	B	Hall of Alûva	malezar	Men

## SITES

Warlord's Lair will be played on Kondu Manara. There are no dark-holds or lairs in the Dominion of the Seven. Blackflame is the only entry to the under-deeps, which you will not travel. The safe-holds are mostly men or dúnadan-holds. Men is the most common AA type. Tower of Hargrog is the only haven that you will use. No Dark-holds are expected to be visited for resources.

You will not be facing a variety of attacks. 16 Sites include these types: Men(8), Undead(3), Drake, Dúnedain, Swamp Gas, Traps. Half of the sites are either Ruins or Shadow-holds. You will visit five Border-holds and one Free-hold. Eight sites on this list have a minion with a home site among these 16 sites.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	1	5	6	0	3	0	16

For the free-holds there are five near to you. Play the Stolen Knowledge event at **Tol Turgul** in the Coastal Sea region Bay of Drel. It has a normal Dúnedain attack of 9 prowess. Then avatar or overt company also faces a one strike Dúnedain attack of 14 prowess. Only avatar or overts can play greater and gold ring items here. An overt company must tap a character to reveal this site.

Border-holds have five factions. Those With the Black Hand are found at the port **Mispír**. This port site has a tough Men 4 strike with 7 prowess detainment attack. Uthmag is from here. Cult of the Dark Lord is a good card for this site due to playing an agent with a home site in the Dominion of the Seven here. Pel has a faction to play. Society of Derei will be played at **Arpel**. That site a five strike normal Men attack with 9 prowess for AA. Information is playable at Arpel. A disease hazard can be fetched by the hazard opponent if an animal ally is at the site. Any agent with a home site in the Dominion of the Seven may come into play at this site. Nomikon and Ricenaris are from here. Port **Ró-molló** the Black Dogs and its detainment Men attack of 4 strikes with 10 prowess. Ricenaris is from here. **Hall of Alúva** The Black Dogs its detainment Men attack of 2 strikes with 9 prowess. Cluth is from here. **Vog Mur** is a port with a Men normal attack of 4 strikes with 8 prowess. Play The Order of Horus there. Simbu is from this island.

Ruins are common in and near the Seven Lands. An ally is found in the swamp **Elornan Swamp** that has a Gas 5 prowess attack for each character. Two hoard items are in the deck. Share the Treasure will be played at **Arig's Tomb** with undead one strike with 10 prowess AA. Bone Hilted Broadsword is find at Arvarien's Maze. This is a dungeon under Watch of Unullo. It has a Traps attack of 7 prowess. **Watch at Unullo** is a hidden site with gold rings and a weak undead AA. A sage or diplomat needs to tap to reveal the site. Play Amulet of Suculac there. Play Drums of Agoth at the Drel site **Aeluin** after facing the single strike Drake attack with 10 prowess.

Four shadow-holds are in the Seven Lands. Each has few strikes but much prowess. Two are hidden sites, which all allow major items. **Hall of Malkora** has nothing playable except for Book of Malkora. Face its detainment two strike Men attack with 10 prowess. Ne-upka is from here. **Eregost** has major items that requires tapping a Scout to visit. But play Monks of Ered Eiren there after facing the three strike normal Men attack with 9 prowess. **Kondu Manara** has major and gold ring items. You need to discard Stolen Knowledge to reveal the site. Its site attack is weak with Undead of two strikes with 8 prowess. Make it a Warlord's Lair with a Secret Entrance. Play Eyes of Malezer there. Malezar and Ulfacs are from here. **Tower of Hargrog** is the darkhaven for minions. The hidden site requirement is discarding Stolen Knowledge. Play the faction the Southern Slayers there. Arcil and Ulcamer are from here.

No sites are shared with any minion player, but Tower of Hargrog.



## **AGENTS**

Eyes of Malezar allows using an agent to key a Vampire.

Ulrieth is a Shadow-mage agent. Keep her as an agent unless you need a Shadow-mage. She will stay on the western slopes of the Yellow Mountains. Move her to Miredor sites such as Ostelor, Alsarius, and Baruzimabûl.

Slûcrac is a Scout from Mispír. He is used as a character for a while, then used as an agent after the first deck. Keep him at Ruins in Yellow Mountains and Drel.

Seregul is going to be a secret agent. Keep him at his home sites.

## **FACTION WAR**

Your factions are too weak to battle except for The Order of Horus. But you want that faction for Profitable Trade.

## **UTTERSOUTH DIVISION**

You will be mingling with Indûr the Ringwraith and many Dark Elves part of the Court of Ardor. Hargrog the half-troll will be seen at his tower. Be careful for he may bring a spirit-magic user to influence away a character. Other than that this undead servant will stay away. Mag and Usakan Bay are two regions that may see Court Elves. Seregul's Keep may be visited for Stolen Knowledge. The islands will be visited by the elves. Stay clear of the firstborn.

A lesser wizard will not be in any region adjacent to the Western Spur of the Yellow Mountains. Guild of Elements will visit the wose-hold in Pel and Rilgul where you will play faction at a site in the same region – beware and guard your magic-users.

The Valdaclian Lords are many and ever near. Expect trouble from them every turn. Do not be vulnerable at any site. A Malady Without Healing and Hounds of Sauron should kill a few enemies.

## **MARSHALLING POINTS**

C=6 You have a seven 1-MP minions, and three 2-MP minions. You expect have four low-minds and one mid-minds. You may have more at the time of the councils.

I=6 Five items yield MP. You should have at least four in play. Replay any if lost.

F=11 Eight factions are present. Three will give 7 MPs. Some MPs are gained if a slayer creature or character kills.

A=1 Jovkaur is the ally that is easy to keep.

M=6 Stabbed Him in His Sleep and Profitable Trade are 3 Mps.

K=2 Hounds of Sauron can help you get these points.

GAME POINTS: Bodyguard x3, Brawler x3

***First Deck:*** Move one company at least every turn drawing cards. Use Tower of Hargrog as a Darkhaven. Play items and factions as drawn. Focus on table resources that have detainment attacks. You should play two of the non-minor items and one faction. Hazards should be fast. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. ~6). The avatar taps 4x to place 20 cards into the discard pile. Avatar taps another 2x to shuffle Wights of Malezar and Crypt of Malezar. When Eyes of Malezar is played, move away from the site allowing the site to



be untapped for next use; make sure you grab Warlord's Lair before exhaustion.

Weigh All Things to a Nicety shuffles *The Eyes of Malezar* from the sideboard. The other two copies can shuffle magic events.

An Unexpected Outpost shuffles *Heritage Forsaken*, *Doomed to Die*, *The Ring's Betrayal*.

#### First Exhaustion

Remove from the sideboard 5 hazards: *Bring Our Curses Home* x3, *Kin-Strife*, and *Burdensome Commands*. Try to get Slayer giving trouble.

Place these resources in the sideboard: Swag, permanent-events likely not needed until late in the second deck when WATTAN can shuffle the event later.

***Second Deck:*** Play the remaining factions. Somewhat avoid the enemy unless an easy mark can be gained. Profitable Trade should be played. Try to get a prisoner using Slave-trader. Get the Warlord's Lair site, Kondu Manara, ready with Concealed Entrance and Crypt of Malezar. Get Cult of the Dark Lord into play. Expect to exhaust on Turn 18.

Weigh All Things to a Nicety can shuffle the resources left in the sideboard. Shuffle discarded main resources like factions or combat cards.

An Unexpected Outpost shuffles *Muster Disperses* and *You've Put Your Finger In It*.

#### Second Exhaustion

Remove from the sideboard 4 hazards: *Venomous Sting* x3, *Cult of the Eye*. These hazards will trouble the Uttersouth Division.

Place these resources in the sideboard: Burgling Miserably, characters. It is okay to send resources to the discard pile just to exchange with the sideboard. Consider placing cards in the sideboard that you want in your hand on Turn 23 or Turn 24 since you will have a third exhaust.

#### ***Third Deck***

Use a company with shadow-magic to push hero companies to certain locations to ally factions to add misery such as Monks, Eyes, and Dogs.

## SIDEBOARD MANIPULATION-25

This player has many cards to handle for the second deck that allows the avatar to tap during the first deck for other purposes.

Eight allies/factions will be sent to the discard pile. Nine others are permanent-events. Swag will grab two shields. Avatar taps to shuffle two when needed (e.g. Wights, Crypt).

Non-faction cards starting in the sideboard may not be played during the second deck. That is acceptable; you may tap the avatar during the third deck when ready for those resources.

2	Black-Hide Shield	swag	
1	Share of the Treasure		dp111
1	The Black Dogs		dp112
1	The Black Dogs		dp113
1	The Eyes of Malezar	Weigh	
1	The Monks of Ereg Eiren		dp121
1	The Society of Derei		dp122
1	The Order of Horus		dp123
1	Tredeinos		dp124
1	Winged Terror		dp125
1	Profitable Trade		dp131
2	Town Guard		dp132,dp133
1	Palantrist		dp134
1	Awaiting the Call		dp114
1	Concealed Entrance		dp141
1	Slave-trader		dp143
1	Wights of Malezar	tap	
1	Keepers of the True Flame		dp142
1	Crypt of Malezar	tap	
1	Cult of the Dark Overlord		dp144
1	A Malady Without Healing		dp145
1	Warlord's Lair		dp115
1	Were-bat		dp135
E1 X	Awaiting the Call		tap

25 resources	cards	tap	cards	tap
Sb to PD	2	2	---	---
Sb to DP	20	4	---	---
Weigh	1	---	---	---
Whispers	--	---		
Other	2			
Avatar	---	-3		

## HAZARDS

Tough, territory-specific creatures are plentiful. This means that creatures against other hero players are few. Naturally, events creating attacks from automatic-attacks synergizes the deck. Some events go well with Slayer creatures (e.g. Bring Our Curses Home). Noticeably events seem to be included with no plan --- one of the last minion hazard decks to be made.

## CREATURES

Those that seek to kill and those already dead lurk in the Dominion of the Seven. Half of the creatures are restricted to a territory. Be careful away using Slayer.

**Vampire** is a demon. Found in evil places such as double Shadow-Lands, Dark-Domains and Dark-holds; this is a flying creature. One strike of 13/9 is not the best, but the attack taps a strong character. Each strike reveals one card from opponent's hand if attack is not cancelled. Vampire can also be played on a company after facing a non-detainment Nazgûl or Spawn attack. There are no obvious ways to play this in the Uttersouth. Thus you need a faction to play this creature.

Three Slayer creatures will hunt and silently kill the targeted victim. No stat enhancers are present in the deck, but the faction The Black Dogs provides extended range for the creatures.

**Slayer** is the regular 1 MP creature with two attacks of one strike each against the same creature. One character in the company may tap to cancel one of these attacks. Choose a Sage or weak character to ensure non-defeat. Slayer can be played at Border-holds and Border-lands ensuring quick play. This creature has two strikes with 11 prowess against the same character. Wound Sages. Expect to play this creature 6/9.

**Southern Slayer** is a 2 MP creature for one strike with 11 prowess and 5 body. This creature is design to kill. Its strikes cannot be cancelled. Revenge is the attitude for this creature since every Slayer creature or trophy of the target player modifies the attack by +2 prowess and +1 strike for every killed creature or won trophy. All the strikes target the same character in separate strike sequences. The Slayer creature is limited to the Sun-lands and Uttersouth territories. Keep it in hand for the Valdacli.

**The Knifeless Ones** is the third slayer creature. It has more lethal at 3 strikes with 10 prowess and 4 body. It is limited to any Border-hold or Shadow-hold in the Dominions of the Seven against non-Black players. Faction Southern Slayers expands the creature's range. Any scout or ranger may tap to cancel a strike from this attack if keyed to a Border-hold or region. The discarding of a wolf or man creature adds that type to this slayer attack. Discard a man or wolf creature to gain any enhancers from such hazards.

**Slow-fang** is an animal found in Jungles and Ruins in Jungles. It also chooses defending characters with its one strike. Hobbits, Wose, and Orcs have +1 to their body checks. Venomous Sting can be played from hand or discard pile on anyone wounded by this creature.

**Arch-lich of Pel** is a powerful Undead creature found at any Ruins or Shadow-holds in Pel and adjacent regions. Any character wounded by this creature has its body reduced by one until the end of the turn. Killing this two strike, 9 prowess, and 8 body creature gives 2 MP.

**Xarbanisan of The Swamp** is another Undead. Is a 12 prowess and 7 body single strike creature. Also, attacker chooses defending characters. It is keyed to Elorna. Doors of Night expands this to non-Coastal Sea regions Ruins and Shadow-holds.

Swarthy Sneering Fellow is a Man Scout that is weak with 2 prowess and 7 body. He will be

played face-up to use his special abilities. Any company moving to his current site has its hazard limit increased by one. As an agent he can attack while face-up as detainment with +3 prowess. Success will force the storing of Lost/Stolen or Information.

## Playability

-	FH:				
9	BH:	Slayer	Southern Slayer	The Knifeless Ones	
6	RL:		Southern Slayer		Slow-fang.[J]
6	SH:			The Knifeless Ones	
3	DH:	Vampire			
-	UD:				

---

-	FD:				
6	BL:	Slayer	Southern Slayer		
-	J		Southern Slayer		
-	W				
-	WW				
-	SL				
3	SLSL	Vampire			
3	DD	Vampire			
-	CS				

---

## HAZARD EVENTS-36

Events were selected to target characters or sites. With many creatures only playable in the Uttersouth you need events that are fast to play.

### Basic cards: 4

You have two copies of Doors of Night and Twilight. You need Doors of Night for All Dead All Rotten and Doubled Vigilance.

### Corruption/Check/Avatar: 10

**Heritage Forsaken** decreases a Dunedin character's MP by two. This hazard may drive the victim into the sea. Expect to play this event 2/3.

**Kin-Strife** has a few effects. No other Man or Dúnadan character may join the company if one is already in that company. The hazard may be discarded to tap a Man or Dúnadan. Discarding the hazard has the price of removing all of the same race from the company or playing a faction of either race. Expect to play this event 2/3.

**Doomed to Die** will be used as a short-event targeting a Dúnadan or Man with a body less than nine. Target must make a CC modified by -2. Try to play this on a healed character.

**Ring's Betrayal** is in the sideboard awaiting to fall from a player's hand. Weariness of the Heart is the mechanism to cause trouble if no other mechanism forces a corruption check. Else lower the prowess of a player by -1 for the turn. This hazard is in the sideboard awaiting release in the second deck.

**You've Put Your Finger In It** is another hazard played on a non-wizard ringbearer. The hazard limit for target's company increases by one for each ring in the company. A Ranger can tap to remove this hazard during the ORG phase. This too is in the sideboard.

**Pride Increased with Despair** targets valuable characters. Any of the victim's CC are modified by -1 for each ally and MP event played on him. The discarding mechanism is harsh considering a transfer of a greater or special item is needed for removal. This hazard will be placed in the sideboard until allies and those events have time to be played.

**Burdensome Commands** requires the victim's player to have a mustering event in play. The victim has his stats reduced. Its removal mechanism is simple as receiving a healing effect, which means playing the hazard on a character engaging in combat.

**Bring Our Curses Home** is corruption only played if a creature is played, but the hazard stays in play only if that hazard creature eliminates a character. If kept in play, the creature is attached to the hazard. Character receives 3 corruption points and his company faces that creature whenever it is playable. Your other hazards can weaken characters adding lethality.

**Taint of Ambition** is corruption for diplomats. It burdens with one corruption point and forces a corruption when a Diplomat resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

**Taint of Glory** is corruption for warriors. It burdens with one corruption point and forces a corruption when a Warrior resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

**Taint of Deep Lore** is corruption for sages. It burdens with one corruption point and forces a corruption when a Sage resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

**Taint of the Wilds** is corruption for rangers. It burdens with one corruption point and forces a

corruption when a Ranger resource is played in his company. Removal is done at a Haven, healing site, or home site with a result greater than 6.

#### Main Theme: Attack Enhance - 6

**Threat of Many Feet** allows keying creatures to the site of origin. This is a Long-event and helps get three Slayer creatures more options.

**Venomous Sting** is played after a successful Spider or Vermin attack. This is a disease reducing the victim's prowess and body by one. Also, his company's movement is reduced by one region. Removal is easy by either healing or at a haven. There are three spider creatures in the deck. There is only one other Vermin creature. The playing of this hazard will be from a successfully strike from **Slow-Fang** or Cobras. One copy of the hazard event will be kept in the sideboard for fetching after a Slow-Fang attack.

**All Dead, All Rotten** forces a CC to non-elf characters moving to a site with an undead AA. This will not be common, but can be harsh late in the second deck. But it is a permanent-event. This hazard waits for the first exhaust allowing items to burden the heroes. Wisp of Pale Sheen, Corpse-Candle, and Ghouls can be played at any Swamp.

**Lost in Free-Domains** is a Roadblock short-event preventing a site phase if the company uses a Free-Domain. Miredor is this region for you.

#### Secondary Theme: Sites - 6

**FearFireFoes** makes a new detainment AA on a Free-hold or Border-hold, that may prevent an influence attempt causing the company to stay at the site for another turn. This may give time for an agent to arrive. The detainment attack has no type, 5 strikes with 8 prowess. Else it makes a detainment automatic-attack a minion company is facing normal with -1 prowess.

**Doubled Vigilance** is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4strikes with 9 prowess. Doors of Night expands this to Ruins & Lairs or to a Border-hold.

**Watchers at the Gate** creates a Pukel automatic-attack at a Shadow-hold or Dark-hold. The site gains an additional automatic-attack of Pukel-men with 2 strikes at 9 prowess, detainment against minion companies. Use this event to protect your companies.

**Cult of the Eye** is a permanent-event played on a minion Man or Dúnadan faction if Doors of Night is in play. All Border-holds and Free-holds containing the site where the faction was played have an additional AA: Men – 2 strikes with 10 prowess (detainment against black players or if resource player has a faction in play at a site in the region.). All influence attempts by a hero against the target faction are modified by -2. Play this on a faction in Pel (Society of Derei). This is good to tap heroes allowing you to take prisoners.

**Tidings of Bold Spies** is a short-event that copies the automatic-attacks of the new site. Then the company faces these attacks. Thus, this hazard must start the chain of effects.

#### Tertiary Theme: Roadblock - 3

**Come at Need** keeps an ally off-to-the-side until you either play the ally or a company enters the home site of the ally.

**Muster Disperses** can get a faction discarded if enough general influence is missing.

**Slipped Treacherously** taps all items.

### Cycle: 3

Use Outpost to fetch hazards in the

#### Tredeinos

[MP: 3; Mind: 4; P/B: 7/10]---R---maia. Unique: Demon. Only playable at the Cave of Clouds if Crown of Clouds is at the site. Discard Tredeinos if his company moves to a site that is not in: Drel, Pel, Tumag, Mag, Miredor, Elorna, Hyarn, Usakan, or Bay of Drel. Tap to cancel the effects of one environment card for his company.

#### Jovkuar

MP: 1; Mind: 2] Unique. Demon. Playable at Elornan Swamp. May not be attacked. Tap Jovkuar to cancel any effect that would cause his company to return to its site of origin after declaring its movement to a new site. Alternatively, tap Jovkuar to cancel one attack against his company keyed to Wilderness.

#### Amulet of Suculac                      minor      min      [MP: 1; CP: 2]

Unique. Jewel. Playable at any non-Haven site in in Dominions of the Seven. Tap to cancel an undead attack or strike. Bearer suffers no effects from any undead strike against him. Bearer makes a corruption check when this item is tapped.

#### Book of Malkora                      special      min      "[MP: 2; CP: 3],

Unique. Lost Knowledge. Only playable at Hall of Malkôra. If its bearer is a sage, tap Book of Malkora during your organization phase to increase your hand size by 1 until your next untap phase.

"

#### Crown of Clouds                      special      min      "[MP: 3; CP: 4]

Unique. Only playable at Cave of Clouds if you discard a Lost Knowledge card during the site phase and if Gates of Morning or Doors of Night is in play. Helmet. +2 body (to a maximum of 10); +3 direct influence. Tap Crown of Clouds to cancel one Flying attack against any of your companies. Tap Crown of Clouds to allow Tredeinos free movement in your company until the beginning of your next movement phase.

"

#### Drums of Agoth 2                      special      min      "[MP: 2; CP: 2]

Unique. Instrument. Playable at any hidden site in Dominions of the Seven. Tap Drums of Agoth to cancel all actions for the rest of the turn that discard a target character in bearer's company. Bearer makes a corruption check. This item may also be so tapped during opponent's site phase.

#### Crypt of Malezar                      min              [Body: +1; SP: +3]

Unique. Playable on Kondu Manara. During the site phase place a character in play or a prisoner at the site with this card, store all items, and discard all permanent-events with target. Malezar can use target's skills, magic, or prowess at any time. Target makes a body check by -2 at the start of his Untap phase.

#### Wights of Malezar                      min              [SP: 4]

Playable if you have Cult of the Dark Lord in play. Once per turn, you may play any Bodyguard or Orc Warrior from your sideboard or discard pile or any character in your our of play pile or



one character in any out of play pile at the site of the event. Character is considered Undead, has 6 body, 0 DI, and cannot make influence attempts.

Were-bat                      SP1              [SP: 1; DI: -2; Prowess/Body: -2/+2; GI: (+4)]  
Malezar specific. Demon fána. Flying. Playable during your organization phase on Malezar.  
Return this card to your hand: when you play another Demon fána card, or, if you so choose,  
during your organization phase. Can move normally five regions.  
+4 to your GI if avatar. Malezar skills become Warrior Scout Sage and may not have followers.  
tap cancel a strike against himself (not from an automatic-attack)  
"

Arcil                      man                      character-minion  
[MP: 1; Mind: 3; DI: 0; P/B: 4/7]---W---Man. Unique. Mûmakani. Slayer. +2 direct influence  
against The Southern Slayers. +1 prowess and body if controlling a flying ally.  
Home site: Tower of Hargrog."

Uthmag                      2                      man character-minion  
[MP: 2; Mind: 6; DI: 1; P/B: 3/8]---R/Sa---Man. Unique. Elornan. Can use shadow-magic. +2  
direct influence against Those With the Black Hand.  
Home site: Mispír."

Ne-Upka                      2                      man character-minion  
[MP: 2; Mind: 6; DI: 2; P/B: 4/7]---Sa/D---Man. Unique. Pel. Can use shadow-magic. +2 direct  
influence against Pel, Seder, or Aden characters.  
Home site: Hall of Malkôra."

Ulfacs                      0                      man character-minion  
[MP: 0; Mind: 2; DI: 0; P/B: 4/8]---W---Man. Unique. Haradan. Slayer. -1 to CC and influence  
checks. He chooses defending characters for his strikes in CvCC while controlling a flying ally.  
Home site: Kondu Manara."

Ulcamer                      1                      elf character-minion  
[MP: 1; Mind: 4; DI: 1; P/B: 4/8]---W/R---Elf. Unique. Kelno. Agent. Slayer. +2 prowess  
against dwarves, men, and orcs. May tap at his current site within a Jungle region to make  
creatures playable key to Jungle playable at the site. Shifting Paths may be played on any  
company starting at his current site, regardless of their company composition.  
Home site: Tower of Hargrog, Engkîr, Ithilkîr.."

Ulaca                      1                      man character-minion  
[MP: 1; Mind: 4; DI: 1; P/B: 3/9]---R/D---Man. Unique. Usakani. Slayer. +2 direct influence  
against The Southern Slayers. While controlling a flying ally, he gains the Warrior skill.  
Home site: Ramôrth."

Cluth                      0                      man character-minion  
[MP: 0; Mind: 2; DI: 0; P/B: 3/8]---R---Man. Unique. Seder. +2 direct influence against The  
Black Dogs. +1 prowess against Animals.

Home site: Hall of Alûva."

Ricenaris            1                            man character-minion

[MP: 1; Mind: 4; DI: 2; P/B: 4/7]---Sc/R---Man. Unique. Pel. +1 direct influence to characters with a Home site in Pel, Mag, or Tumag.

Home site: Ró-molló, Kadar an-Khâradun."

Nomikon            1                            man character-minion

[MP: 1; Mind: 4; DI: 2; P/B: 2/7]---Sc/Sa---Man. Unique. Seder. +2 direct influence against The Black Dogs. +1 direct influence against characters and factions playable at his Home site.

Home site: Arpel."

Esfur                2                            man character-dual

[MP: 2; Mind: 5; DI: 1; P/B: 3/9]---Sa/D---Man. Unique. Seder. +2 direct influence against The Society of Derei. +1 prowess against Animals.

+1 direct influence against Seder and Sederi faction. Discard a treasure item in his company to cancel any attack by Dwarves, Dunedain, Orcs, or Men keyed to a port, Border-hold or Shadow-hold. Home site: Alsarius."

Malezar    demon            character-minion

[Avatar GI: 22; Mind: 7; DI: 2; P/B: 4/8]---W/Sa/D---Demon.

Unique. Warlord. Leader. Can use shadow-magic. +3 DI against Men and Orcs. Considered a Man minion when alone. When his company faces a demon or undead attack, make a roll, attack is cancelled if result is greater or equal to his mind else tap him, wound if already tapped. tap to shuffle a shadow-magic card discarded from his company instead.

TAP: take War-lord's Lair or Were-bat from your discard pile to your hand.

Home site: Kondu Manara.

TURN01-1.1; first player to start game.

[Turn 01 – first mini-turn, first player played for solo game]

Forgive the stats below being wrong ( strange rations corruption point). Do get it right when needed.

@ Kondu Manara-U

U	Uthmag	6	1	3	8	Man			R	Sa		1	Blazon of the Eye
U	Ulfacs	2	0	4	8	Man	W					1	
U	Ulaca	4	1	3	9	Man			R		D	0	
U	Cluth	2	0	3	8	Man			R			0	Strange Rations
U	Slûcrac	6	1	4	9	Man	W	Sc				0	Open to the Summons

HAND below only for “permanent” use such as Pallando or card use.

Ulrich		Gold Chains in the Wind	
The Knifeless Ones		Well-preserved	
His Spirit Endured		Ered Laranor	
Taint of Ambition		Swag	
0		0	
Turn: 1	Hand: 8	MP: 5	SP: 0 PD: 86
Cirdan	Elrond	Gandalf	Balin VALD2

BELOW OF HAZARDS THAT START THE TURN IN PLAY (PERMANENT-LONG)

Heroes are shown first, then Minion cards.

Gandalf the White Rider, Master of the House, Lord of the Haven, Radagast the Tamer, Lady of the Golden Wood, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Pallando the Soul-Keeper  
, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Smaug at Home, Thorkmaw at Home, Mordor in Ruins

**UNTAP** {move south for better possibilities for next turn}

**ORG**

{Need to load playdeck with site playing table cards to have something in hand}

Cluth taps to play Ered Laranor to reduce HL by two moving to a site in Elorna – Mispir,

Those With the Black Hand could be drawn.

His Spirit Endured played on the company. Be careful about becoming overt.

Rolls have a prefix:

S=strike

C=corruption check

B=body check

H=hazard card roll

T=gold ring test

Try to have stationary company “move” first so to draw cards to fill hand.

**MOVE**

Slucrac, -w-j-fd-w,bh. Mispir

Ered Laranor event: Orcs.3w7p

Ulfacs,  $4p+3s_{roll}=7$ ,tie

Ulaca,  $3p+11s_{roll}=14$

Slucrac,  $4p+7s_{roll}=11$

HL3, Cirdan, plays Tidings of Bold Spies. Mispir AA: Men.4s7d

Uthmag,  $3p-3x+6s_{roll}=6$ , taps.

Ulfacs,  $4p-1t+s_{roll}$ , auto

Ulaca,  $3p-1t+s_{roll}$ , auto

Cluth,  $3p-1t+s_{roll}$ , auto

HL1, Elrond plays Enchanted Stream, Cluth uses Strange Rations to untap, taps to nullify hazard.

**SITE**

None. All are tapped anyway.

**END**, next player in group: Dwar, Division: Indûr.

Slûcrac, 1token

[Now showing player as hazard player. Only show companies when player has a chance to play hazards].

If no hazards are played, even with on-guard, then Smeagol player gets to play one hazard.

This is shown as Smg

Dash X after player name = no hazards played.

Example: HL1, Malezar-x

Turn 01, vs. Cirdan

### **MOVE**

Cirdor, -,haven. Grey Havens

HL2, Malezar plays on Cirdor Taint of Ambition

HL1, Malezar plays An Unexpected Outpost to shuffle Lost in Free-Domains

Galdor, -fd-w-w-w,rl { Secret Passage }

HL3, Malezar plays All Dead All Rotten

HL2, Malezar plays as agent Ulrith

HL1, Malezar plays Lost in Free-Domains

Shipwright taps to play Marvels Told to discard Scatha at Home, Cirdor supports,

-2.res-1.item+1.sup+4croll=2.

Smoke Rings shuffles Secret Passage.

Turn 01, vs. Elrond

### **MOVE**

Erestor, -,haven. Rivendell

HL2, Indur uses OG Masah-Mûdhala

HL1, Malezar-x with no more HL and none played;

Smeagol gets HL1 since no hazards were played or counted against hazard limit.

Smeagol plays Lure of the Rings

TURN 02-2.1 {Vald2 is at Alsarius}

@ Mispir, U

T	Uthmag	6	1	3	8	Man			R	Sa		0		His Spirit Endured
T	Ulfacs	2	0	4	8	Man	W					1		
T	Ulaca	4	1	3	9	Man			R		D	1	Blazon of the Eye	
T	Cluth	2	0	3	8	Man			R			0		
T	Slûcrac	6	1	4	9	Man	W	Sc				0		
													Open to the Summons	

Gold Chains in the Wind		Swag			
Malezar		Vampire			
Slayer		Well-preserved			
Slayer		Xarbanisan of the Swamp			
0		0			
Turn: 2	Hand: 8	MP: 5	SP: 0	PD: 78	
Gandalf	Cirdan	Elrond	Balin	VALD2	

Tokens to Show

, Master of the House, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Merkampa at Home

, Scorba at Home, Mordor in Ruins, Rank Upon Rank, All Dead All Rotten, Lure of the Rings, Worn and Famished

## UNTAP

**ORG** {not happy with no resources to tap a site. Only 3 of first 17 resources in starting deck was drawn before Turn 5}

Avatar played at home site.

Avatar taps to dump into discard pile:

[Share of the Treasure, The Black Dogs, The Black Dogs, Warlord's Lair, Awaiting the Call].  
All move or stay to Kondu Manara.

## MOVE

Malezar, -,sh. Kondu Manara

HL2, Gandalf-x

HL1, Cirdan plays Awaken Defenders

Uthmag, -w-fd-j-w,sh. Kondu Manara {Cirdan is a hazard player; risk coastal sea?}

HL5, Gandalf keys Wandering Eldar to free-domain x-Doors of Night. Elves.each.9p,det

Uthmag, 3p-3x+6sroll=6, taps.

Ulfacs, 4p-3x +10sroll=11

Ulaca, 3p-3x +9sroll=9

Cluth, 3p-3x +9sroll=9

Slûcrac, 4p-3x +9sroll=10

HL4, Gandalf keys Dwarven Travelers to W. 3s8p, Naugrim=3s9p5b,det

Ulfacs, 4p-3x +12sroll=113

Ulaca, 3p-3x +10sroll=10

Slûcrac, 4p-3x +5sroll=6,taps

HL3, Gandalf uses OG Rangers at Sarn Ford

HL2, Cirdan plays Grasping and Ungracious on Uthmag.

HL1, Cirdan keys Falathrim to region with Hero Haven; Drel. Elves. 5s10p7p

Uthmag plays Gold Chains in the Wind, -4.res-1.grasp+8sroll=3.

GoldChains, 5p+2sroll=7, success.

Ulfacs, 4p+10sroll=14, fail, 6.bc

Ulaca, 3p+7sroll=10,ineff

Cluth, 3p+10sroll=13, fail, 2.bc

Slûcrac, 4p-1t+5sroll=8, success. 8broll=wounded. Remove token

**END** next player in game: Hoarmurath, Division: Court1

Malezar plays Well-preserved on Slucrac, cc, auto

Gandalf uses Master of the House to grab Wandering Eldar from discard pile.

Slûcrac, 0+1token

Turn 02 vs. Gandalf

**MOVE**

Gandalf, -,haven

HL3, Malezar uses OG Xarbanisan of the Swamp

HL3, Malezar moves agent Ulrith from site in adjacent region to home region, Lond Anarion to Kadar an-Khâradun.

HL1, Court2-x

Gilraen taps to play Marvels Told, Rank Upon Rank, Halbarad supports, -2.res+1.sup+2.croll=1. Smoke Rings shuffles Marvels Told.

Arathorn II, -,fd-w,fh

HL3, Malezar plays Taint of Glory on Arathorn II

HL1, Court2-x

Turn 02 vs. Cirdan

**MOVE**

Cirdan, -,haven.pL

HL3, Court2-x

HL2, Malezar-x

HL1, Court1 plays The Burden of Time on Cirdan.

Shipwright taps to play Marvels Told to target The Burden of Time, -2.res+2.croll=0,discard.

Draw to hand: two Shipwright drawn.

Galdor, -,ruins

HL3, Court2-x

HL2, Malezar-x

HL1, Court1 plays New Moon to tap Wood-elf. No more tap to cancel AA

Turn 02 vs. Elrond

**MOVE**

Wood-elf, -sl-w,haven.pL

HL3, Court1-x

HL2, Indur-x

HL1, Malezar-x

No haz played, Smeagol-x

Gates of Morning played. Star of High Hope played.



# TURN 03-3.1

@ Kondu Manara,U

T	Uthmag	6	1	3	8	Man		R	Sa	1	Grasping and Ungracious	His Spirit f	Gold Chair
T	Ulfacs	2	0	4	8	Man	W			1			
T	Ulaca	4	1	3	9	Man		R	D	1	Blazon of the Eye		
T	Cluth	2	0	3	8	Man		R		0			
U	Slûcrac	6	1	4	8	Man	W	Sc		0		Well-preserved	
											Open to the Summons		

T	Malezar	7	2	4	8	Demon	W		Sa	D	x		
Arcil		Vampire										Incite Denizens	
Drums of Agoth		Voices of Malice										Escape	
Slayer		Watchers at the Gate										dwarven light-stone	
Swag		Weigh All Things to A Nicety										Glamour of Surpassing E	
0		0										0	
0		0										0	
Turn: 3	Hand: 8	MP: 5	PD: 70	SP: 0								The Dwarves Are upon Y	
Balin	Gandalf	Cirdan	Elrond	VALD2								You've Put Your Finger In	
												0	

Safe From the Shadow, Gates of Morning

Star of High Hope, Cloudless Day

Tokens to Show

, Power Built By Waiting, Naugrim, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

**UNTAP** {play drum item, move to support avatar}

Agent Ulrith untaps at Kadar an-Khâradun.

Malezar taps to fetch Warlord's Lair.

## ORG

Uthmag no tap remove hazard, 5hroll-3x=2,fail.

WATTAN shuffles Eyes of Malezar.

Uthmag taps to play Voices of Malice, Naugrim, 8scroll-2.res-1.GaU=5,pass.

Malezar,Slucrac,Cluth stay at Kondu Manara.

Others move to Aeluin.

## **MOVE**

Malezar, sh. Kondu Manara

HL3, Balin uses OG You've Put Your Finger In It

HL2, Gandalf-x

HL1, Cirdan-x

Uthmag, -w-j, ruins Overt. Aeluin {avoid free-domain Miredor}

HL3, Balin plays OG Incite Denizens on site.

HL2, Balin plays An Unexpected Outpost to shuffle Times Are Evil.

Balin has two Border-Watch in hand

Gandalf has Chance of Being Lost in hand.

WATTAN shuffles Voices of Malice.

## **SITE**

Kondu Manara, (1)Undead--- 2s with 8 p, cannot be cancelled if Malezar is in play.

Cluth, 3p+5scroll=8

Slûcrac, 4p+7scroll=11; remove Slûcrac, 1-1=0 token

Warlord's Lair played.

Aeluin, (1)Drake--- 1 strike with 10 prowess, InDz = duplicate

Gold Chains, 5p+7scroll=12

Uthmag makes magic cc, 8scroll-4magic-1.graps=3, pass.

Incite Denizens: Drake--- 1 strike with 10 prowess

Ulfacs, 4p+8scroll=12

Ulaca taps to play Drums of Agoth; no longer hidden site; but hoard item.

**END** next player in game: Dwar, Division: Court1

Slûcrac, 0+1=1 token

TURN 03 vs. Gandalf

**MOVE**

Gandalf, -,haven

HL3, Indur-x

HL2, Malezar-x

HL1, Court2-x

HL1, Smg-x

Arathorn, -w-w,ruins

HL3, Indur-x

HL2, Malezar-x

HL1, Court2 keys Wandering Eldar to WW. Elves.all.9p,det

Goldberry taps to cancel this attack.

TURN 03 vs. Balin

**MOVE**

Balin, -,haven

HL2, Malezar uses OG Watchers at the Gate

HL1, Court plays Full of Froth and Rage

Gloin, -w-w,haven

HL4, Malezar-x

HL3, Court-x

HL2, Indur-x

HL1, Court2 plays Shifting Paths, 2W vs. 1Ranger. to Lossadan Cairn

Here is a Snake! Played on Malezar's only agent; face-down Ulrith at Kadar an-Khâradun is tapped and revealed

TURN04-2.1

@ Kondu Manar, U

																	Warlord's Lair
T	Malezar	7	2	4	8	Demon	W				Sa	D	x				
T	Cluth	2	0	3	8	Man					R		0				
T	Slúcrac	6	1	4	8	Man	W	Sc					0				Well-prese
																	Open to the Summons

@ Aeluin,T

T	Uthmag	6	1	3	8	Man			R	Sa		1					Grasping and Ungracious
T	Ulfacs	2	0	4	8	Man	W					1					
T	Ulaca	4	1	3	9	Man			R		D	3					Blazon of the Eye Drums of Agoth

Amulet of Suculac	Swag					Annayulma
Malezar	The Eyes of Malezar					0
Malezar	Vampire					Many Foes He Fought
Slayer	Voices of Malice					Orcrist
0	0					0
0	0					Sons of Elrond
Turn: 4	Hand: 8	MP: 7	PD: 64	SP: 0		Neekerbreakers
Elrond	Balin	Gandalf	Cirdan	VALD2		Elves of the House
						Wrath of the West

Much-trodden Paths Safe From the Shadow **Gates of Morning**

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

, Chill Them with Fear

, Full of Froth and Rage

## UNTAP

Well-preserved discarded at site with healing; Malezar taps to shuffle this shadow-magic card instead of discarding.

Agent Ulrith untaps.

## ORG

Avatar card untaps Malezar.

Malezar taps to play Voices of Malice to target Chill Them with Fear, no cc for avatar.

Avatar card untaps Malezar.

Uthmag no tap remove hazard, 8hroll-3x-6=-1,fail.

Malezar+ stay.

Uthmag+ move to Watch at Unulló; hidden site tap Sage of Uttersouth, Uthmag to reveal site.

Let us try this as Malezar ability:

Demon or undead attacks against his company have a chance to be cancelled. Make a body check for a character in his company, failure only taps character and makes attack detainment

## MOVE

Malezar, -,sh. Kondu Manara

HL3, Elrond uses OG Orcrist

HL2, Balin-x; has Ghouls in hand

HL1, Gandalf plays An Unexpected Outpost to shuffle Something Else at Work

Uthmag, -j, RL; Watch at Unulló

HL3, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+9sroll=14,tapped

Ulfacs, 2m-3x+7sroll=6,taps

Ulaca, 4m-3x+8sroll=9,ineff

HL2, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+6sroll=11,tapped

Ulfacs, 2m-1t+12sroll=13,tapped

Ulaca, 4m-3x+7sroll=8,taps

All Dead All Rotten corruption checks; all are tapped.

Uthmag croll,

Ulfacs croll

Ulaca croll

## SITE

Kondu Manara. AA cancelled.

Malezar taps to make INF attempt on The Eyes of Malezar.10

+2.di+3.mod(malezar)+6iroll=11,pass

**END** : Hoarmurath, Indur

Slûcrac, 1+1=2 token

TURN 04 vs. Gandalf

**MOVE**

Gandalf, -,haven. Rivendell

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

ArathornII, -w-w-w-w,haven. Lorien

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

Gilraen taps to play Marvels Told to target All Dead All Rotten, Halbarad supports,croll=auto.

TURN 04 vs. Elrond

**MOVE**

Elrond, -haven. Rivendell

HL4, Malezar moves, taps, agent from Kadar an-Khâradun to Norjadar

HL3, Malezar uses OG Southern Slayer

HL2, Court2-x

HL1, Court1-x no hazards in hand

Ascarnil, -,sh. Goblin-Gate

HL3, Malezar uses OG Vampire

HL2, Court2 keys Silent Watcher to SH. Pukel=creature, each.1s8p, Lapse of Will=7p

Star of High Hope played.

Dweller, 2p-2w+2.star+8sroll=10

Ascarnil, 3p+2.star+9sroll=14

Wood-elf, 3p+2.star+4sroll=8; defeated creature

TURN 04 vs. Balin

**MOVE**

Balin, -,haven. Blue Mountains

HL2, Court2-x

HL1, Malezar-x

HL1, Smg-x

TURN05 { Vald2 at Arhazûn-Tarîk }

@ Watch at Unulló, U

T	Uthmag	6	1	3	8	Man			R	Sa		1	Grasping and Ungracious
T	Ulfacs	2	0	4	8	Man	W					1	
T	Ulaca	4	1	3	9	Man			R		D	3	Blazon of the Eye Drums of A

@ Kondu Manara, T

													Warlord's Lair
T	Malezar	7	2	4	8	Demon	W			Sa	D	x	
U	Cluth	2	0	3	8	Man			R			0	
U	Slûcrac	6	1	4	9	Man	W	Sc				0	Open to the Summons

Amulet of Suculac		Gold Chains in the Wind			Refuge	
Deeper Shadow		Slayer			Black Vapour	
Ered Laranor		Swag			0	
Fear Fire Foes		Under His Blow			0	
0		0			Legolas	
0		0			The Sun Unveiled	
Turn: 5	Hand: 8	MP: 9	PD: 58	SP: 0	The Road to the West	
Thranduil	Galadriel	Radagast	Thrain	VALD2	Thranduil's Folk	
					Ta-Fa-Lisch	

Forewarned is Forearmed

Children of Aule

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,  
Yavannas Plea, Devouring Wyrms, Merkampa at Home  
, Mordor in Ruins, Full of Froth and Rage  
, Lord of the Carrock, Wrath of the Olvar, Sleepless Malice

**UNTAP**

Agent Ulrith untaps at Norjadar.

**ORG**

Avatar taps to dump 5 cards from SB to DP:

[The Monks of Ereg Eiren, The Society of Derei, The Order of Horus, Tredeinos, Winged Terror]

Uthmag no tap to remove hazard, 11hroll-3x=8, pass.

All stay.

## **MOVE**

Uthmag, -RL. Watch of Unullo

HL3, Thranduil uses OG The Sun Unveiled

HL2, Galadriel plays Curse Him Root and Branch

Malezar, -,sh. Kondu Manara

HL3, Thranduil uses OG Ta-Fa-Lisch

HL2, Galadriel-x

HL1, Radagast-x

HL1, Thg-x

## **SITE**

Watch at Unulló. (1)Undead--- 3 strike with 5 prowess

Uthmag uses Under His Blow

Uthmag,  $3p+9sroll=12$

Ulfacs,  $4p-3x+9sroll=10$

Ulaca,  $3p-3x+4sroll=4$ , success. 9broll=wounded.

Ulfacs taps to play Amulet of Suculac, taps site.

Swag played. Uthmag taps to take control of Black-Hide Shield

**END** Dwar;Indur

Slûcrac,  $1+2=3$  token

Major and minor hoard items now in hand.