

## COURT OF ARDOR/FALLEN

50f

<b>C</b>	10	Citadel of Ardor
<b>I</b>	13	Ardor
<b>F</b>	1	vs. Lesser Wizard
<b>A</b>	2	Uttersouth Division
<b>M</b>	6	Jewels
<b>K</b>	0	Fallen-wizard

### RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 25 cards in sideboard  
40 cards in H. deck, 15 cards in sideboard  
10 characters in deck, 6 starting cards  
18 creatures  
136 total cards

The Court of Ardor has returned to their citadels after centuries in the East. Minions will search for last items of power, guild items, and two Jewels of Unlight. Also some animal factions and ents will be recruited to help in finding the Jewels. Beware. All is not what it seems. Are any Guild of Element members lurking under the trees or behind that painting in the meeting room?

Court Member Fëatur from Engkîr searches for secrets about the lost jewels. This Mistress of Orbs is joined by her brethren Knight of Orbs Valandor and Lady of Orbs Tirial.

Airatano rules Ithilkîr as its master, but he waits until the ceremony nears. In his stead are Herald of Staves Palandor and Lord of Orbs Ardaron. Both will use spirit-magic to bend their will onto others.

Six from Naurindol conspire to control the slopes of the Yellow Mountains. Rilia is the master and court member. Joining her another Noldo the Lady of Staves Sirnaur using sorcery. Valnaur, Knight of Staves also casts sorcery. Valglin and Linsûl are local to the Uttersouth. Mornaur is the Lord of Staves.

From the foothills of the Mountain sits Menelcarca. Ardûval is its master. He watches the stars. Herald of Orbs Arduin joins him wearing rings of influence.

Morthaur represents the Citadel of Ardor. He is among the Suit of Darkness. As one born in Aman this Noldo has great power of persuasion over those that never sat under the Two Trees. Valkrist has come from Tirgoroth. He is its master loaning is combat mind.

Themes include three Guild of Element items helping with spell casting, earning loyalties from animal factions, and evil ents. Magic wielded include spirit-magic. No elves are shadow-mages. All spirit-mages are in this deck. Seven Court Members are in this group.

Sites were selected to be west of the Usakan Bay. The Ardan Citadels targeted for this player include: Engkîr, Menelcarca, Naurindol, and Taurang.

Hazards are single strike, high prowess creatures. Several Fallen-wizard hazards are found.

## RESOURCES(40/25)

1	Jewel of Unlight.hidden	
1	Jewel of Unlight.hidden	
1	Laurelindorenan-hidden	
1	Rings of Lyaan-guild	
1	Headband of Elerior-guild	
1	Bracers of Mira-guild	
1	Perfect Gold Ring	
1	Perfect Gold Ring	
1	A Little Gold Ring	
1	Oracle Ring	
1	Abhorred Ring	
1	Magic Ring of Delusions	
1	Magic Ring of Savagery	
1	Trifling Ring	
**	Adan Card Deck	
1	Records Unread	LK
2	Vilwarokko	
1	Bloodbark	
1	Greyroot	
1	<del>Windcatcher</del>	
1	Beasts of the Wood	
1	Wild Hounds	
2	Avari	
3	Khelnôr	
1	The Names Among Them	SK
1	The Darin Tesarath	SK
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1	Once It Got Away	
2		
1	Interrogation	
1	Not Slay Needlessly	
1	1	Diversion
1	Blow Turned	W
3	Crack in the Wall	Sa
1	Test of Fire	Sa
2	Voices of Malice	Sa
1	Secrets of Their Forgings	Sa
1	Lulled by His Words	flatt
2	An Untimely Whisper	
1	I'll Be at Your Heels	L
1	Ill East Wind	env
1	Elven Fortress	pe
1	Bound Up With It	ring
1	Herb-lore\$	
1	Healing Song\$	
1	Peace and Beauty Never Beheld	
1	Lingerers	P
2	Spying Out the Land	spirit
2	Poisonous Despair	
spirit		
1	Driven As By a Madness	spirit
2	Calm-song\$	spirit
1	1	Poison of His Voice\$
1	Some Secret Art of Flame	spirit
2	Weigh All Things to a Nicety	sorcery
*	Whisper of Rings	pe
*		pe
1		pe
26/13		

# HAZARDS(40/15)

3	Silent Watcher	Pûkel	1	a	8	x	SH,DH	sh,dh
3	Giant	giant	1	1	13	x	WW	
3	Thunder's Companion	giant	1	3	9	x	WW	
3	Cave-Drake	drake	x	1	2	10	x	WW
1	Rain-drake	drake	1	1	15	x	WWW, CS	
3	Old Man Willow	plant	1	1	13	x	WW, forests	
1	Black Crows	animal						
3	Wandering Eldar	elf	1*4	9		x	BL, WW	
1	<b>Mistress of the Court of Ardor</b>	elf	3*1	13	10			PERM

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	<u>17 hot cards</u>	S.L.P = 20.2.12
1	Twilight	S.env
1	Lure of Creation	P.corr
1	Alone and Unadvised	P.corr
1	Longing for the West	P.corr
1	Ring-chained	P.corr-ring
1	Mask Torn	P.
1	Cast from the Order	P
1	Cruel Claw Perceived	P
1	Foul Tooth Unsheathed	P
1	Will You Not Come Down?	P
3	Heedless Revelry	S.char-tap
3	Gloom	S.env
3	Waiting Shadow	S.env
1	Thrice Told Tales	P.
2	Shifting Paths	S.env
1	River	S.roadblock
1	Stay Her Appetite	S.attack-ally
1	Too Much to Ask	S.discard-ally
1	Capricious Spirit	S.attack-ally
1	Rank upon Rank	P.attack-men/giant
2	Hurling Rocks	L.attack-mountain
1	Trouble on All Borders	P.attack-faction
1	Drowning Seas	S.env
3	An Unexpected Outpost	S-cycle.hazard

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## SITES

Cu	Zadan an-Adûn	Info, m, M, ring	dun.3w9	Perfect Gold Ring
Md	Ostelor-p	m, M, G* h(Info)	dun.4w9	Jewel
Md	Alsarius-p	m, M	men.xc8	Jewel
Yw	Baruzimabûl	m, M	dwarf.4d9c	*
Tr	Taurondë	Info, m, M, ring	elf.xw8, Ward.3d10	
Tn	Thôrion-p+b	m, M, G*	men.xd8	
Ko	Korlan-p	Info, m, M	men.4d9	
Mg	Barad Angwi-b	m*, M*	men.4c8	DT-guild
Pe	Arpel-p	Info, m, ring	men.5c9	
UB	Vog Mur-p	m*, M*	men.4w8	
Us	Ramorth-b	m, M*	men.4d8	DT-guild
Tn	Sarul-p	Info, m, M, ring	dun.4w9	
Mu	Fortress of Buramak-b	m	men.3d7	
Ht	Dûrdamal-p	m, M	men.3d8c	
Ga	Tarû-Makar	m, M	men.5c8	
El	Elornan Swamp-sw	Info	gas.xw5	Beasts of the Wood
Tm	Grey Sky Wood	m, M	plant.3w12	allies
Yw	Cor Minyadhras	Info	traps.xw5	hdd(SK) Forgings
Yw	Tomb-fields of Maka	m, M, G	drake.2w11	Wild Hounds
Pe	Emyn Din	Info	wose.3d7	hdd(LK)- Laurelindorenan
Dr	Aeluin-h	m, M	drake.1w10	*
PB	Three Sisters	m, M, ring	drake.2w10	*
UB	Rilgul-h	Info, m, ring	DarkE.xw11	A Little Gold Ring
Tn	Kirnak	Info, m, M'	undead.2w7	Forgings
SM	Gesathago's Lair	m, M, ring	dragon.2w10	* hdd
Gh	Gaven	Info, m, M	animal.3w6, Trap.1w10	hoard(LK,SK)
Gh	Ty-ar-Rana	m, M, G	Trap.3w9	* hdd(tech), hoard
Tr	Laurrë's Manor	Info, m	wards.xd9(m,b)	* hdd
UB	Citadel of Ardor-p	m, M, G	none-CA	hoard Power of the Court
Us	Taurang	Info, m, ring	elf.3d8, slayer	hdd(R) Khelnor
BK	Mirisgroth	m, M	elf-xCA	hdd(SK)
Tr	Engîr	m, M	Trap.xw8(m,b), Dwf.4w10	nUhoard, Guild no tap
CM	Aurax-Dur-p	Info, m, ring	elf-xCA	
Tm	Naurindol	Info, m, ring	elf-xCA	
	Avari			
Yc	Menelcarca	Info, m#, M#	elf.3d8	hdd(env) Avari
Tk	Ithilkîr	m, M	elf-xCA	
BK	Tirgoroth	Info, m, M, G	animal.3w10, elf.3w3	
Mu	Amaru	m, M, G	men.5w9; naz.1w15	

MINIONS-10		14-7-3-18-4	sp-6,so-6,sh-4					
3 Ardana-c	9/4/4/10*	Sa/D	No	sp	Citadel	+2DI.elf;	+1hand.home	card=+3CC
3 Morthaur-c	9/2/5/9*	Sa/D	No		Citadel	+2DI.No+Ta	Abduction	Asm. F, t.shuffle
2 Morfuin-c	6/0/8/9+	W	Dm		Citadel	+2DI.W		[Scourge of Fire]
2 Valmorgûl-c	6/1/4/9+	W/Sa	No	so,sh	Citadel	+2DI.Kelno		
1 Morelen	3/0/2/9*	Sc	No		Citadel	+1P, +1CC to Court members		
2 Rilia-c	5/1/4/9	Sa	No	sp	Naurindol	+2DI.Kelno		
1 Valnaur	4/0/4/7	W/Sa	Ke	t.so	Naurindol			3mind.L,Rilia
1 Mornaur	4/1/2/7+	Sa	No	t.so	Naurindol		ArtFlame+2P	3mind
1 Sirnaur	4/1/2/9+	Sa	No	so	Naurindol	(sorcery) +2CC.so		3mind
1 Linsûl-c	4/2/2/7	Sa	Ne		Naurindol	play Calm-song, Elf-song		
1 Valglin-c	4/1/3/9	Sc	Ta		Naurindol	counterfeit (man, dunadan)		
2 Taurclax-c	5/2/3/7+	Sc/R	Sd		Taurang	+4DI.Winds	t.heal animal ally	
2 Khelekar-c	5/2/2/9+	Sa	No	so	Taurang	(Bittercold)		
1 Sillion	4/1/2/8*	Sa	Ke	sh	Taurang			3mind
Sarkarxë	2/0/2/9+	R	Sv		Taurang	+2P. site path only (CS,J)		
1 Ardûval-c	5/0/1/8+	Sa	No	sp*	Menelcarca	+2DI.elf	“star” in play	
1 Arduin	3/0/3/8+	Sa	Ke	sp	Menelcarca	(Spy), +1CC.magic		
3 Airatano-c	8/2/5/10*	W/Sa	Dm		Engkîr	t.ore in uDeeps		
2 Fëatur-c	6/1/3/9*	Sc/Sa	No	sp,sh	Engkîr	+2DI. xNo, xSd-elf	t.Interrogation	
1 Tiral	4/0/4/8+	W	Ta		Engkîr	multiple strikes;		3mind
1 Valandor	4/0/4/7+	W/Sc	Ta		Engkîr	+1P.J		3mind
2 Cambragol-c	6/1/7/9	W	No		Mirisgroth	trophy, 2 strikes, 2 skill		
1 Curubor-c	4/1/3/8a	W/Sc	Ta		Mirisgroth	1char CvCC,	discard Burglary or Article	
1 Valsûl	4/0/4/7+	W	Ke		Mirisgroth	+1B.blade		3mind
2 Valkrist-c	5/1/6/8+	W/R	He		Tirgoroth	+2DI.Order		
1 Elendor	4/0/5/7	W	Ta		Tirgoroth	two 1-hand wpn	bodyguard	3mind
1 Sûldun	4/0/6/8	W	Ta	L	Tirgoroth	+1P.J		
1 Sûlherok	3/0/3/8+	Sc	No		Tirgoroth	+2P.flying		
1 Ardaron	4/2/2/8	Sa/D	No	sp	Ithilkîr	(calmsong, Poison)		
Palandor	2/0/1/8	Sa	Ne	t.sp	Ithilkîr	t.AncientRite.		
2 Gorthaur-c	6/3/3/7+	Sa/D	No	so	Aurax-Dûr	Assm. Forsaken	t.AF	
2 Camring-c	5/0/6/8+	W	No		Aurax-Dûr	+2P.magic/undead	undead as trophy	
1 Taurion	4/0/3/7*	Sa	Ke	sh	Aurax-Dûr			3mind
1 Vallin	3/0/3/8	W	Sd		Aurax-Dûr	+2DI.animal R.only J	+1P/B.animal allies	

MINIONS-10		4-3-1-12-2	sp-6,so-3,sh-1	
3 Morthaur-c	9/2/5/9+	Sa/D	No	Citadel +2DI.No+Ta ,
Abduction				
2 Rilia-c	5/1/4/9+	Sa	No sp	Naurindol +2DI.Kelno
1 Valnaur	4/0/4/7*	W/Sa	Ke t.so	Naurindol 3mind.L,Rilia
1 Mornaaur	4/1/2/7+	Sa	No t.so	Naurindol 3m ArtFlame+2P
1 Sirnaur	4/1/2/9+	Sa	No so	Naurindol 3m (sorcery) +2CC.so
1 Linsûl-c	4/2/2/7*	Sa	Ne	Naurindol song(calm, elf, Healing)
1 Valglin-c	4/1/3/9*	Sc	Ta	Naurindol counterfeit (man, dun)
1 Arduin	3/0/3/8+	Sa	Ke sp	Menelcarca (Spy), +1CC.magic
1 Ardûval-c	5/0/1/8+	Sa	No sp*	Menelcarca +2DI.elf "star" in play
1 Ardaron	4/2/2/8+	Sa/D	No sp	Ithilkîr (calmsong, Poison)
Palandor	2/0/1/8*+	Sa	Ne t.sp	Ithilkîr t.AncientRite.
2 Fëatur-c	6/1/3/9+	Sc/Sa	No sp,sh	Engkîr +2DI. xNo, xSd-elf t.Interr
1 Valandor	4/0/4/7*	W/Sc	Ta	Engkîr 3m, +1P.J
1 Tirial	4/0/4/8+	W	Ta	Engkîr 3m, multiple strikes;
2 Valkrist-c	5/1/6/8+	W/R	He L	Tirgoroth +2DI.Order

starting company: at Citadel of Ardor

Valandor	4/0/4/7	W/Sc	Ta	
1 Valnaur	4/0/4/7	W/Sa	Ke t.so	
1 Linsûl-c	4/2/2/7	Sa	Ne	
1 Valglin-c	4/1/3/9	Sc	Ta	
Palandor	2/0/1/8+	Sa	Ne t.sp	

24/31 (20+5+6) GI hand-8 Mind-51

<Whisper of Rings>

#1				[guild items]
Morthaur-c	10/6/5/10	Sa/D	No9 sp	2 deck, <i>headband of elerior</i> , Forsaken
Mornaaur	3/1/2/7	Sa	No4 t.so	1+ [ArtFlame+2P]
Valkrist-c	3/0/6/8	W/R	He5	4 GR.savagery, SR.abhorred, Heels

#2				[gold rings]
Ardûval-c	5/5/1/8	Sa	No5 sp*	2 deck, LR.trifling, Forsaken
Palandor	2/0/1/8	Sa	Ne2 t.sp	2 <i>rings of lyaan</i>
Sirnaur	3/1/2/9	Sa	No4 so	0 +2CC.so

# Emissaries

Rilia-c	3/7/4/9	Sa	No5 sp	2 SR.oracle
Arduin	3/0/4/9	Sa	Ke3 sp	1 <i>bracers</i> (Spy),
+1CC.magic				
Ardaron	4/5/2/8	Sa/D	No4 sp	4 GR.lies, GR.delusions
Fëatur-c	6/3/3/9	Sc/Sa	No6 sp,sh	2 deck, <i>earrings of lyerin</i>
Tirial	3/0/4/8	W	Ta4	1 <i>Laurelindorenan</i> ,

### Summary:

I am assuming this player receives the +5GI buffer. You are in a contest for a spot in the Power decks with Court of Ardor.

### CHARACTERS & COMPANIES

Many dark elves have joined the quest to destroy the sun and moon. Half of the dark elves in Ardor are Court members. Some can use magic and most have special abilities. Most have one skill, and the most common skill is Sage. Races of the elves include noldo, kelnor, tatya, Halfelf, and nelya. Minds of the characters are high. This deck uses spirit-magic, sorcery, and sages.

With so many characters to choose the player can be heedless to danger by not tapping to face strikes or remove corruption hazards. About a quarter of the elves have a 7 body. Six sites have the homes sites for the elves. Consideration of home sites was a factor in these characters.

All the six elves from Naurindol are in the deck. A faction will be played at that site. All three of your sorcerers are from here.

Both elves from Menelcarca are in the deck. Each is a spirit-mage. Play Avari elf faction there.

Only one elf from Tirgoroth is in the deck. It is a hidden site requiring flying to reveal.

Ithilkîr has two elves and all are in this deck. Each can use spirit-magic. Play an elf faction at this site.

Three of the four elves from Engkîr are in this deck. You can play a guild item there.

The player uses rings for general influence flexibility to have four companies. Court of Ardor resource will start the game. Each elf faction in play by this player raises his GI by +2. You will play three elf factions. There are 15 characters in the deck. There is one Ranger and two diplomats. Three are sorcerers, a shadow-magic, and six are spirit-mages. Three companies have two Sages and a spirit-mage. Three magic-users must tap to use magic for a given turn.

The starting characters include two court members. **Linsûl** – a Nelya Sage with normal 7 body. This member of the Suit of Staves has two direct influence, a two prowess, and low 7 body. She can play Calm-song as if a skill card. Elf-song affects her company as if at a Hero haven. Tap her to take Healing Song from your discard pile to hand. She starts at her home site Naurindol. You want to keep her this Court member safe. **Valnaur** is also from Naurindol. He is a Khelno Warrior Sage tapping to use sorcery. This Knight of the Staves of four mind has 4 prowess and 7 body. Another Court and Suit of Staves member **Valglin** is also from Naurindol. This Scout has 4 mind, 1 direct influence, 3 prowess, and 9 body. He is a Tatya.

**Valandor** is from Engkîr. As the Knight of Orbs he is a Warrior Scout. This Tatya has four mind, four prowess, and 7 body. He has +1 prowess in Jungles.

**Palandor** is a Nelya from Ithilkîr. He is the only 2 mind elf. The Herald of Staves is a Sage with 1 prowess and 8 body that can tap to use spirit-magic. Tap him to shuffle one Ancient Rite from your discard pile.

Arden Card deck are two starting items. Whispers of Rings is the third starting resource.

Four companies will use 24 of 31 GI. Each company has specific goals. You want to keep Naurilindol in play because you will have on that site Elven Fortress. Also that is central site to allow Court Members to support using Ardan Card Deck.

Nine of these 11 elves can use magic. Some users need support.

Morthaur (S. "Black Prison"), a Noldo of great might, both in mind and body, but his soul was dark because the shadow of Melkor lay upon him. Their interests were parallel, and so an alliance was formed. With the skills Morthaur had learned, the way to bring down the Lights was decided [Ardor]. He will use spirit-magic, but carries two corruption points. A check of 2 or 3 eliminates. Any other card holder will greatly help.

Mornaur will use sorcery and has +1 to his corruption checks. He cannot be eliminated by a magic check.

Ardûval-c can use spirit-magic regularly with Assignment Forsaken. He carries Ardan Card Deck and two corruption points. A check of 2 or 3 eliminates.

Palandor can tap to use spirit-magic and shuffle one such card per turn; he has two corruption. A check of 2 or 3 eliminates.

Sirnaur has +2 to corruption using sorcery. No magic checks can eliminate him.

Rilia (The Sorceress) (S. "Brilliant Void") can use spirit-magic, but her two corruption points will avoid this. Even back in Valinor she belonged to those who ever sought to uncover more secrets and lore. [Ardor]

Arduin will use spirit-magic with one corruption point and shuffle one card per turn with Bracers of Mira. A check of 2 eliminates.

Fëatur-c will use spirit-magic. She carries Ardan Card Deck and Earrings of Lyerin for two corruption. A check of 2 or 3 eliminates.

#### #1 **Herders** at Naurilindol

<b>Morthaur-c</b>	10/6/5/10	Sa/D	No9	sp	2	deck, <i>headband of elerion</i> , Forsaken
<b>Mornaur</b>	3/1/2/7	Sa	No4	t.so	1+	[ArtFlame+2P]
<b>Valkrist-c</b>	3/0/6/8	W/R	He5		4	GR.savagery, SR.abhorred, Heels

**Morthaur** is a court member and a Noldo Sage Diplomat with +2 DI against Noldo and Tatya elves. As the master of Aurax-Dûr he can use Assignment Forsaken and shuffle that from the sideboard. Also tap him to take Abduction to your hand. He has Headband of Elerion for +6 DI against elves. That stage event on him allows to use that helmet to the fullest. Ardan Card Deck on him gives three corruption points. Likely, do not use magic with him unless you provide support. **Mornaur** is a Noldo and a follower. This Lord of Staves is a Sage that can tap to use sorcery. He is from Naurilindol receiving +2 additional for prowess if using Some Secret Art of Flame. He is 4 mind, 1 DI, 2 prowess, and 7 body.

**Valkrist** is a Half-elf and master of Tirgoroth. He is the only Ranger and a Court Member is this one from the Suit of Swords. As a leader he has +2 Di against The Order of Horus faction commanding with I'll Be At Your Heels. Give him Magic Ring of Savagery, and Abhorred Ring for 3 mind, 1 DI, 6 prowess, 8 body, and four corruption points. Use these three minions to play guild items.



## #2 *Ring-gatherers*

<b>Ardûval-c</b>	5/5/1/8	Sa	No5	sp*	2	deck, triflingR, Forsaken
<b>Palandor</b>	2/0/1/8	Sa	Ne2	t.sp	2	<i>rings of lyaan</i>
<b>Sirnaur</b>	3/1/2/9	Sa	No4	so	0	+2CC.so

**Ardûval** is a Noldo Court member and a dual hero minion character. This master of Menelcarca is a Sage with 5 mind, 1 prowess, and 8 body. He has +2 DI against Elves and can shuffle then use Assignment Forsaken. He has +2 to corruption checks using spirit-magic if Star of High Hope, Stars or The Evenstar. Give him Trifling Ring and Ardan Card Deck for two corruption points. It appears that he will often tap to support other court members allowing Palandor to use magic. Spies have reported one hero player in his division has Star of High Hope in the deck.

**Palandor** is a Nelya from Ithilkîr. This Herald of Staves is the only 2 mind elf. He is a Sage with 1 prowess and 8 body that can tap to use spirit-magic. Tap him to shuffle one Ancient Rite from your discard pile. He has Rings of Lyaan to shuffle spirit-magic cards that he uses. He has two corruption points. All spirit-magic cards in this deck have a -3 modifier to corruption checks. Thus, failure of 2 or 3 eliminates this elf.

**Sirnaur** is a Noldo from Naurindol. She is the Lady of Staves and a Sage that can use sorcery. Any sorcery he uses is returned to the playdeck and +2 to his corruption checks caused by such events. He has 4 mind, 1 DI, 2 prowess, and 9 body.

## # Emissaries

<b>Rilia-c</b>	3/7/4/9	Sa	No5	sp	2	SR.oracle
<b>Arduin</b>	3/0/4/9	Sa	Ke3	sp	1	<i>bracers</i> (Spy), +1CC.magic
<b>Ardaron</b>	4/5/2/8	Sa/D	No4	sp	4	GR.lies, delusions.MR

**Rilia**, a Court Member and mistress of Naurindol, will lead the Emissaries to influence factions. Her mind is reduced to 3 wearing the spirit ring Oracle's Ring for 7 DI. She is a Noldo Sage that can use spirit-magic. Her prowess is 4 and body 9 with +2 DI against Khelno Elves from Naurindol. Do not use magic with her. She can play Ancient Skill and Wisdom.

**Arduin** is a Khelno from Menelcarca. This Herald of Orbs is only a Sage, but can use spirit-magic with +1 to his magic corruption checks. Average 3 prowess and 8 body are found with his 3 mind. Spying Out the Land is shuffled by him. Also, he has Bracers of Mira for +1 body and +1 prowess that taps to shuffle one spirit-magic card he uses. This elf will be playing magic.

**Ardaron** is a Noldo from Ithilkîr. This Lord of Orbs is a Sage and Diplomat can normally use spirit-magic. He normally has 2 DI, two prowess, and 8 body. Any Calm-song or Poison of His Voice he uses is shuffled. Give him Magic Ring of Lies and Magic Ring of Delusion to influence factions or fetch magic cards. Watch for his four corruption points.

Move this company to play factions. You may want to keep them at Naurindol playing the ent allies for all three factions are playing in all three ents' roaming regions. The ents can also help with corruption checks.

<b>Fëatur-c</b>	6/3/3/9	Sc/Sa	No6	sp,sh	2	deck, <i>earrings of lyerin</i>
<b>Tirial</b>	3/0/4/8	W	Ta4		1	<i>Laurelindorenan</i>

**Fëatur** is a Noldo Court Member and mistress of Engûr. As a member of the Suit of Orbs she

is valuable to this player with using two kinds of magic and +2 DI against non-Noldo, non-Sinda Elves. She is a Scout and Sage from Engkîr. Tap her to take Interrogation from the sideboard to your hand. She carries two corruption points from Ardan Card Deck and Earrings of Lyerin.

**Tirial** is a Tatya from Engkîr. She is a Warrior with 4 prowess and 8 body. As the Lady of Orbs she can be assigned as many strikes from an attack as her base prowess fits into the attack's prowess. She carries Laurelindorenan to heal others.

## ITEMS

There are 17 items in this deck. Some are guild items and others are rings. Corruption will be a danger, but Ardan Card Deck will help those with corruption checks.

**Ardan Card Deck** has a few special abilities. It is a minor item. First, a Court Member bearer of the item can tap to support another bearer even if the two are not at the same site. The CC is modified by adding the mind of the supporting bearer and subtracting the regions between the two sites to a maximum of 3 and a minimum of 1. The first three companies each have a Court member with this item. The other abilities allow any bearer to use another's bearer's Lost or Stolen Knowledge resource.

**Headband of Elerior** is another dual resource Guild item of 2 CP. It too is a helmet modifying +1 to body. It grants +2 DI against elves. Bearer cannot be targeted by opponent's spells or magic. Bearer can now use spirit-magic. If bearer is a Wizard, Elf-lord or a spirit-mage then he can opt to effect any company within his current or adjacent regions with any spirit-magic card per turn.

**Bracers of Mira**, a guild item, allows a player to shuffle spirit-magic events he uses. This item is 1 CP.

**Rings of Lyaan** are a guild item of 2 CP. It is a magic ring. Bearer cannot use other rings. Tap this item to shuffle a spirit-magic or spell instead of discarding it after use by the bearer. Also, the bearer receives +2 body for all non-combat effects.

**Laurelindorenan** is a jewel found at a hidden site in the Uttersouth. It is 1 CP. Bearer can use Herblore if he is moving through a Jungle region. During the END phase, bearer can tap to place Herblore from his hand with this item. **Herblore** can be played as if from hand. This item allows moving to a new site after wounded elves decided not to tap earlier when facing a strike. Herblore is played on the bearer of this item tapping him if untapped. Then during any ORG phase he can tap to discard this event to heal all characters in his company from wounded to untap and untap all tapped characters.

Three Gold Rings will be tested for five special ring items. A spirit-ring is included to reduce mind. **Oracle's Ring** has -2 mind, but +4 direct influence and two corruption points. **Abhorred Ring** gives -2 mind and three corruption points allowing bearer to tap the item discarding a hazard permanent-event played on the company or entity therein. Then bearer makes a corruption check. **Trifling Ring** is a lesser ring providing +3 DI against characters. There are two of them. **Magic Ring of Delusion** helps play more spirit-magic. Indûr has one himself. May be you can steal it. **Magic Ring of Savagery** grants another Ranger among your elves or allows a Ranger to tap to cancel any attack against his company.

Test of Fire will be mechanism to test the gold ring items. Store the item so to be unburden by the corruption. Interrogation is the only modifier for testing. Play this Stolen Knowledge

where you have a prisoner. Then store this event at a Darkhaven for 2 MP. Name two cards at the time of storing and the same opponent must discard the name cards if any are in his hand. Aurax-Dûr or Tirgoroth are prime sites for storing the prisoner. After storing, your ring tests are modified by +2. Use An Untimely Whisper for the peaking.

Whispers of Rings will hold off-to-the-side these ring special items. Interrogation will allow +2 to ring tests. Use Spying Out the Land and An Untimely Whisper to see hand of opponent.

Two Perfect Gold Rings and one A Little Gold Ring will be tested. **Perfect Gold Ring** gives a Magic Ring (1-7) or a Spirit Ring (8-12+). **A Little Gold Ring** gives a Magic Ring (1-6). Play that gold ring early before any bonus appears.

**Bound up with It** is a unique short-event played as a hazard or resource. It is present to skew others' ring strategies. All gold rings are tested. Only ring special items normally worth 3 or more MPs can be played. Thus, minor and magic rings are exempt. But all tested ring items are shuffled. Ring for Mortal Men can be shuffled. Narya, Vilya, or Nenya, if played that turn, can be shuffled too. Minions have five gold rings in this Group.

**Records Unread** provide Lost Knowledge and can be discarded to untap a tapped Shadow-hold, which each Ardan Citadel is such a type.

**Jewel of Unlight** is the key to this deck. There are two copies to play. It can only be played at Free-holds in the Uttersouth and adjacent regions. The item has special abilities with its 3 CP. First, tap the item to cancel an environment played during bearer's MOVE phase before it resolves. Second, reveal a number of cards from the top of your deck. Bearer then makes a CC modified by the number of cards revealed. Each reveal of more than 5 cards grants this item a MP to a maximum of 3. Only use this second ability if you can use Ardan Card Deck to support the CC. The CC will be roll(2)-3-6 for six cards. Store the jewel when you can.

## **ALLIES**

**Vilwarokko** is a flying horse ally. It must be played at a hidden site and discard Lost Knowledge. It is needed to move to Tirgoroth to enter the site. This two mind ally has two prowess and 9 body. Tap it to modify a corruption check forced by a resource on an Elf in the company by +2. Or tap to cancel a strike against itself or bearer, but the hazard limit is increased by one if opponent is a minion player. But you can only have as many allies like this as you do animal factions.

## **FACTIONS**

There are five factions each giving a special ability. Three are elf and two are animal.

**Avari** are copied twice. It is a non-unique elf faction playable at an elf-hold outside of Eriador, Gondor, and Wilderland. The attempt needed is 12 (elf +2, men -2, non-animal faction in play at the site -5). Tap this faction to fetch one Lingerers from the discard pile to your play deck. Be careful if the Guild plays this faction too. Play this faction at a site that is difficult for the Guild to enter and does not already have a faction. Six of the Ardan Citadels are elf-holds.

**Khelnôr** is an elf faction playable at any Elf-hold in Ardor with no other elf faction in play. It is a rich 3 MP needing an attempt of 11 (-2 if Sun or Moon in play, +2 for each "Star" card in play). Tap this allow when an overt company enters any region of Ardor to take an Elf creature to your hand from the discard pile or sideboard. Your only Elf creature is Wandering Eldar.

**Beasts of the Wood**(11) just need a tapped or untapped Elorna site. Beasts of the Wood can tap to cancel an attacked keyed to that region or adjacent non-Coastal Sea regions. This will help you visit sites in Miredor to play Jewel of Unlight.

**Wild Hounds**[11] is a faction to help handle attacks. Getting this faction played is tough with its high roll. Discard the faction to either: cancel an automatic-attack at a Ruins & Lairs, or attack keyed to Wilderness or Ruins & Lairs. You will visit Grey Sky Wood and Rilgul.

## **MISSIONS**

**The Names Among Them** is simple to play at any Free-hold or Border-hold. Do not store this event. Keep it for Stolen Knowledge requirements such as Cor Minyadhras. Again play and store it to cancel an automatic-attack at such sites.

**Concealed Entrance** is played on a hidden site. Then an opponent must tap a Scout to enter the site. This is played on the site with two squatting minions.

**The Darin Tesarath** is Stolen Knowledge. This event is vital to play more Guild items outside of their normal sites. The event is playable only on a female elf or an elf sage. Cost is high with tapping the site when the event is played. Then another site is used to play the Guild item. Another cost is the event's discarding if the bearer uses magic, which unveils the secret motive of the sect.

## **MAGIC**

It seems that this minion resource strategy is ideal for spirit-magic. The Ringwraith uses it and so do two of his minions. The resources are geared towards influencing factions and CvCC.

Eight of the eleven spirit-events are used. A Magic Ring of Delusion will fetch one of these events per turn if the wearer is untapped. The avatar can fetch any magic card from his discard pile to take to hand.

**Spying Out the Land** will allow you to know what hazards will be played against you. This knowledge allows you plan for the site phase; some resources tap minions (Ruse) and can allow to decide if the match-ups for CvCC later in the turn is feasible. There are three in the deck. The variety of region types will be difficult to provide a blanket to handle cancelling creature attacks without tapping characters.

**Poisonous Despair** will sit in the discard pile until you feel that another will influence away one of your factions. Avari and Army of Bats are likely to be stolen.

**Driven As By Madness** is great for CvCC. Who cares if you have -1 to body. Be careful since some of your minions have 7 body.

**Calm-song** is played on a non-maia, non-AA. The attack becomes detainment. It might be better to cancel the attack with Ruse, but you need an untap Diplomat.

**Poison of His Voice** will remove hazard permanent events (foolish words) on minions. There are three Voices of Malice that can cancel any non-env hazard permanent event.

**Ancient Rite** is played on a Ruins & Lair by a spirit-magic user. All versions gain an additional automatic-attack of Pûkel-creature of 2 strikes with 9 prowess. The site stays in play. This event is discarded when the attack is faced.

**Some Secret Art of Flame** will help in CvCC with granting +4 prowess. Recycle event when you know you will be visiting a site boosted by such hazards either from you or a hero player.

## SAGES

There are many Sages in the deck. **Voices of Malice** will have plenty of available minions to play this event. There will be at least one minion with no corruption liability to tap and play.

**Crack in A Wall** is for a Sage to tap preventing creatures being keyed to a site if the site is not in a Free-Domain. This is useful for when visiting an Under-deeps, Free-hold or Border-hold or Lairs avoiding the owner with Doors of Night absent.

## ARDOR

The minions are not suited to face combat. But you can gain benefits if you do combat creatures or players.

**I'll Be At Your Heels** is a command event for a leader giving +1 to corruption checks to those in his company.

**Once It Got Away** is used to discard a non-unique ally. Play this event to discard such an ally during Combat after a successful strike against a character controlling a non-unique ally.

Large attacks will be handled with **Diversion** to wound a minion. Not a courageous solution but it works with Healing Song or Herb-lore.

**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.

**Not Slay Needlessly** will cancel Free Peoples' attacks against covert companies or reduce the prowess by 2 against overt companies. Elves, Dwarves, Dúnedain, and Men are these attacks.

Low prowess characters will eventually be wounded with many fighting and avoidance resources. **Healing Song** is a Song playable on an Elf if an entity is wounded in the company. Target Elf makes a corruption check modified by Environments in play. Next turn, heal one Elf in the company at the start of the phase that it was played. Nando and Silvan targets can heal any character or ally. Play this on a non-unique elf in case the corruption discards. Three copies are in the deck showing how often your Elves will be wounded.

**Lulled By His Words** is a Flattery attempt. Use great with the Diplomat Gorthaur. Assignment Forsaken gives him +5 to the attempt. Playable during the site phase on a character making an influence attempt against an opponent's character (as listed below). Make a roll (instead of the normal influence attempt), modified by +2 if the character is a diplomat and +2 if a Dragon. If the result is greater than the listed values, the influence attempt is automatically successful. Against Men, Orcs, or Trolls 10; against Dwarves and Hobbits 11; against Dúnedain, Elves and Woses 12.

**Ill East Wind** is an environment resource that if played as a long-event allows any disease played not count against the hazard limit. As a Short-event discard The Watchful Peace if in play and Doors of Night will be considered in play this turn. Cards that can only be in play if Doors of Night is not in play are returned to owner's hand. This will help your Gloom and Drowning Seas. Gloom can make another Wilderness region to play your Double Wilderness creatures.

**Elven Fortress** is a site event. It requires a Jungle to be played. The site is a Border-hold with a detainment AA against heroes and Court members. Specific items can be played at this site, which will be used as such to preserve site cards. Most likely this site will be used in the region Ūsakan since it is far from Guild of Element sites. Alternatively, play on an Elf-hold in a Jungle

to make it a hidden site requiring the cost of revealing tapping an avatar, scout or ranger. This then will protect the company at such site including three Ardan Citadels.

—~~Hold Rebuilt and Repaired~~ is a permanent event played on a non-Dragon, non-Under-deeps Ruins and Lairs making the site a Shadow hold and transforming all automatic attacks detainment. This event is included to preserve Ardan Citadels from Devastation or Nature's Revenge.





## SITES

Many sites are found in the Uttersouth. Several sites are considered Ardan Citadels. Some Ardan Citadels has no AAs against Court members. Many sites are hidden. Your characters will stay along the coast. Only one Free-Domain, Jungles, Wilderness, and Coastal Seas are in your path. You will not be moving in the Under-deeps. All the sites you plan visiting are within four regions from Bay of Ūsakan, but three sites. Be careful about sites since you plan in the second deck to use Power of the Court Set Forth to play hazards. It will be rare to move without a Jungle or Coastal Sea in your path. Also, the site's AA is vicious enough to scare Guild members from entering the site.

There are 11 regions to tap sites. Five are in or around Usakan Bay. Two are by the Central Yellow Mountains. Then three are around the Western Spur of the Yellow Mountains. You will visit three Free-holds, two Border-holds, five Ruins, and five Shadow-holds. Some Ardan Citadel's have no attacks against Court of Ardor members. Site attack types include: Animal, Drake(2), Dragon, Dwarves, Elven Wards, Elves (3), Men, Traps, Undead.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	3	2	5	0	5	0	15

**Barad Carannûn** is a dúnadan-hold with a normal attack of three strikes with 9 prowess. Play a Perfect Gold Ring. Play a Jewel at **Ostelor**. It was a normal dúnadan attack of four strikes with 9 prowess. Play another Jewel at **Alsarius**. It has a detainment attack of Men against coverts of 8 prowess. The two sites in Miredor are port sites. Hope that an Animal faction helps with visiting.

Border-holds have guild items if you use a Stolen Knowledge event. Visit the battleground site **Barad Angwi**. It has a tough detainment Men attack of 4 strikes with 8 prowess. Also visit **Ramôrth**, another battle-ground site, with a normal attack of Men attack of 4 strikes with 8 prowess if all are elves.

Four Ruins have the other resources you need including items and stolen knowledge. **Rilgul** is in the Usakan Bay after facing the Dark Enchantment attack with 11 prowess. Use mind or body. Find A Little Gold Ring there. **Emyn Din** in Pel will have Laurelindorenan. This hidden site requires Lost Knowledge to enter then facing the Wose detainment 3 strike with 7 prowess attack. **Grey Sky Wood** has the three ent allies. But it's tough attack must be faced or climbed: Awakened Plant 3 strikes with 12 prowess. **Cor Minyadhras** is a hidden site requiring Stolen Knowledge. Its AA is traps with 5 prowess, but the mind of the character is used. Use Names Among Them to reveal site. Play Secrets of Their Forgings here, which the first Information event played does not tap the site.

There are eight Ardan Citadels and the Citadel of Ardor. You will usually have stationary companies stay at Citadel of Ardor. Power of the Court Set Forth will be played here. Each Ardan Citadel is a Shadow-hold.

Taurang is a hidden set costing tapping a Ranger. It has Information and ring items. The first AA is detainment elves of 3 strikes with 8 prowess. But the second AA is one Slayer creature from hand or discard pile. Play the faction Khelnôr here.

Naurindol also has Information. The first AA is canceled against Court companies. It is detainment against heroes. Use this as a base for squatting. Play Avari faction here.

Menelcarca is a hidden site costing discarding an environment resource from hand. The AA is detainment elves of 3 strikes with 8 prowess. Information is playable if you discard another environment resource from hand. There is only one such resource in the deck. This site can be



used to hide from guild members. Play Avari faction here.

Engîr is a valuable site, but has two AAs. Its first AA is traps against each character with 8 prowess using either body or mind value. The second AA is dwarves of 4 strikes with 10 prowess. It is not detainment. Play a guild item here.

Ithilkîr has Major items, Byrilluim-lode, Gems of Arda, and Ithildin. Do not play these resources here. The site as an elf AA that is cancelled against the Court. Likely you will not visit here.

Mirisgroth is a hidden port site. Stolen Knowledge is the cost to visit. The first AA is elf and cancelled against the Court. This can a site to hide from the Guild.

Tirgoroth is not a hidden site, but requires a flying company to enter the site. The first AA is animals of 3 strikes with 10 prowess, but an ally with flying may tap to cancel this attack. The second AA is canceled against elves. Likely you will not visit here unless to bother the other Court player.

Aurax-Dûr is a port site. The first AA is cancelled against the Court. It does have Information and Major items. Likely you will not visit here unless to bother the other Court player.

### **MARSHALLING POINTS**

C=10 You have many elves, which usually means the elf has 2 or more MP. You have a 3 MP elf, four 2 MP minions, and a 1 MP minion. You expect MP from all of these minions except for 2 MP Calendel from palantir corruption.

I=13 With so many ring special items you do not need to collect MP from them all. Only MP from rings you expect to count at the council you needed played. These are both lesser rings, both major rings, one spirit ring, and one gold ring item.

F=1 That troll faction is worth 1 MP.

A=2 Stinker is a real stink.

M=6 These MPs are from Dark Spires Rising and Mordor in Ruins and from both Gaze Fixed.

K=0 You want to cancel creatures, which means you may not gain any Kill MP.

Game Points: Windcatcher, Hold Rebuilt and Repaired

### **BLACK AND GREY PLAYERS**

A Ringwraiths, a Lich, and another Court player are in your division. The Ringwraith is expected to ignore you. The Lich too if you do not bother him unless he needs a sacrifice. Expect other Court members to steal you resources only when your high direct influence elves are far away. Ardan Card Deck is a prime item to steal.

### **WHITE PLAYERS**

Even the Uttersouth is infested with wizards. Valdacli are in the Dominions of the Seven. They will not move east of Mag or Tumag. But you will be playing resources all around them. They will attack you if you are vulnerable. The Guild of Elements has been rumored to be in operation. Likely those elves will bother the other Court members. Only attack them if you can decisively cause damage or steal a gem.

A lesser wizard is found near Dushera, but may only trouble you in Usakan. This is your

main opponent. Lands further east are his interest. You may move four regions from Taurang or Engîr in Taaliraan reaching Mumakan, Tuktan, Gan, and Drenad. When he gets a protected wizard-haven that is when you need to watch him closely. Use your hazard events to tap the fallen-wizard's characters to later CvCC his weak companies if exposed.

## THE RITUAL

The ritual will be placed in the Power Deck playdeck. A result of 26 is needed for success. Expect to have this event in play for six turns for +6 (instead of +21). Also plan to have two stored Jewel of Unlights. The GI pool should allow four or more Court members to be present. Also you can discard a magic event each turn.

Turns	6	+6
Jewels	2	+8
Court	4	+4
Magic	1	+2

This will modify the roll by +20. A roll of 6+ is needed. Expect to draw the unique ritual on Turn 6 of the Power Decks. Then expect to exhaust on Turn 8.

Turn 6	+1+14	=	+15	11	3/36
Turn 7	+2+14	=	+16	10	6/36
Turn 8	+3+14	=	+17	9	10/36
Turn 9	+4+14	=	+18	8	15/36
Turn 10	+5+14	=	+19	7	21/36
Turn 11	+6+14	=	+20	6	26/36
Turn 12	+7+14	=	+21	5	30/36
Turn 13	+8+14	=	+22	4	33/36
Turn 14	+9+14	=	+23	3	35/36
Turn 15	+10+14	=	+24	2	36/36

Turn 47.

# HAZARD

## CREATURES

There are 20 creatures and a half-creature. There are no creatures keyed specific to site types, but one creature. But these should be average in terms of playing. Prowess is average to high. Those moving in Double Wilderness will feel pain. Five creatures are keyed to that type. Gloom may give you that second Wilderness.

**Old Man Willow** is a tough root. One strike and keyed to Double Wilderness limits the creatures effectiveness, but its prowess is 13. Hobbits will face a 15 prowess strike. The creature can be keyed to forests including: Old Forest, Fangorn, Heart of Mirkwood, Western Mirkwood, or Southern Mirkwood and to Ruins, Shadow-holds, and Dark-holds in those regions. Druadan Forest is also at risk.

There are two elf creatures. **Wandering Eldar** is included to be a tough detainment attack against heroes. Each character gets a strike of 9 prowess. It is a common creature found in Double Wildernesses and Border-lands. Doors of Night not in play allows this creature to be keyed to Free-Domains. **Mistress of the Court of Ardor** is a manifestation of Ardana. She is a creature or permanent-event. Her prowess is 13 with 10 body for one strike. She can played keyed to any Ardan Citadel. Playing her as a creature is too risky. Her permanent-event allows any Elf creature keyed to Wilderness to also be keyed to Jungle in the Uttersouth and become detainment against Court of Ardor companies.

**Silent Watcher** is a Pûkel-creature, but stands guard at Shadow-holds and Dark-holds. Each character faces a strike with 8 prowess. Use this creature to tap characters that mistakenly believe a week automatic-attack awaits.

**Cave-drake** is similar to Wild Trolls, but is a Drake and chooses defending characters. But you can key it to a Ruins. Two strikes of 10 prowess feeds this beast.

**Rain Drake** is a tougher creature at 15 prowess, but harder to play. This creature will tap its victim with one strike of 15 prowess keyed to Triple Wilderness or a single Coastal Sea.

**Giants** and **Thunder's Companion** are as dumb as rocks they throw. Both will try to kill wounded characters with their high prowess. Both need Double Wilderness. Giant is one strike at 13 prowess. Thunder's Companion are the sons with three strikes at 9 prowess. Hurling Rocks expands these giants.

**Black Crows** are a creature and a Short-event. The creature stats are puny with six strikes at 2 prowess keyed to any non-Under-deeps Ruins. You may play this as a creature to discard Full of Froth and Rage. Use it as an event to fetch a hazard you played as a creature this MOVE phase. Bring back a Rain-drake or Silent Watcher. Now, how those statues move and follow their prey?

## Creatures

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

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

- 
- Everdalf
  - Angmar
  - Gundabad
  - MM NS
  - Forochel
  - Arthedain
  - Rhudaur
  - Shire
  - Hollin/Cardolan

## **EVENTS-34**

The hazard events are tailored to reduce the prowess of heroes and to make wounded heroes a burden to his friends.

### Base cards-1

You have Twilight to protect your nine hazard Environments. Gloom and Drowning Seas can be helped by Doors of Night.

### Corruption/Avatar-9

There are no corruption hazards or avatar hazards.

**Lure of Creation** is played on any wizard forcing a CC upon moving to haven. This check will not work on a squatting wizard, but the two corruption points are noteworthy. The removal role is mild at 7.

**Longing for the West** is for a wizard or elf-lord. It provides 2 CP. A corruption check is required if not at a Haven during target's untap phase. A roll of 7+ is needed for removal. You can also play this hazard on Elf-lords.

**Alone and Unadvised** will give maybe a character 4 CP if he is in small company. Then he makes a corruption check(s) when he moves, but with modifications. A company can be stopped cold. This is a cruel hazard.

**Ring-chained** is corruption playable on a character with ring. The source is the usual 2 CP with a CC at the end of the each if his phases he does not bear a ring item. This will hurt the target if he transfers the ring. Target can only tap to attempt removal of the hazard if he does not bear a ring. This hazard will likely force transfer of another item on the bearer of the ring during the ORG, which forces a CC. This hazard is in the sideboard for play in the second deck.

**Mask Torn** is anti-Fallen-wizard permanent event. None can bring characters with more than 4 mind into play. If he has more than 9 stage points, then it is characters with a mind greater than three into play. Deck exhausted discards this event.

**Cast From the Order** is another permanent-event, but played on a Fallen-wizard. A roll is made adding his stage points. A result greater than 15 is kept on the target forcing to use minion sites for Border-holds, Free-holds, and hero Havens. Also, Fallen-wizard's company is overt.

**Cruel Claw Perceived** will lower a Wizards or Fallen-wizard's stats and cause him to tap to remove it. The stat is general influence with a -1 modification. Not too much, but it may allowed you to influence away a faction. Fallen-wizards instead have the modification to be: -9 (21+), -7 (16+), -5(11+), -3(6+). Additionally, hand size of a fallen-wizard is reduced by one if stage points exceed 10 and by one more if exceeding 20.

**Foul Tooth Unsheathed** is played affecting all fallen-wizards. Owning more than six stage points, and if not Alatar, hazards his company defeats without an asterisk are worth no marshaling points.

**Will You Not Come Down** is played on a Fallen-wizard at a Wizardhaven. Either your opponent discards from play enough stage cards to reduce his total below 7 or receive 4 stage points from this hazard.

### Main Theme: Tapping -13

**Heedless Revelry** is played on a non-moving company. A roll is made for each untapped non-avatar character modified by -2 for hero characters. If the result is greater than his mind, then the character taps. Alternatively, this can be revealed on-guard on a company successfully playing an item, ally or faction. Tap all untapped characters in the company.

**Gloom** is an environment short-event. A character in a moving company receives -1 prowess for the turn. Doors of Night allows you to change a Border-hold into a Ruins or a Border-land into a Wilderness. This will help playing your Wilderness creatures.

**Waiting Shadow** is an environment short-event. It can tap any Orc, Troll, or Man character (defender's choice). Doors of Night forces any character to tap (defender's choice).

**Shifting Paths**, an environment, will allow you to switch a hero's new site with a different site. This will not only slow the opponent. The effect is triggered if the site path has more Wildernesses/Jungles than avatars, rangers, maia/ent allies. Consider sending a company to a mountain region and into Hurling Rocks casted by giants.

**River** is a short-event denoting all the waterways in the Uttersouth. Unless a Ranger in the company at the start of the site phase taps, there is no site phase.

**Thrice Told Tales** is played on a Sage. This skill is more common with Hero companies. First, the target loses his Sage skill. The hazard is discarded when the target moves with two regions in his site path or to a non-havens Under-deeps site. Movement implies a risk to creatures. This can help keep Marvels Told from discarding the anti-fallen-wizard hazards.

### Secondary Theme: Ally - 3

**Too Much to Ask** are for non-unique allies. The ally is wounded or discarded if already wounded. This will hurt for a company moving away from a dangerous site, which the ally was earlier wounded.

**Stay Her Appetite** has a small chance of creating a detainment attack on a hero. Success means at least the hero will tap. Else the hero is wounded and the ally is discarded.

### Other: - 5

No Escape From My Magic is played on a unique faction. The following turns each company moving with region movement in the same region as the faction's playability site or adjacent regions is affected. A roll is made to determine if the company has a site phase. Rangers, Scouts, and Diplomats help the company to have a site phase.

**Trouble on All Borders** is played on a unique faction. Each company moving through the same region as the faction's playability site or adjacent regions faces an attack. This attack is the same type as the faction of 4 strikes with 8 prowess. Sharing alignment makes the attack detainment.

Three hazards are included to be used by Power of the Court Set Forth. The hazards are in the sideboard. Keep them there until the second deck. Use An Unexpected Outpost to get them into the playdeck so to use with the stage event. These hazards are Drowning Seas, Nature's Revenge, and Devastation.

**Drowning Seas** is an Environment Short-event. The target company must have a Coastal Sea in its site path. The hazard will force a company to lose an item or if Doors is in play to return to

their site of origin. This short event will not hurt you.

~~Nature's Revenge~~ will stall a company at certain sites. A site normally a Border hold or Shadow hold in a Wilderness becomes a Ruins with an additional attack. This attack is animals giving each a strike with 7 prowess. There are 22 such Shadow holds and 41 Border holds. Three have Taurondë as the nearest hero haven (Fortress of Bûramak, Sarûl, Ramôrth). These Ardan Citadels are in a Wilderness or a Jungle: Engkîr, Ithilkîr, Taurang, Naurindol. Gloom can extend this to: Tarû Makar, Dûrdamal.

~~Devastation~~ is a permanent event played on a site with Nature's Revenge, Siege, or Wyrmsiege at the beginning of the movement/hazard phase. First, the above hazard is discarded. Then Any version becomes a Ruins & Lairs and the region becomes a Wilderness. All automatic attacks become Undead of 3 strikes with 7 prowess. The site never untaps or leaves play. Rebuild the Town, Hold Rebuilt and Repaired, or made into a haven discards the hazard.

1 to left of site name = port site. Drowning Seas: port or site in Coastal Sea.

Nature's Revenge: site in Jungle. Devastation: border-hold or shadow-hold in Uttersouth.

Both sites in Bay of Drel are great targets. Two ports in Miredor look good to.

1	Usakan Bay	S	<b>Citadel of Ardor</b>	1	Hathor	B	Dûrdamal	
.	Usakan Bay	R	Rilgul	1	Elorna	B	Míspir	
1	Usakan Bay	B	Vog Mur	1	Miredor	F	Alsarius	
.	Pel Bight	R	Three Sisters	1	Miredor	F	Ostelor	
.	Shores of Maquato	L	Gesathago's Lair	1	Mumakan	B	Pharabâs	
1	Mumakan Coast	S	<b>Aurax-Dûr</b>	1	Pel	B	Arpel	
1	Bay of Drel	B	Ró-molló	1	Koronandë	F	Korlan	
.	Bay of Drel	F	Tol Turgul	1	Tanturak	B	Sarûl	
1	Koros Bay	S	<b>Mirisgroth</b>	1	Tanturak	F	Thôrion	
.	Koros Bay	S	<b>Tirgoroth</b>					
.	Curinshiban	F	Zadan an-Adûn					
.	Drel	R	Aeluin					
.	Drel	S	Eregost					
.	Drel	F	Valagalen					
.	Drel	R	Watch at Unulló					
.	Mulambur	B	Fortress of Bûramak		Drenad	B	Nûlakad	
.	Taaliraan	S	<b>Engkîr</b>		Gan	B	Tarû-Makar	
.	Taaliraan	R	Laurrë's Manor		Mag	B	Barad Angwi	
.	Taaliraan	F	Taurondë		Pel	B	Seregul's Keep	
.	Tanturak	R	Kimak		YM-Centra	B	Hall of Alûva	
.	Tuktan	S	<b>Ithilkîr</b>		Bosiri	S	Fhûl	
.	Usakan	B	Ramôrth		Pel	S	Kondu Manara	
.	Usakan	S	<b>Taurang</b>		YM-Westel	S	Hall of Malkôra	

#### Cycle-4

**Outpost** is a staple. Bring back Gloom and Rank Upon Rank to the burning eye pile.

## **DECK MANAGEMENT**

The Court of Ardor members are allowed to tap at his home site to access the sideboard. During the ORG phase the court member taps and either sends one resource to the playdeck or a number to the discard pile half of his mind (round up).

Two ring special items will be access with Whisper of Rings. The only resources that need to be played in the first deck are the two allies. First, play Vilwarokko, then Falcon of Ardor late in the first deck.

One of the two characters will be kept in the sideboard until he might be needed late in the second deck.

2	Jewel of Unlight.freehold		dp111, dp112	
1	Oracle Ring	whisper		
1	Abhorred Ring	whisper		
1	Magic Ring of Delusions	whisper		
1	Magic Ring of Savagery	whisper		
1	Trifling Ring	whisper		
1	Falcon Crest		dp113	
2	Vilwarokko		dp114, dp115	
1	Bloodbark			tap
1	Greyroot			tap
1	Windcatcher	tap		
1	The Darin Tesarath		dp121	
1	Assignment Forsaken		dp122	
1	Interrogation		dp123	
1	Once It Got Away		dp124	
1	Diversion		dp125	
1	Lulled by His Words		dp131	
1	Herblore		dp132	
1	I'll Be at Your Heels		dp133	
1	Healing Song		dp134	
1	Ancient Rite		dp135	
1	Poison of His Voice	tap		
1	Power of the Court Set Forth			tap



# TURN 01, @Citadel of Ardor,U

U	Palandor	2	0	1	8	Noldo				Sa	0	
U	Valandor	4	0	4	7	Noldo	W	Sc			0	

## @Naurindol, U

U	Valnaur	4	0	4	7	Noldo	W			Sa	0	
U	Linsul	4	2	2	7	Noldo				Sa	1	Ardan Card Deck
U	Vallome	4	1	3	9	Kelno		Sc			1	Ardan Card Deck

Avari		Heedless Revelry		
Cave-drake		Laurelindorenan		
Driven As By a Madness		Records Unread		
Healing Song		Spying Out the Land		
0		0		
Turn: 1	Hand: 9	MP: 4	SP: 2	PD: 82
Gandalf	Balin	Cirdan	Elrond	LESSER

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins

, Chill Them with Fear

**UNTAP** {play faction}

## ORG

Magic Ring of Savagery placed on Whispers of Rings. Palandor taps to use spirit-magic this turn. Plays Spying Out the Land, croll, auto; Affects all hazard players.

Gandalf(x), Balin(Durin's Folk, Left Behind),Cirdan(Courtesy Lessened of Late),

Elrond(Elves upon Errantry), Thg(Incite Defenders). Possible a player would not show hazards since hazard limit would be reached before hand.

Vallome taps to dump into sideboard,4mind=2(Herb-lore,Trifling Ring)

Valandor+ move to Naurindol. Linsul+ stay.

## MOVE

Linsul, -,sh

HL3, Gandalf uses Halfling Strength as OG.

HL2, Balin plays Naugrim

Valandor, -CS-W,sh

HL2, Gandalf,-x

HL1, Balin keys Durin's Folk to W, dwarves.5s8p, Naugrim+CTWF=5s11p5b

Palandor plays Driven As By a Madness, croll=auto.

Palandor, 1p-1t+2.res-1x+9sroll=10, wounded, bc.5 alive

Valandor, 4p+2.res-2x+6sroll=10, wounded, bc.7. killed.

## **SITE**

Naurilindol

(1)Elves--- each faces a strike with 9 prowess (det hero, cancelled against Court companies);

(2)Elves---1 strike with 12 prowess (only against overt or avatar's company)

Linsul taps to make an influence attempt on Avari,11

+2.di-1.scatha+2.mod+5.iroll=8,fail

Valnaur taps to play Records Unread.

Healing Song played by Vallome, no env, -1.item, croll-auto.

## **END**

Next in game: Ren

Next in division: Indur, next turn.

## TURN 01, vs Balin

### **MOVE**

Gloin, -w-w-sl,sh Nu.Ar.Ag

HL4, Court plays Weariness of the Heart on Pathfinder for -1 prowess

HL3, Court plays Shifting paths, 2W, 1R; send them to Barad Lughilsarik.

Malezar can play Vampire

HL1, Court2 has Shifting Paths in hand too! Cave-drake too, but Pathfinder can cancel.

Sends company to Deep Cleft with Bolg, Lugdash, Veteran.

## TURN 01, vs Gandalf

### **MOVE**

Gilraen, -,haven

HL2, Court2 plays Headless Revelry, Gilraen, -3m-2+8hroll=3, taps

Halbarad, -1m-2+8hroll=5taps.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Arathorn, -w-w-fd,fh

HL3, Court2 keys Cave-drake to ww,drake.2s10p,attacker: Pippin, Arathorn

Halfling Stealth played by Pippin to cancel strike.

Pippin taps to play No waiting to Wonder, taps.

Arathorn, 5p+4.res+11.sroll=10

HL1, Indur has Lawless Men in hand. Men.2s9p. 62% to wound.

TURN02, @ Naurindol, T

W	Palandor	2	0	1	8	Noldo				Sa		0	
T	Valnaur	4	0	4	7	Noldo	W			Sa		1	Records Unread
T	Linsul	4	2	2	7	Noldo				Sa		1	Ardan Card Deck
T	Vallome	4	1	3	9	Kelho		Sc				1	Ardan Card Deck

Bound Up With It	Perfect Gold Ring	
Calm-Song	Twilight	
Laurelindorenan	Voices of Malice	
Not Slay Needlessly	Weigh All Things to a Nicety	
0	0	
Turn: 2	Hand: 9	MP: 4
Cirdan	Gandalf	Balin
	Elrond	LESSER

, 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  
 , Awaken Defenders  
 , Worn and Famished

## UNTAP ORG

The Oracle's Ring placed on Whispers of Rings. Palandor stays. Linsul+ move to Zadan an-Adûn  
WATTAN shuffles Spying Out the Land

## MOVE

Palandor, -,sh  
 HL2, Cirdan-x  
 HL1, Gandalf-x  
 HL1, Thg

Linsul, -w-w-bl-j,fh

HL3, Cirdan plays Tidings of Bold Spies on the new site.

(1)Dúnedain---3 strikes with 9 prowess

, AwDen=6s9p

Linsul plays Calm-song as a skill card. Now detainment.

Valnaur, 4p-3x-2e+3sroll=2,taps

Linsul, 2p-3x+ 9sroll=8,taps

Vallome, 3p-3x-1e+12sroll=11

HL1, Gandalf keys Wandering Eldar to BL.elves.all.9p,det

Valnaur, 4p-1t+sroll

Linsul, 2p-1t+sroll

Vallome, 3p-1t+6sroll=8,taps

## SITE

END {Uvatha; Court}

Cirdan uses Master of the House to grab Falathrim.

TURN 02, vs. Balin

**MOVE**

Gloin, -dd-sl-w,rl

HL4, Indur-x

HL3, Court1 plays Inner Cunning to fetch Curubor.

HL1, Court2 Twilight Gates of Morning.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Crown of Flowers played.

All Dead All Rotten rolls: croll, croll, croll, croll; No dwarf with 2+ CP, all auto.

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

TURN03

@ Naurindol,T

T	Palandor	2	0	1	8	Noldo				Sa	0
---	----------	---	---	---	---	-------	--	--	--	----	---

@ Zadan an-Adûn, U

T	Valnaur	4	0	4	7	Noldo	W			Sa	1	Records Unread
T	Linsul	4	2	2	7	Noldo				Sa	1	Ardan Card Deck
T	Vallome	4	1	3	9	Kelho		Sc			1	Ardan Card Deck

Bound Up With It	Mornaur				An Unexpected Outpost
Diversion		Not Slay Needlessly			Corpse-candle
Gloom		Perfect Gold Ring			Death Carrying Vermin
Laurelindorenan		Voices of Malice			Many Foes He Fought
0		0			Orcrist
Turn: 3	Hand: 9	MP: 3	PD: 67	SP: 2	Praise to Elbereth
Elrond	Cirdan	Gandalf	Balin	LESSER	Shifting Paths
.					Sons of Elrond

Safe From the Shadow, Gates of Morning

Star of High Hope, Cloudless Day

Tokens to Show

, Naugrim, Wardens of the Woodland Realm, Merkampa at Home

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

, Awaken Defenders

CoE weekly Rulings/Clarifications 10: Star of High Hope affects minion elves

Vald2 has a company at Zadan an-Adûn; they tapped the site.

**UNTAP**

**ORG**

All stay.

**MOVE**

Linsul, -,fh

HL3, Elrond plays An Unexpected Outpost to shuffle Elven Custody.

HL2, Elrond uses OG Death Carrying Vermin

HL1, Cirdan plays Crossing the Borders selects Lond Anarion,

(1)Men--- each character faces a strike with 8 prowess

Vallome plays Diversion to cancel attack.

Palandor, -,sh

HL2, Elrond plays Power Built By Waiting

HL1, Elrond uses OG Corpse-candle

Plays Palandor Voices of Malice targeting Awaken Defenders, -2.res+6croll=4

**SITE**

Barad Carannun, entered. (1)Dúnedain---3 strikes with 9 prowess ; tapx1=4s10p

Not Slay Needlessly cancels attack.

Linsul taps to play Perfect Gold Ring, taps site.

Bound Up With It played, gold ring tested: 7troll=magic ring=fail.

No other gold rings to test in the eight, two groups.

**END** {Ren; Indur}

TURN 03, vs. Elrond

**MOVE**

Erestor, -,haven

HL3, Court2 plays Thrice Told Tales on Erestor.

HL1, Indur uses An Unexpected Outpost to shuffle Awaken Defenders

Ascarnil, -w-w,sh

HL3, Court2 has Shifting Paths in hand. Plays Gloom on Ascarnil for -1 prowess.

HL2, Court2 keys Wandering Eldar to WW. Each.9p.det.

Dweller, 2p-3x+10sroll=9

Ascarnil, 3p-1.haz-3x+4sroll=3,taps

Wood-elf, 3p-1t+3sroll=5,tapped

HL1, Court2 keys Giant to WW. Giant.1s13p

Dweller, 2p+2sroll=4,success. 7.broll+1.delta=8,wounded

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**

Gloin, -w-w,haven

HL4, Malezar-x

HL3, Court-x

HL2, Indur-x

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

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

TURN 03 vs. Cirdan

**MOVE**

Shipwright, -haven

HL2, Court uses OG Jungle Demon

HL1, Court2 plays Heedless Revelry. 8hroll-2.hero=6>3.mind. taps Shipwright

Galdor, -w-w-w-fd,haven

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Woodelf, -w-w-w-w,fh

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Smoke Rings shuffles Marvels Told.



TURN04-4.1

@ Naurindol, T

T	Palandor	2	0	1	8	Noldo				Sa	0	
---	----------	---	---	---	---	-------	--	--	--	----	---	--

@ Zadan an-Adûn, U

U	Valnaur	4	0	4	7	Noldo	W			Sa	1	Records Unread
U	Linsul	4	2	2	7	Noldo				Sa	1	Ardan Card Deck
W	Vallome	4	1	3	9	Kelno		Sc			1	Ardan Card Deck

Avari		0				Advisor	
Khelnôr		0				Durin's Folk	
Laurelindorenan		0				dwarven light-stone	
Mornaur		0				Escape	
0		0				Glamour of Surpassing E	
0		0				0	
Turn: 4	Hand: 8	MP: 3	PD: 59	SP: 2		The Border-watch	
Balin	Elrond	Cirdan	Gandalf	LESSER		The Dwarves Are upon Y	
						Ghouls	

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, Full of Froth and Rage  
 , Awaken Defenders

**UNTAP**

**ORG**

Mornaur played at Naurindol. Valnaur+ move to Naurindol. Mornaur+ stay for it is too dangerous with 7 body.

## MOVE

Mornaur, -sh Naurindol

HL2, Balin uses OG Advisor

HL1, Elrond-x

HL1, Thg-x

Valnaur, -j-bl-w-w,sh Naurindol

HL3, Balin keys The Border-watch to BL,Men.5s7p

Valnaur, 4p-2e+5scroll=7

Linsul, 2p+9scroll=11

Vallome, 3p-2w+4scroll=5, success. 11broll+1w=12,death.

Ardan Card Deck to Valnaur.

HL2, Balin keys Durin's Folk to BL. Men.5s7p

Valnaur, 4p-1t+10scroll=13

Linsul, 2p-1t-3e+4scroll=2, success. 6broll+1.delta=7, wounded.

HL1, Balin uses An Unexpected Party to shuffle Times Are Evil.

## SITE

**END** {Uvatha; Court2 next turn}

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**

Gloin, -w-w-fd,fh Michel Delving

HL4, Court2 keys Cave-drake to WW. Drake.2s10p,attacker

Pathfinder taps to cancel this drake attack keyed to W.

HL3, Court2 plays Gloom on Gloin for -1 prowess

HL2, Court2 keys Old Man Willow to WW. Plant.1s13p

Escape played on Judge to cancel attack.

HL1, Court2 uses OG Laurelindorenan

Balin, -,haven Blue Mountains

HL2, Court2-x

HL1, Malezar-x

HL1, Smg-x

TURN05-1.2, {Erdur in play; all at Gaven Hidden Haven, no wounded}

@ Naurilindol, T

U	Palandor	2	0	1	8	Noldo				Sa	0		
U	Mornaur	4	1	2	7	Noldo				Sa	0		
T	Valnaur	4	0	4	7	Noldo	W			Sa	2	Records Unread	Ardan Card
W	Linsul	4	2	2	7	Noldo				Sa	1	Ardan Card Deck	

Ardûval		Giant				0	
Avari		Khelnôr				Dark Quarrels	
Blow Turned		Perfect Gold Ring				Dark Quarrels	
Crack in the Wall		Voices of Malice				0	
0		0				Naugol	
0		0				Radagast	
Turn: 5	Hand: 8	MP: 3	PD: 48	SP: 2		Naugol	
Radagast Thrain		Thranduil	Galadriel	LESSER		Great Northern Bear	
						Ride Against the Enemy	

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

## UNTAP

Linsul heals at home site.

## ORG

Ardûval played at home site Menelcarca.

Like to visit Taurang, but no Ranger.

Crack in the Wall played by Linsul, Sage, to visit Menelcarca. Be close for gold ring.

## MOVE

Ardûval, sh. Menelcaraca

HL2, Radagast uses OG Great Northern Bear

HL1, Thrain-x

HL1, Thg-x

Linsul, -w-j-w,sh. Menelcaraca.

HL4, Radagast keys Naugol to region with a dwarf-hold (YM Central Spur)

Dwarf.3s9p6b

Arduval taps to play Voices of Malice, Naugrim,-2.res+7.croll=5,pass.

Valnaur plays Blow Turned

Mornaur, 2p+8sroll=10,fail. 6broll

Valnaur, 4p+7sroll=11, fail, 3broll

Palandor, 1p+8sroll=9,ineff

HL3, Radagast plays Naugol as long-event

HL2, Radagast plays Ride Against the Enemy, keyed to W. Naric 1s4p8b; 2s12p8b

Valnaur taps to face both strikes since he is not in core company.

Valnaur, 4p-3x+3sroll=4, success. 10broll+1.delta=11,killed.

3 dark elves for this player eliminated.

Records Unread to Mornaur. Ardan Card Deck to Palandor.

## SITE

**END** {Ren; Court}

{What a combo: Naugol and RAE, lucky that Valnaur was untapped for that attack}

TURN05 vs. Radagast

**MOVE**

Radagast, -sl-bl-w, haven. Lorien

HL2, Court2 plays River on new site.

Wacho plays Marvels Told targeting Full of Froth and Rage,  $-2.res+7.croll=5$ .

Grimbeorn, -bl-w, haven. Lorien

Avatar card untaps Radagast.

HL3, Court2-x

HL2, Indur keys Ambusher to BL. Men.2s10p, attacker

Dark Quarrels cancels. Would've selected Grimbeorn and Peath; Abductor for Elite.

~~HL1, Indur keys Abductor to BL. Men.1s10p~~

Peath taps to handle River on new site.

Wacho, -dd-sl-w, haven. Lorien

HL2, Court2-x has three WW creatures in hand.

HL1, Indur-x

HL1, Smg-x

Peaceful Coexistence played on Wacho

TURN05 vs. Thrain

**MOVE**

Nar, -bl-w-bl-bl, RL. Glittering Caves

HL5, Court plays An Unexpected Outpost to shuffle from SB: Inner Cunning

HL3, Court2: Giant, Old Man Willow in hand.

Keys Wandering Eldar to BL. Elves. Each.9p, det

Dár,  $4p-3x+9.sroll=10$

Mountaineer,  $2p-3x+5.sroll=4$ , taps

Nar,  $5p-3x+7.sroll=9$

Óin,  $3p-3x+7.sroll=7$ , taps

Dworin,  $5p-3x+11.sroll=13$

HL1, Indur-x Has Abductor, but needs 4,3,2 roll. Would take chance with few 5-minders.

TURN05 vs. Thranduil

**MOVE**

Bladeorthin, -, haven. Thalls.

HL4, Malezar uses OG Southern Slayer

HL3, Court-x

HL2, Court2-x

HL1, Indur-x

HL1, Smg-x