

NECROMANCER/AGENTS

50avatar

C	10	Dol Guldur	<u>RESOURCE DECK/HAZARD DECK</u>
I	15	Mordor	40 cards in R. deck, 28 cards in sideboard
F	1	vs. Gandalf	40 cards in H. deck, 12 cards in sideboard
A	1	Eriador Division	14 characters in deck
M	5	Rings	7 starting cards
K	0	Agents	18 creatures
			DC: $23\text{res}+16\text{haz}+3\text{char} = 42$
			141 total cards

Sauron is ready to unfold his plan. Still disguised as the Necromancer he will send companies searching rings for the war and to persuade his enemies to stand down or join him. Various powers are inferred into these rings. A dark elf and former ring-maker has returned to Dol Guldur. This elf will test golden rings found by other minions of the Eye. Reclaiming a Dwarven Ring of Power will quicken the fall of the West. Once found, this ring of power will be given again to a Dwarf-lord and so corrupt his heart bringing down his own people. Lord Thrain will be bent on evicting Felagrog and so remove the fire-spirit as a competitor of Middle-Earth. Else another hole for this dwarf-lord until his end.

Another dark elf, Hendolen, will attempt to persuade his kin to be indifferent to the ills of the World and so leave Middle-Earth forever on the gray ships. He will also gift Rings for Mortal Men to Atani-lords or to Wizards turning them against the Free Peoples. A palantír of Feanor will be searched among the ruins of Minas Morgul. This seeing stone will enhance the Eye's own scrying abilities.

Sauron has many weapons to hinder his opponents. Agents will be planted amongst his enemies and Man creatures will strike fear in traveling so little news will be shared among the Free Peoples of the coming Shadow. Agents from the Misty Mountains down to the Bellakar will spread lies on their own kin. A woman of the rugged hills will travel into the Northern Waste bringing with her news of war to break the union of Lossoth. A bitter dwarf in the Blue Mountains will sow hatred among the tribes. An old hobbit of Bywater at an inn will cause doubt in the weak-minded and loathsome so to keep the world outside the borders. A capricious Noldo elf working in Moria will sow seeds of fear in the Hidden Realm. An elven maiden pretends to be seeking her kin from the coasts, but her true motive is to stir conflict between men and elves. A Dunedain from the White City has been promised Ithilien as his realm. This will improve the chances to limit the allies of Gondor.

Hate, greed, and fear has been gnawing at corrupted men now for hundreds of years. Fall of empires and kingdoms will do this to the Second Born. They can be bought to kill another without regret or attack villages for sport or gain. These uncouth men are found as assassins or as a lone thief to the traveler as ambushers. Others form small parties to steal much from many.

Changes from 08.

Removed

1 Wormtongue
1 Dror
x
1 Black Steed
1 Padding Feet
1 What of the Dawn
1 Lord of Gifts
1 The Black Gate Closes
1 An Untimely Whisper
1 Interrogation
X
3 Brigands
2 Cursed Journey
1 The Enemy is Watching
1 Power Built By Waiting
1 Rank Upon Rank
1 Evil Entered Secretly
1 Some Devilry at Work
1 Pilfer Anything Unwatched
1 Stormcrow

Added.

1 Anarin
x
1 Maranya
1 Necromancer's Bodyguard
1 Curse the Baggins
1 Master Smith
1 News of the Shire
1 The Slow Torment of Years
1 Vein of Arda
2 Catch an Elusive Scent
X
3 Shirriffs
1 Grima Wormtongue
1 Underneath the Shadow
1 Ransom
1 Thrice Outnumbered
1 Twisted Tales
1 The Enemy is Watching
2 Aware of Their Ways

Gave the two agents to other players; Anarin can visit hero wizard havens.

+

Removed horse ally and some cards for others in exchanged for a ring, faction, ore, and other cards. Finally added Vein of Arda; what to attach? High Helm is with Scatha the Worm.

+

Added the hobbit creature. Permanent events given to others. Ransom helps with Interrogation. The Enemy is Watching nice with agents.

RESOURCES(40/28)

1	Scroll of Isildur#
2	Palantír of Minas Ithil#
2	Ring for Mortal Men#
4	Dwarven Ring of Barin#
3	Reviled Ring#
2	Magic Ring of Lies#
2	Trifling Ring#
2	Minor Ring#
1	Maranya
3	Bright Gold Ring
2	A Little Gold Ring
1	Least of the Rings
1	Strange Rations
1	Necromancer's Bodyguard
1	Rivermen of the Anduin Vales#
1	Stinker
1	Curse the Baggins
*	Master Smith
3	News of the Shire
1	The Slow Torment of Years
1	Vein of Arda#

11/13

17sites

used in Warlord Deck

3	Orc Quarrels	
2	Skies of Fire	envP
2	What of the Dawn	envS
3	Not Slay Needlessly	
3	Eye Never Sleeping	
3	The Great Eye	
3	Large Warrior Loose	Sc
2	Catch an Elusive Scent	Sc
1	The Names Among Them	Sc.SK
1	All Thought Bent Upon It#	Sa
2	Test of Fire	Sa
1	Black Rain	Sa
3	Voices of Malice###	Sa
1	Wisdom to Wield	Sa
3	Messenger of Mordor	sh
1	Lord of Gifts	
1	Interrogation	pe
1	Elf-Friend#	pe
*	Whisper of Rings#	pe
*	Whisper of Rings#	pe
2	Awaiting the Call #	pe
1	Eyes of the Tower	pe
1	Not Careful About That	pe
1	An Untimely Whisper	
3	Weigh All Things to a Nicety	

4 The Necromancer pe
29/15
 One of the Nine

3	Pirates	men	1	3	7	x	rl	W
3	Goblin-Faces	men/orcs	1	3	7	x	bh	BL, SL
3	Ruffians	men	1	4	7	x	rl	BL, W
3	Dunlending Raiders	men	1	5	8	x	Rh, Ca, Ho, Du, En	
3	Angmarim Tribesmen	men	1	4	9	x	An,Gu,MM (E,A,F,R)	
1	Mouth of Sauron	man	3	1	13	8	dh	DD
3	Shirriiffs	hobbits*	1	6	6	x	Shire, Brandy Hall	
1	Camthalion	elf	2	1	12	8	dh	DD
1	Grima Wormtongue	man*	2*	1	8	8	Dn,En,GI,Ro,An	

20/1

1	Twilight	S.env	
1	In the Grip of Ambition	P.corr-avatar	ex1
1	Bane of the Ithel-Stone	P.corr-palantír	o2
1	The Enemy is Watching	P.	
1	Many Sorrows Befall		
2	Aware of Their Ways	S.	
2	Nobody's Friend	S.agent-fetch	
1	Inner Cunning	S.agent-fetch	
3	Never Seen Him	P.agent	o111
1	Pilfer Anything Unwatched	S.agent	ex11
2	Good Sense Revolts	S.agent	o22
3	Twisted Tales	S.agent	ex111
2	Will Not Come Down	S.agent	
2	Your Welcome is Doubtful	S.agent-D	
1	Thrice Outnumbered	P.strikes-men/giants	
1	Rank Upon Rank	P.	
1	Ransom	P.prisoner	
1	Underneath the Shadow	P	
1	News of Doom	S	o2
3	An Unexpected Outpost	S.cycle-hazard	

SITES

IM	Minas Morgul	heal		palantír
SR	Dol Guldur	heal		
Ar	Hostel of the Sisters	m#, M#	dún.3w10	*
Sh	Bag End	Info, m, M, G%, ring	hob.5w5, dun.3w11	News of the Shire
OF	Tom's House	m, M, ring	maia.2w15	ring
SM	Ceber Fanuin	Info, m, ring	elf.3w10	Elf-friend
AV	Beorn's House	ring	men.xc10	Bright Gold Ring
Ro	Edoras	ring	men.xc10	Bright Gold Ring
Lb	Pelargir	m, M, ring	men.xc7	Bright Gold Ring
Bf	Dol Amroth	Info, m, M, ring	men.xc8, dun.3o10	Least of the Gold Rings
Af	Edhellond	Info, m, M, G	elf.4w7,dun3w10	Scroll of Isildur
Rh	Last Bridge	Info	elf/dun	Names Among Them
AV	Mathlaburg	Info, food	men.2c6	Rivermen
It	Cair Andros	m*	men.3c8	minor food item
It	Henneth Annun		dun.xd7	Names Among Them
HP	Easterling Camp		men.xd5	
Ar	Bree	Info, ring	dun.xd7	
OF	Willow Dingle-h	Info, m	plant.1w12	*
AV	Gladden Fields	ring	undead	A Little Gold Ring
BL	Bandit Lair	ring	men.3w6	A Little Gold Ring
Ro	Amon Hen-p	Info	undead	All Thought Bent Upon It
Hd	Cairn of the Hazurbal	Info, m	men.d6, maia.1w12	Black Rain
HP	Goblin-Gate	m, M, ring	orc.3w6	Stinker
Go	Barad-dûr			
Go	Mount Doom	Info	orc.1w6	
ud	Under-Courts	m	troll.3d10	
ud	Sulfur-Deeps			Vein of Arda

Grond affected

MINIONS-10		3-5-2-4-2	agent-31 mind		
1 Nuluzir	4/1/4/7a	W/D	Man	Bûr Esmer, Ûrêzâyan	
2 Elwen	5/2/5/7a	W/D	Na	MT, Dol Amroth	+2DI.elf/ELF
3 Golodhros	9/4/5/9a	W/Sa/D	Dun	MM, CU, BD	spirit
2 Anarin	7/3/4/8a	Sc/D	No	Moria	
1 Deallus	3/1/2/7a	W/D	Man	Bree, Cameth Brin, Dunnish Clan-hold	
1 Ted Sandyman	3/1/1/9a	Sc/D	Hob	Bag End, Bywater	+2DI.hob/HOB
Ostisen	2/0/3/9*	Sc	Man	Vale of Erech	
Dunlending Spy	1/0/2/8+	Sc	Man	Bree	
2 Tarcil	6/2/4/8*+	W/R/D	Dun	Minas Morgul	
2 Carambor	6/0/5/8*+	W/Sc/R	Sv	Carn Dum	
2 Calendal	6/1/4/8+	Sc/Sa	Sv	Dol Guldur	+2DI.elf/ELF
3 Celedhring	8/2/3/8+	Sc/Sa	No	Barad-dûr	
2 Hendolen	6/2/3/7*+	Sa/D	Sv	Minas Morgul	+2DI.elf/ELF
1 Dorelas	3/1/2/7+	W/Sa	Man	Lond Galen	
<i>starting company:</i> at Dol Guldur					
< Whisper of Rings>< Whisper of Rings>					
2 Carambor	6/0/5/8	W/Sc/R			
2 Hendolen	6/2/3/7	Sa/D	Master Smith		
2 Tarcil	6/2/4/8	W/R/D			
Ostisen	2/0/3/9	Sc			
19/28 (20+5+3) GI		hand-8	Mind-34		
<Whisper of Rings>					
#1 <i>Recruiters</i> at Dol Guldur					
Tarcil	6/7/4/8	W/R/D	1	D6	trifling.LR, Friend
Hendolen	7/7/3/8	Sa/D	4	E6	GR.Lies, minor.LR, Master
#2 <i>Ring-gatherers</i> at Dol Guldur					
Celedhring	7/4/5/10	Sc/Sa	2	E8	maranya, DR.Barin
Carambor	4/0/8/8	W/Sc/R	2	E4	SR.Reviled
Dunlending Spy	1/0/2/8	Sc	0	M1	
#3 <i>Stone Guardians</i> at: Barad-dûr					
Calendal	3/1/4/8	Sc/Sa	5	E6	palantír(Ithil), Awaiting
Dorelas	1/1/2/7	W/Sa	0	M3	Awaiting
Ostisen	2/0/3/9	Sc	0	M2	Careful

AGENTS 29

<u>Deallus</u>	3/1/2/7	W/D	man	<u>Bree, Dunnish Clan-hold, Cameth Brin</u>
<i>Arnor</i>	<u>Arthedain, Hollin, Dunland, Númeriador, Forochel</u>			
<u>Ted</u>	3/1/1/9	Sc/D	hobbit	<u>Bywater, Bag End</u>
<i>Eriador</i>	Shire, White Towers	+2DI.Hobbit characters, +2DI. Hobbit factions		
<u>Wormtongue</u>	5/2/1/8	Sc/Sa/D	Man	<u>Edoras, Isengard, Dunharrow</u>
<i>Rohan</i>	<u>Wolf & Foothills, Rohan, Fangorn, Anduin Vales, Gap of Isen</u>			
<u>Elwen</u>	5/2/5/7	W/D	elf	<u>Minas Tirith, Dol Amroth</u>
<i>Coast</i>	Belfalas, Anórien	+2DI.Elves, +2DI. Elf factions		
<u>Golodhros</u>	9/4/5/9	W/Sa/D	dunadan	<u>MM, CU, BD</u>
<i>Mountains</i>	<u>Ithilien, Lebennin, Anórien</u>			
<u>Nuluzir</u>	4/1/4/7a	W/D	Man	<u>Bûr Esmer, Ūrêzâyan</u>
<i>Bellakar</i>				

1	Deallus	3/1/2/7a	W/D	Will Not Come Down, Twisted Tales
1	Ted	3/1/1/9a	Sc/D	Pilfer Anything Unwatched
2	Wormtongue	5/2/1/8a	Sc/Sa/D	Your Welcome is Doubtful, Never Seen Him
2	Golodhros	9/4/5/9a	W/Sa/D	Good Sense Revolts x2, Never Seen Him
2	Elwen	5/2/5/7a	W/D	Will Not Come Down, Twisted Tales
1	Nuluzir	4/1/4/7a	W/D	Your Welcome is Doubtful, Twisted Tales, Never Seen
3	Never Seen Him		agent	
1	Pilfer Anything Unwatched		agent	
2	Good Sense Revolts		agent	
3	Twisted Tales		agent	
2	Will Not Come Down		agent	
2	Your Welcome is Doubtful		S.agent-D	

OVERVIEW

You need 41 Game Points to make the Lidless Eye deck. You are in a contest with Court of Ardor for a spot in the Power decks. Marshalling Points will come from items and characters.

CHARACTERS

The Necromancer is awaking his old power. Bringing him quick into play will be vital. Several agents have been attracted to Dol Guldur by a presence of evil. He has four covert companies to do his bidding using Dark Elves and evil men. Each dark elf has a special ability. Celedhring will head one company to find rings, Hendolen will persuade heroes to leave their mission, and Calendel will use a palantír. Another minion will seek Stinker. These four companies will use 20 of your 28 GI. You have many elves, two men, one dúnadan, and agents in the play deck. There are no extra characters for replacements due to having so many minions used as agents. Five minions with mind greater than five will be in play by this player. Scouts are vital to the resource strategy.

Celedhring is the main minion for this player. This dark elf is a Noldo with a burning grudge against those with the Elven Rings. One is promised to him after the fall of the West. His 8-mind is expensive, but worth every bit of pointy ear. A 2 DI can be leveraged for a follower if enhancement is provided. A 3 prowess is low and 8 body is average. His special abilities are what make this character right for Necromancer. He has +2 to corruption checks when bearing a ring. He can tap during the Organization phase to test a gold ring item in his company. A success requires him to make a corruption check subtracting the MP of that ring. He does not start to allow other lower minded minions to start.

Carambor is a Silvan from Carn Dûm. Expelled from Helloth he seeks warmer climates. He has three great skills for moving and staying unwounded earned among the slopes of the Iron Mountains. Mirkwood will be his fiefdom. He is a W-Scout and Ranger with good stats. His 6-mind is expensive, but worth it for 5 prowess and 8 body. His special ability is tapping to move to another site. This can get his company to a site for getting away or to an opponent's site or help Celedhring reach a site to test a gold ring item. He is in a core company.

Calendel is another Silvan, but is from Dol Guldur. He is a 6-mind Scout and Sage. He does have +2 DI against Elves along with 1 DI. A 4 prowess is normal along with 8 body. His special ability is tapping to use a palantír he bears. He will sit and use a palantír. His master's victory ensures him an Elven Ring and Lorien.

Hendolen is a Silvan from Minas Morgul. He is smooth with words using his Sage and Diplomat skills for tales. His mind is also six to go with his 2 DI and +2 DI against elves. He should have an Elf follower unless he is influencing. His stats are dangerous for moving with 3 prowess and 7 body. His special ability is to tap cancelling a detainment attack. An elven port will be his once Sauron is master of the world.

Tarcil is a Númenórean from Minas Morgul. Pelargir will be his home to sail to other lands and gather tribute. He has three nice skills to find rings using Warrior, Ranger, and Diplomat. A 2 DI is valuable to use in having a follower. A four prowess is acceptable with an 8 body. He should lead a core company with a magic ring boosting direct influence. He will start the game using his Ranger skill.

Dorelas has been tempted away from Lond Galen to uncover lore for the Necromancer. The Man is a Warrior and Sage, but a 2 prowess and 7 body will keep him at one location for almost

the whole game. His 1 DI can be used with enhancement to have a follower with Minor Ring. He will be a follower to Calendal at Barad-dûr also Awaiting the Call.

Dunlending Spy is a useful 1-mind Scout Man. A two prowess is low, but an 8 body will compensate for that. A home site of Bree might be used to play Information there. He will carry the gold ring items.

Ostisen is a fisherman from Vale of Erech. He is a 2-mind scout that will travel with Stinker and Padding Feet. His 9-body can survive body checks. A 3 prowess can enter weak border-holds to play a gold ring item or Stolen Knowledge. Move him to Forochel (1s2p) to enter a Border-hold affected by Grond (Orcs of Angmar) to play The Names Among Them. Grond will be played on Orcs of Dol Guldur to affect Anduin Vales and Mathlaburg (2s3p).

COMPANIES

The starting company will begin at Dol Guldur. 13 desired sites to tap can be reached in one turn from this Darkhaven. Tarcil is included to quickly play Elf-friend. Hendolen starts to be a Master Smith for +1 body. Carambor provides 5 prowess for attacks. These three will try to play gold rings fast. Two copies of Whispers of Rings start. Event Master Smith helps the low body elf stay alive after facing automatic-attacks. You can move Dorelas in Mordor to keep him safe drawing cards.

Celedhring does not start. Afterwards, 14 GI is used. The avatar card will provide a 9 GI buffer playing the elf.

starting company: at Dol Guldur

<Whisper of Rings>< Whisper of Rings>

2 Carambor	6/0/5/8	W/Sc/R	
2 Hendolen	6/2/3/7	Sa/D	Master Smith
2 Tarcil	6/2/4/8	W/R/D	
Ostisen	2/0/3/9	Sc	

#1 Recruiters

The first core company is the Recruiters: Tarcil and Hendolen. They will play gold ring items in the first deck, and then use Lord of Gifts. Tarcil will have a Trifling Ring, be an Elf-friend to control Hendolen with his 7 DI. This Black Númenórean has three good skills. Hendolen is the key. He will have Magic Ring of Lies and Trifling Ring as a Master Smith. This will give him 5 DI and 7 DI against characters with 8 body. This company will be based at Dol Guldur and needs to find ways to untap Hendolen and increase his body. This company has each skill except Scout. Hendolen can tap to cancel a detainment attack, which may allow a successful site phase at a Haven. These two may have to visit free-holds away from Dark-domains to play gold rings or gift a ring.

at Dol Guldur

Tarcil	6/7/4/8	W/R/D	1	D6	LR.trifling, Friend
Hendolen	7/7/3/8	Sa/D	4	E6	GR.Lies, LR.minor, Master

#2 Ring-gatherers

The Ring-gathers are Celedhring and Carambor. Both are Scouts. They will play gold rings.

The Dwarven Ring of Barins' Tribe and copies of Wisdom to Wield allows the elf to recycle gold rings. This Ring of Power will be played in the first deck. Celedhring will have one follower under his 4 DI. A mind ring is also worn by this elf for its bonuses. This company will be based at Dol Guldur for easy access to ring sites. Carambor's movement ability can help in getting to a safe gold ring site or to move from Dol Guldur to a site ~~to riddle~~. Carambor wears a Reviled Ring for +3 prowess and lowering his mind. Celedhring is the minion to carry the gold ring items. When the dwarven ring is given as a gift and before it is played, transfer Trifling Ring to Celedhring and play Dunlending Spy as his second follower whom will carry the four CP gold ring items.

It may be awhile until Hendolen is played. If the Elf is discarded early, then shuffle him in the first deck to get the Elf into play for the remaining seven or so turns.

at Dol Guldur					
Celedhring	7/4/5/10	Sc/Sa	2	E8	maranya, DR.Barin
Carambor	4/0/8/8	W/Sc/R	2	E4	SR.Reviled
Dunlending Spy	1/0/2/8	Sc	0	M1	

#3 Stone Guardians

The next company will have the palantír. Calendal will have Awaiting the Call controlling Dorelas Awaiting the Call. Calendal will store the stone for the Warlord phase to free general influence. Eyes of the Tower will be played on the palantír for later using Messenger of Mordor. This company will use only 3 DI. Elwen is a good replacement for Calendel. You will have low GI until you move to Barad-dûr to play Awaiting the Call. Dorelas is a Sage with no corruption burden. Keep these two at Barad-dûr forcing the inversion of Fate of the Ithil-stone at that site. Keep the elf alive when he moves outside of Mordor and before the playing of the palantír.

Likely you will store the palantír before the second deck exhausts (turn 16). You can then have Anarin be played as a character before Lidless Eye is played. Then Tarcil will control Anarin using Trifling Ring, Celedhring(Carambor) using Dwarven Ring, Hendolen(Anarin) using Magic Ring of Lies, Spy(Ostisen) using Minor Ring, Dorelas(Awaiting the Call) [6+8+6+1+1=22].

<i>at: Barad-dûr</i>					
Calendal	3/1/4/8	Sc/Sa	5	E6	palantír(Ithil), Awaiting
Dorelas	1/1/2/7	W/Sa	0	M3	Awaiting

The Necromancer event allows agents to play as normal minions at any Darkhaven and one less mind to control. However, you are not planning to play agents as minions after this event is played unless you need due from eliminated minions...like Calendal failing a CC from the stone. Elwen?

Ostisen will play Not Careful About That, and allies.

THE RINGS

There are many rings to play – most of all other players. You need to play most of the rings in the first play deck. One dwarven ring, one spirit ring, one magic ring, and two lesser rings will be useful throughout the game. Six gold rings will be examined by Test of Fire x2, Black Rain x1, storing, or by Celedhring. Expect to have two failed tests to force seven tests by this player. You should be able to conduct eight tests in the first 16 turns. **Ring for Mortal Men** is needed for Lord of Gifts.

Bright Gold Ring will give you the spirit ring (8+) and gives mild chances for the dwarven ring (9+). The lesser rings can be played by them too along with the spirit ring. **A Little Gold Ring** allows magic rings (6-), but the same for Dwarven Rings (9+). The Dwarven Ring is likely to be tested from this item. **The Least of Gold Rings** is better for magic rings (7-), but worse for Dwarven rings at (10+). Consider testing the gold ring items via storing at a Darkhaven or Barad-dûr for a better chance of finding a magic ring.

The spirit ring, **Reviled Ring**, will lower mind and give bonus to stats. The first use of Test of Fire should be on a spirit ring. You might want to remove a gold ring item for another dwarven ring for safety.

Dwarven Ring of Barin's Tribe allows you to fetch a gold ring item. **Magic Ring of Lies**, **Minor Ring**, and **Trifling Ring** are there to help with influence.

The limitations of testing forces two uses of Whispers of Rings. Minor Ring will be the last to be placed on the event. Shuffle All Thought Bent Upon It during the early turns of the second deck so to quickly play a gold ring item.

Maranya is a unique mind ring. This item was included last replacing a Scout event. Bearer has -1 mind and +1 body at a cost of two corruption points. Celedhring will wear this so to not discard Master Smith. An Elf of 7 mind or higher can only play this ring. Now you can play Mithril and Vein of Arda as minion resources. Celedhring can place a stored Vein of Arda on an item to make it a jewel and increase all bonuses by +1. That ore event will be attached in the Lidless Eye deck. A minion sage can tap the item at a Shadow-hold or Dark-hold to store or discard Dark Forges.

A few methods are available to fetch these gold ring items. Faction **Rivermen of the Anduin Vales** can fetch to hand if the ring item is among the top five on your playdeck. All Thought Bent Upon It will get that gold ring item to hand. The palantír will fetch *Test of Fire* to hand if Palantír of Annúminas is in play. Finally, the Dwarven Ring can fetch a gold ring to hand if you first play *Wisdom to Wield*. ~~Catch and Elusive Scent is present to allow playing two gold ring items on the same turn. But you need to tap a Scout to play the event. Thus, you need to tap at a minimum three characters: item, event, item. Be careful of the corruption.~~

Positive modifiers for testing gold rings include **Interrogation**. This dual resource is played on a company at a site where an opponent's character is stored as a prisoner. Witch-king (Spells of the Barrow-wight), Ardagor (Sack Over the Head, Waylaid, Wounded, and, Orc-dragged), and Hoarmûrath (No Better Use) are expected to have prisoners. Scatha (Flies and Spiders) and Smaug (No Good Roasting Them Now) may have prisoners closer to you. Indûr (Ransom) or Desert Orcs (Have You Seen Baggins) can transport a prisoner to Bozisha-Dar or Minas Morgul allowing Carambor one turn from Dol Guldur to reach that Darkhaven. You will see the opponent's controlling character hand. 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. After storing, your ring tests are modified by +2. *Lord of Gifts* may give you prisoners.

~~—*They are Accounted For* is an event to give ring tests a bonus depending on what other rings are in play. This should get you all your rings into play before the second exhaustion. If that resource is not allowed or wanted, then replace it with another *Whispers of Rings*.~~

Scroll of Isildur is in the sideboard ready for use for testing. But it only provides +1 to tests. If this item is played, then play *Deallus* as a character at Dol Guldur. Give that minion the item and its 3 CPs for only two against general influence.

Many gold ring items will ensure one in hand when moving to a site to play that item. Two **Test of Fire** and *Celedhring's* ability can help avoiding movement to a Darkhaven unless healing is needed. **Black Rain** is there to allow a good choice to play a spirit or dwarven ring without a gold ring item. But you need to be in a Wilderness, which are not near Mordor.

If all your special rings are in play, then store gold ring items at Ceber Fuinen or at Litash for later unstoring during the Power Decks.

ITEMS

The non-ring items are few, but vital. The **Palantír** will be vital to recycling sage events. However, you can duplicate any other ability from a stone if it is in play. You have to wait until allowed to play unique resources in Mordor. This stone will hinder the bearer with five CP. Dorelas will help with CC once in a while, but expect to lose the bearer to corruption. If the bearer is eliminated from the CC, then store the palantír when played again. Discard Dorelas if Carambor is not a follower. Shuffle this item from the sideboard when Mordor allows the playing of unique items.

Eyes of the Tower will be played on the stone. Discarding **Messenger of Mordor** to discard items during the second deck can gain profits after using *An Untimely Whisper* and *Large Warrior Loose*. Any guess of an item should be first a gold ring, then the One Ring. It is unlikely that an influence attempt against a stored non-special item can be successful even with the aid given by Eyes of the Tower. Besides the corruption from the items is too much to handle.

Strange Rations was included to help untap during the site phase, have a site open to tap (Cair Andros), and having two copies of *Lord of Gifts* was too much.

ALLIES

Stinker is a useful ally to use Scout events. Visiting his home sites will prove difficult through Anduin Vales and a lively site if it has been sacked of its lord, treasures, or fouled by uninvited guests at the front door. ~~You can give the minion another ally for fast travel—*Black Steed*.~~

Curse the Baggins is a prisoner event for Stinker. You need the ally either at Dol Guldur or Barad-dûr. Then you take the ally prisoner. Make a body check on the ally by +1 for each of your untap phases. Failing the check gives you 2 MP and all your ring tests are modified by +1 (+3 if at Bag End). Else, discard the ally to take *My Precious* to hand. For Fate, elimination will discard the ally, but you get the MP and the test bonus.

FACTIONS

Rivermen of the Anduin Vales allows you to reveal the top five cards from your playdeck to take one ring item to hand. This can help get that ring item in hand during the ORG phase before you have to move. This Man faction is a dual faction needing an influence check greater than 7. If you draw this early, then discard it for shuffling via the palantír during the first deck. The ability to peek at the deck is crucial just before the Warlord Phase.

MISSIONS

Soon into the second deck, The Necromancer will shuffle from the sideboard Awaiting the Call and the palantír should be in play. Two of your Ringwraiths are based in Mordor.

A main mission is to capture a powerful hero character. Focus on elves since you have +2 DI against them. This happens through an offering attempt using **Lord of Gifts**. Target Celeborn and an elf with allies or a powerful item, which is controlled by Saruman. Hendolen has 8 DI versus characters (2.base+3.trifling+3.MRLies =8). He has +2 DI versus elves. At least one attempt should be made to discard a mid-mind character. The -5 cross-alignment is enforced, leaving +5 against elves. Expect 8 free GI by your opponent. A mind of 7 is expected from the target. Thus, the attempt is modified by -10.

The resource attempt should use any item in your hand such as *Ring of Mortal Men* against non-dwarves and the dwarven ring against dwarves. Both items will give a hero character 4 MP or +8 to the attempt. Now, your roll is modified by -2. A successful attempt will allow you to take the character prisoner. Expect to fail the attempt to force the character to make a corruption check. Either ring will give 3 CPs, but the dwarven ring is 5 CP to a dwarf. His failure results being taken prisoner at the nearest Dark-hold. Send him alone to Shelob's Lair if it can be reached in two or one turn or with others if a canceller is in hand just in case that Spider attack gains strikes. If that site is far away, then just move to a Darkhaven for later discarding. Else the character keeps the item. Note that you cannot use a ring on Whispers of Rings with Lord of Gifts since one can play the item while the other places the item.

Roll=(+2.di+3.Lies+3.trifling+2.elf-5.cross-8.GI-7.mind+8.gift= -2). Place Ring for Mortal Men into the playdeck early in the second deck so to draw it for Lord of Gifts.

In a different scenario, use Lord of Gifts and RMM to give to a character controlled by King Vidugavia or to a nearby Wizard such as Saruman. This should corrupt the avatar. It is true the ring cannot be transferred, but it can be stored for unstoring by that avatar. Consider Pallando as another receipt of a Ring of Power. Carambor will allow moving twice to reach that player.

Not Careful About That is a permanent-event aiding in playing Stolen Knowledge cards. When the bearer shares the same site as an opponent, then he can play the following regardless of skills or site's properties: That Ain't No Secret, The Names Among Them, That's Been Heard Before Tonight, or News of the Shire (against a Hobbit). If this happens, then the minion cannot initiate CvCC that turn. Additionally, the minion can tap, at the same site, to take An Untimely Whisper to hand from the discard pile or sideboard. Give this event to Ostisen.

News of the Shire can be played at a site with a hobbit using the aforementioned card, which will save you the trip to Bag End.

Let Ostisen play The Names Among Them at The Last Bridge or sites in Forochel, which have low prowess attacks and affected by Grond. The play of Gold Rings too is possible if he can remain untap after the automatic-attacks. Let him play the dirty rings for storing at a Darkhaven. T7: play event, T8: move to tap, T10: move to invert but is wounded, T11: move to darkhaven,

T12: heal, T14: move to invert, T15: move to darkhaven, T16: store

The Slow Torment of Years is played on a prisoner stored at Barad-dûr or Dol Guldur. This event can eliminate the prisoner and maybe those from the same home site. Elimination of the prisoner provides 2 MP. Try to get use of the prisoner before playing this event. Ringwraith players will store prisoners for you.

Vein of Arda is an ore event of 2 MP. A dwarf or Sage must tap to play this at any Under-deeps site. Bearer cannot untap until this event is stored at a Darkhaven.

~~— **Padding Feet** is included for its 5 MP and availability of a 9 body low mind Scout starting the game. A lone Scout is the target of this resource else a lone minion with Stinker. Ostisen will use this event. Let him play Stinker if possible. Three site phases in common with a hero company containing a Hobbit are required to invert this resource. Afterwards, its storage at a Darkhaven grants the 5 MP.~~

~~— The Scout is likely to move into Eriador to find the furry foot people. He can join a company at Goblin Gate when the ally is played. He does not draw cards when moving so move him last and withhold using cancellers unless to avoid wounds. After the successful storage, discard him if you need the general influence. Dunlending Spy is the secondary choice if Ostisen fails. Consider moving Ostisen to Carn Dum on Turn 1. Let him sit there until Goblin Gate is visited or until this event is played on him.~~

ANDUIN RIVER

The majority of sites to tap are along the Great River or near the Mouths of the Anduin. It will be dangerous moving to many Free-holds.

The minions are not suited for combat. Hendolen will tap to cancel detainment attacks using his normal ability. His low 7 body is a concern. A site phase unused is better than a dead elf.

Eye Never Sleeping will cancel any creature attack on your companies. This short-event does not work on automatic-attacks. It is worth keeping this in hand for three turns to use since a wounded minion may cost you two turns.

The Great Eye will reduce the hazard limit by one to two for all minion companies in your Division. The other effect is to discard the resource to cancel a hazard event played on that company. It is Long-event. The reduction on the hazard limit is useless on two minions. It is acceptable to discard this card during the hazard turn.

Not Slay Needlessly will cancel attacks of many types (Elves, Dwarves, Dúnedain, Men). Consider recycling this hazard with Weigh All Things if played early in the second deck. Seven AA of these non-Men AA are found at your sites.

Orc Quarrels also cancels attacks (Orcs, Trolls, Men) including the Troll AA at the Under-Galleries. Nine of your sites have one of these AA types. **Skies of Fire** will expand its use to reduce an attack's number of strikes to half. This effect and Grond can make Tom's House 1 strike with 12 prowess.

Two Scout events are in the deck. Four Scouts are available to use these events, but Calendal is one of them who will be at the Dark Tower in several turns.

The Names Among Them is used to cancel any AA at the free-holds so you do not need to hold a canceller in hand. This will allow you to freely visit a Dwarf-hold to give a Dwarf-lord his gift or influence an elf to the dark side. Tap a Scout at the site, and then store the event at a Darkhaven. Now, the event can be discarded to cancel an AA at a safe hold.

Large Warrior Loose can help by causing a hazard to count as two when played. A Scout taps when this card is played during the LONG phase and names a hazard. If the hazard is in hand, then the hazard is revealed and it will cost two against the hazard limit if played. Most of your moving companies will be two characters. If the hazard is not in hand, then the hand is revealed. The Scout can tap during the MOVE phase when the resource is played to place an on-guard at the company's new site to the owner's hand. Use the palantír or An Untimely Whisper to see the hand during the ORG phase.

Catch an Elusive Scent is a Scout short-event to play more items. Tap an untapped site during the site phase to play a minor, major, or gold ring item normally playable. Can play this at a tap site. The Ring-gather company is the two to play this event. Let the Spy or Ostisen join them.

SAGES

Necromancer has three non-agent sages. Five sage cards are the core to your resource strategy for a total of 8 Sage events. The palantír is key to recycling them. Dark Elf Calendal can tap normally to use the stone. He might be eliminated. ~~Therefore, Focus Palantír is in the sideboard as insurance.~~

All Thought Bent Upon It is first there for the Scroll of Isildur later in the game. The short-event can be used early in the game to fetch a gold ring if nothing is in hand to tap a site.

Wisdom to Wield is to us the dwarven rings to fetch gold rings. Shuffle this resource early in the second deck to allow a gold ring item to be fetched and later played in a close game.

Voices of Malice is expected to be recycled after using Test of Fire to get at least one spirit and dwarven ring into play. Once Celedhring has his own Ring to play, you need to use Test of Fire to avoid the corruption check modifier on him if he taps to test a gold ring. The order of priority of fetching: Wisdom to Wield, Voices of Malice, Test of Fire, All Thought Bent Upon It.

Secrets of Their Forgings is not in the deck. This is due to six gold ring items available and Interrogation to aid ring tests. Focus Palantír is also not in the deck. Just replay and store the palantír if Calendal is eliminated with the palantír.

Master Smith is a permanent-event for a Dwarf or Elf sage with a 6 mind or higher at a Darkhaven. Target now has +1 mind and +1 body. Tapping the sage allows taking an ore card from discard pile to hand. He can discard a Dark Forges to play a non-unique lesser ring. A higher mind character in the company discards this event. Beware of Celedhring. This event carries one corruption point.

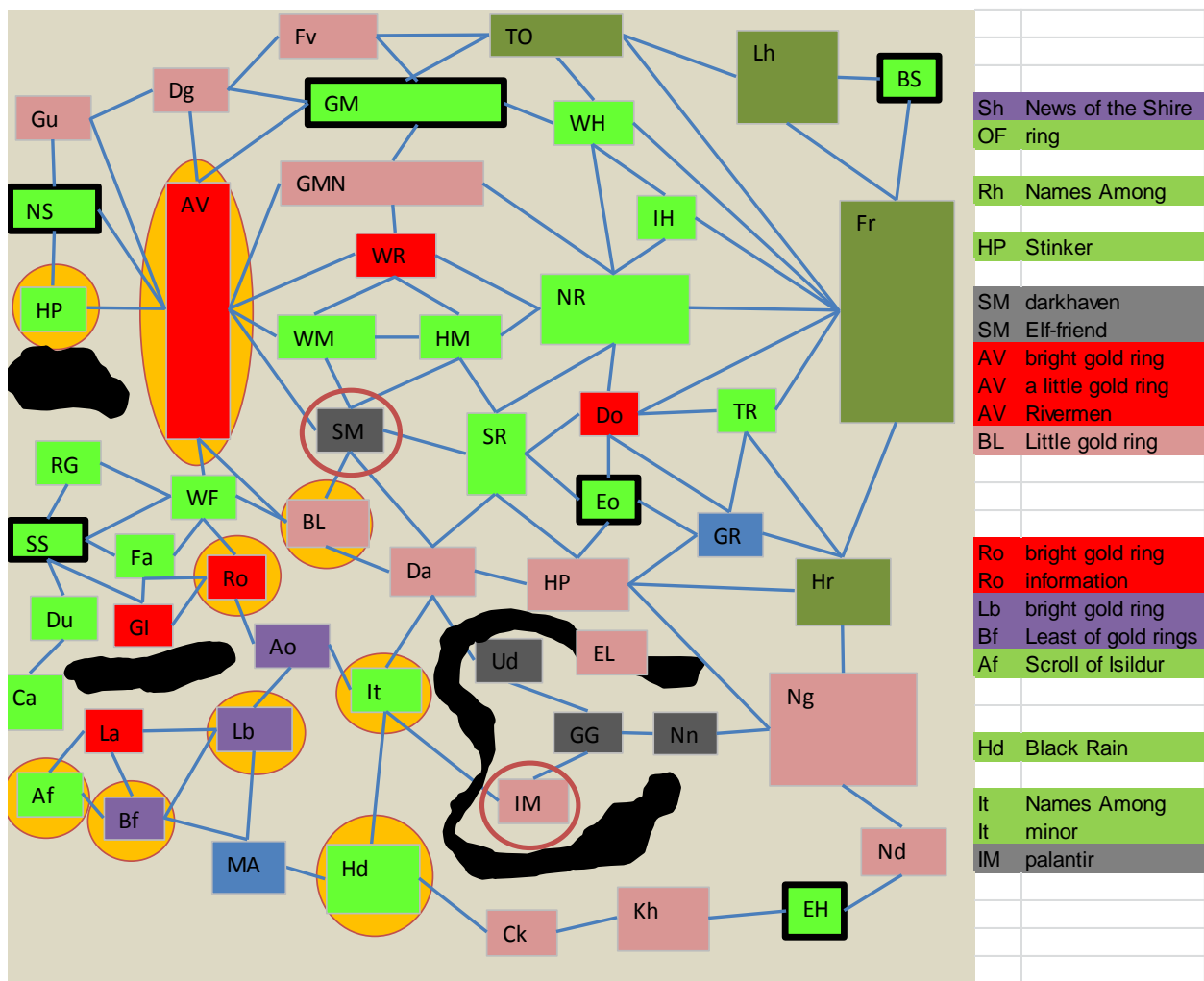
SUPPORT CARDS

An Untimely Whisper allows you to see cards in your opponent's hands. This will help you when you with Eyes of the Tower and Interrogation.

Environment will be a friend to this player. Skies of Fire will discard Doors of Night, but that hazard is expected to be recycled by other players. Doors of Night coming to the table will not discard Skies of Fire.

What of the Dawn is another environment event. As a short event it cancels one environment hazard for the company that turn. Or a roll is made to fizzle one hazard short-event played on the company or associated entity. Skies of Fire allows targeting a permanent-event.

Orc Quarrels reduces the number of strikes of any attack to half its original number. This will help against low strike, high prowess creatures such as Marsh-Drake or Ambusher. Also, this event nullifies enhancers.



Rhudaurl	B	The Last Bridge	necro	Opponent
High Pass	S	Goblin-gate	necro, bolg, scatha	Orcs
Anduin Vales	F	Beorn's House	necro	Men
Anduin Vales	R	Gladden Fields	necro	Undead
Anduin Vales	B	Mathlaburg	necro	Men
Southern Mirkwood	F	Ceber Fanuin	necro	Elves
Brown Lands	R	Bandit Lair	necro	Men
Rohan	R	Amon Hen	necro	Undead
Rohan	F	Edoras	necro	Men
Ithilien	B	Cair Andros	necro	Men
Ithilien	B	Henneth Annûn	necro	Dûnedain
Imlad Morgul	D	Minas Morgul	necro, dwar, hoarmurath, adunaphel	.
Harondor	R	Cairn of the Colruh Hazurbal	necro	Men
Lebennin	F	Pelargir	necro	Men
Belfalas	F	Dol Amroth	necro	Men
Anfalas	H	Edhellond	necro	Elves
Old Forest	F	Tom's House	necro	Maia
The Shire	F	Bag End	necro	Hobbits

SITES

Most of the sites you plan to visit are either Darkhavens or gold ring sites. In addition, you will tend to stay along of the Anduin and north of Bellakar due to the gold ring items. From Nan Anduin to Nurad are found the sites on your list. Minas Morgul and Dol Guldur are your main Darkhavens. Only the sites in Belfalas, Anfalas or The Shire are more than four regions from Dol Guldur or Minas Morgul. Visit Gondor when facing the Division playing dragon events.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	8	4	4	0	1	0	18

About 17 useful site phases are needed for this deck. You can avoid Double Wildernesses when moving albeit to two to these sites. Almost all the sites you intend to visit have Man, Dwarf, or Elf automatic-attacks. Automatic-attack types include: Dwarves (0), Elves (2), Dúnedain (4), Men (8), Undead (2), Orcs (1), Maia (1).

Seven of the sites are reached in four regions from Minas Morgul and another six reached in four regions from Dol Guldur. Edhellond, Dol Amroth, Bag End, and Tom's House are the other sites used near the Warlord Phase. Beorn's House further north, Bag End is the furthest site west, Cairn further south, and Imlad Morgul the east. You will visit eight Free-holds, four Border-holds, and four Ruins. Go to Sulfur-Deeps to play the ore event.

Four man-holds have gold rings at Free-holds. Also, there are two Elf-holds and a maiar site included. Your six gold items will be played as follows: Ceber Fanuin also had gold rings. Elf-friend needs an elf-hold; play it here. Edoras is the first site with Pelargir and Beorn's House are other sites. Dol Amroth is the candidate for The Least of Gold Rings. Be aware that an agent has that as a home site. None of these sites are used by any other Black Player. Edhellond has no rings. Visit Edhellond for your greater item – Scroll of Isildur. It has two automatic-attacks: Elves & Dunadan.

Mathlaburg has your only faction in the dangerous region of Anduin Vales. Minas Morgul has the palantír. Horse Plains has sites to play minor food items such as Joghul's Shrine and border-holds to play Names Among Them or Black Steed. Cair Andros is in Ithilien. You're your minor food item there. The Last Bridge is a site to play that Stolen Knowledge. The automatic-attack is one Dunadan or Elf hazard creature normally keyeable to a region in Eriador. This means that you can select the right turn to visit this site with no fear of an attack. Try to play ~~Black Steed~~ Names Among Them at Henneth Annûn before it is hidden behind water.

Bandit Lair and Gladden Fields will play the other two gold ring items. One is a Men attack of 3 strikes with 6 prowess so use Dark Quarrels. The other is Undead. All of these sites can be reached in four regions from Dol Guldur. Celedhring will stay near Dol Guldur playing gold ring items. You can move to Amon Hen to use All Thought Bent Upon with its weak 1 strike with 6 prowess Undead attack. Use Cairn of the Colruh Hazurbal to play Black Rain.

Note that general influence will not be an issue since no Ringwraiths will start play for the Lidless Eye on Turn 17. This gives time to use The Witch-king of Angmar and Khamual the Easterling cards has hazards.

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 palantír corruption.
- I=15 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, the magic ring, one spirit ring, one dwarven ring and a stored Palantír.
- F=1 That Man faction is a single point.
- A=1 Try to get Black Steed into play during the second deck and keep it alive.
- M=5 Padding Feet is this score.
- K=0 You want to cancel creatures, which means you may not gain any Kill MP.
- They Are Accounted For

BLACK AND GREY PLAYERS

The Witch-king, Dark Dwarf and Ardagor are in his Division. These avatars are in Eriador. Two are Grey players aligned with the Black Players. You will mostly be in Wilderland and Mordor – away from enemy companies. Círdan will play rings, but Ardagor has Sack Over the Head for dwarves.

The Wilderland Division though has Khamûl, Bolg, Scatha, and Felagrog. Only one is your own. He will provide protection there. Felagrog is the Grey Player. Thráin will play rings. Scatha however may make Mirkwood murkier.

The Gondor Division has Dwar and Hoarmûrath in and around Mordor. They will aid you when you are at Minas Morgul. Hoarmûrath will play No Better Use but Denethor will not play rings. However, Saruman will play rings.

WHITE PLAYERS

The benefit of being in the Eriador Division is the safety from specific hazards of Eriador. But you are exposed in Wilderland, which is clumped with wizards, elves, and dragons. Keep a canceller in hand to ward off attacks from angry dwarves and aging elves. Some dragons hunt in the Anduin Vales.

FIRST DECK

Move the starting company to ring sites. Play three gold rings, the Man faction, Elf-friend, both The Names Among Them, and Stinker. Hope that Hendolen is drawn after adequate influence is available. Of the 15 needed site phases outside Padding Feet, have eight of them completed in nine turns. Trifling Ring and the spirit ring are essential for this first deck. You can visit that many sites with all the cancellers in the deck. Draw many cards to play more characters. Have two companies moving for gold ring items no later than Turn 6. Expect to exhaust on Turn 9, maybe 10.

The quantity of cards shuffled into the first deck will be average (e.g. ~13). The avatar taps 4x to place 12 cards into the discard pile. Avatar taps another 7x to shuffle cards into the playdeck.

You can use *Weigh All Things to a Nicety* to shuffle Test of Fire from the sideboard. One copy will shuffle *News of the Shire*.

An Unexpected Outpost shuffles *Never Seen Him* x3. Hope that Doors of Night will shuffle

In the Grip of Ambition.

First Exhaustion

Remove from the sideboard 5 hazards: *Good Sense Revolts*, *Pilfer Anything Unwatched* x2, *Twisted Tales* x2.

Place these resources in the sideboard: gold ring items least useful for special rings yet to be played. Think about *Nobody's Friend* if all your agents are in play.

SECOND DECK

Finish forming the remaining core companies, play gold rings, and use Lord of Gifts. Store Padding Feet. Expect to exhaust on Turn 16.

Weigh All Things shuffles cancellers.

An Unexpected Outpost shuffles *Good Sense Revolts*, *Some Devilry at Work*, and *News of Doom*.

Second Exhaustion

This is possible. Likely, you will not have anything to exchange. *Some Devilry at Work*

WAR-LORD PHASE

He should have most of his special rings in play. Calendel, Dorelas, and Hendolen are not planned to be used in the Power Deck. Thus, their elimination during the second deck is not tragic. Calendel can be eliminated by a corruption check from the palantír, Hendolen can die by a body check, and Dorelas can journey on a suicide mission in Gondor for a gold ring.

HAZARDS

Hazards are selected to be played fast. Agent actions may be cancelled with I Know Much About You, but getting the hazard out of the hand is accepted with Nobody's Friend in the deck.

CREATURES

There are 16 man creatures cards, 3 hobbits, and one elf. Fifteen creatures are not keyed to the under-deeps, Coastal Sea, black-holds or black-lands. Prowess is low for three of six creatures. There is hazard to enhance strikes and prowess. Consider playing a creature with a low prowess just to tap all the heroes costing the killing of the creature. You do not know where Gandalf will be; he is known to wander great distances so you must prepare to give him trouble in towns or in the wild near Angmar.

Shirrifs will be used to surprise hero players in The Shire. Six strikes at six prowess is puny, but 9 body is high. It is though detainment unless the Lord has He is Lost to Us. You can tap low prowess dwarves and any Hobbit. This creature can also be used as an additional AA at any site in the Shire. Chill Them With Fear makes them 8 strikes at 8 prowess. Expect Lord Balin to visit The Shire for good tales and drink.

Goblin-Faces is a dual creature: both men and orcs. It is a mild creature of 3 strikes with 7 prowess. Its keyables are not friendly to Eriador: Border-lands, Shadow-lands, and Border-holds. Hope that News of the Shire is stored quickly. Else you need the Territory hazards (AA,RS,ITNOM). Minions Stir and Rank Upon Rank can modify this creature to have 6 strikes with 10 prowess. An ability of this creature can slow your opponent. Hazard opponent views the top cards of opponent's deck equal to the number of successful strikes. Then each card is either placed on the top or bottom of the playdeck.

Pirates have three strikes with a mild 7 prowess. But they are common at Ruins, Wildernesses and keyable to Coastal Seas with +2 prowess. A wounded character from this creature must discard one item of defender's choice. Use the agent Nuluzir to be keyed to his current port site in the Sun-lands. Rank Upon Rank at sea modifies to 4s10p.

Ruffians is unlike the others by not discarding an item on a successful strike. It is a bit more common to be played than Brigands found in Border-land, Wilderness and Ruins & Lairs, Bree, and to the Shire. It has four strikes with 7 prowess. This is acceptable to be played to wound heroes. Its benefit is any Pick-Pocket played on the same company that faced Ruffians receives +3 prowess for a prowess of 14, unless the attack was cancelled.

Angmarim is a specific creature that is present to protect that realm who have power of the undead. Doors of Night expands their range. At four strikes with 9 prowess this creature will tap some heroes. Dunlending Raiders is similar for stats but with one more strike at one less prowess. These two creatures target regions from Everdalf to Enedhwaith. No hobbit will hide outside his hobbit-hole. These are six creatures only playable on three of the heroes. Only keep the creature in hand if Gandalf is expected to move in the playability on his next turn else discard the creature.

Mouth of Sauron was last to include. His single strike of 13 prowess and 8 body is too weak to attack. Even with Rank Upon Rank do not use the creature, but use it as an event to bring any hazard to your hand. You can discard News of Doom if drawn too early during the second deck.

Camthalion is a unique elf creature or a short-event. As the event he is played on a hero

character moving through a Dark-domain or to a Dark-hold. Target loses all skills and discards any Knowledge of Information event. This can hurt heroes visiting a Darkhaven site or entering Mordor to later sneak in and out. Else key him to a Dark-domain or Dark-hold with his one strike. A 12 prowess will tap anyone. Chill Them With Fear makes the attack have 2 or 3 strikes with 13 or 14 prowess. He can be keyed to Shadow-holds if any Ringwraith is in play.

Grima Wormtongue is a Man creature or Long-event. This 8 prowess 8 body single strike attack is kept at any site in Dunland, Enedhwaith, Gap of Isen, Rohan or Anorien. If the attack is not cancelled, then all non-Diplomat, non-Sage characters are tapped. Detainment against hero and covert companies. Else as a long-event all influence attempts at sites in the above regions are modified by -3.

All the creatures are expected to play fast except for the region specific creatures and the elf.

Keyed	Count	Keyed	Count	Count	Name
FH 0		J 0		1	Camthalion
BH 3		JJ 0		3	Brigands
RL 6		T 0		3	Ruffians
SH 0		TT 0		3	Pirates
DH 2		TTT 0		3	Angmarim Tribesmen
UD 0		SL 3		3	Dunlending Raiders
FD 0		SL2 0		1	Mouth of Sauron
BL 9		DD 2		3	Goblin-faces
W 9		CS 3			
W2 0		CS2 0			
W3 0		X 0			

hazard	Deck	Total	Type	Type	
The Enemy is Watching	1	1	0	0	
Aware of Their Ways	2	2	S	0	
Inner Cunning	1	6	S	agent	
Some Devilry at Work	1	1	S	agent	
Good Sense Revolts	2	3	S	agent	
Nobody's Friend	2	6	S	agent	
Twisted Tales	2	3	S	agent	
Will not Come Down	2	3	S	agent	
Your Welcome Is Doubtful	2	3	S	agent	
Pilfer Anything Unwatched	2	3	S	agent	
Never Seen Him	3	11	S	agent	
Rank upon Rank	1	3	P	attack	
The Roving Eye	1	3	S	check	
Bane of the Ithil-stone	1	1	P	corruption	
In the Grip of Ambition	1	1	P	corruption	
Twilight	1	24	S	environment	
News of Doom	1	1	S	faction	
An Unexpected Outpost	3	72	S	hand	
Thrice Outnumbered	1	3	P	play	
Cursed Journey	2	3	S	roadblock	

Creature Playability

-	FH:				
3	BH:	Goblin-faces			
6	RL:		Ruffians	Pirates	
-	SH:				
2	DH:	Mouth of Sauron	Camthalion		
-	UD:				

-	FD:				
9	BL:	Goblin-faces	Brigands	Ruffians	
9	W		Brigands	Ruffians	Pirates
-	WW				
3	SL	Goblin-faces			
-	SLSL				
2	DD	Mouth of Sauron	Camthalion		
3	CS			Pirates	

3	Everdalf	Angmarim-DON		S.W.W	9
3	Angmar	Angmarim		S	6
3	Gundabad	Angmarim		S.D	6
3	MM NS	Angmarim		S.W	9
3	Forochel	Angmarim-DON		S.W	9
3	Arthedain	Angmarim-DON		S.W	9
6	Rhudaer	Angmarim-DON	D.Raiders	S.W	9
3	Hollin		D.Raiders	S.W.W	9
3	Cardolan		D.Raiders	S.W.W	9
3	Dunland/Enedwaith		D.Raiders	S.W.W.W	9

Use Mouth of Sauron to fetch hazards.

Instead, grab any hazard card from the discard pile. Likely, grab Nobody's Friend on the same turn you play an agent to get that agent where you want. Or grab one of the Eriador creatures when you can play the creature against Gandalf.

EVENTS-31

The hazard events are dominated by agent hazards at the count of 17 almost double than any other player. Some environment (1), corruption (2), and roadblock (2) events are present. You want Eriador be a place that heroes never return. Tap rangers and elves, and then move your agents to the site for influence attempts.

Base cards-1

You have 1 copy of **Twilight**. No hazard environments are in the deck, but you have Skies of Fire with resource events using that card.

Corruption/Tap-6

In the Grip of Ambition is present for Fallen-wizards, but an avatar will acquire two stage points and one corruption point. But the removal role of 9 is high forcing the tapping of the avatar. This hazard can be fetched with Dark Designs of Mordor in play.

Bane of the Ithel-stone is a permanent-event only affecting non-Minion Players. There are two affects. First, palantíri have their corruption points doubled. Second, affected players cannot search they playdeck or discard pile. [For Fate, this second ability will be cancelled due to only the heroes are playing six of the palantíri. I am considering allowing full effect. If so, then the hazard would likely be in the sideboard to start and shuffled into the deck late into the first deck so the event can be discarded soon with deck exhaustion. Additional, the Hero Players will likely grab Council of Elrond as a Game Point card. I do not want to add Lady of the Golden Wood, so I will just allow the first effect of the hazard.]

Aware of Their Ways

Opponent reveals four cards at random from his discard pile. You may choose a non-unique one and remove it from play. Opponent discards the other three. *[[[FATE]]]Opponent reveals four cards from the top of opponent's deck. Then the opponent selects a non-unique card. Either that card is discarded or the other three cards. Cards not discarded are placed on top of playdeck in order of resource player.*

Many Sorrows Befall is a powerful hazard; a unique that discards a hero long-event. Or target and cancel a resource short-event declared earlier in the same chain of effects.

The Enemy is Watching makes Aware of Their Ways reveal two additional cards. Additionally, each card a resource player reveals from hand during the movement/hazard phase, the hazard limit is increased by one. For each two cards, hazard player may shuffle one hazard in the sideboard. For every three cards, resource player must randomly discard one of the revealed cards.

Main Theme-16

Your main hazard theme is influence away characters, allies and factions using Diplomat agents.

Good Sense Revolts is for agents with already good DI bonus and popular cards played at their home sites (i.e. Elwen).

Your Welcome is Doubtful is to influence away characters and allies. The bonus range from +6, +13, or +17. Dol Amroth, Edoras, Dunharrow, Bree, and Bag End have notable allies.

Will Not Come Down is to use on agents with lower DI bonus. General influence is not

applied preventing those with a great buffer to beat the rolls.

Twisted Tales and an agent diplomat at his home site will automatically discard a faction. All your agents that will influence is a Diplomat. A non-home site attempt is modified by +6. Use this hazard to discard Animal factions. Minas Tirith, Dol Amroth, Edoras, Dunharrow, Bree are notable factions.

Pilfer Anything Unwatched will allow you to send a hero to the hand wherever the hero is located –sort of like a Call of Home. This is ideal for Ted Sandyman and hobbits.

Nobody's Friend will let you fetch your agents. Recycle discarded agents else grab the agent that is in the Division you are facing.

Never Seen Him will let you safeguard an agent by turning one down and moving him. Try to get that hazard on Ullis. Great Need or Purpose gives each agent one agent action.

Secondary Theme: attack/enhance or roadblock-5

Thrice Outnumbered is a permanent-event allowing each player to shuffle one Man hazard creature from his discard pile at the end of the turn. The hazard is discarded at the end of opponent's LONG phase unless you discard a Man hazard creature. Try to discard Pirates or Brigands if you cannot wound anyone to maintain this hazard on the table.

Rank Upon Rank is a permanent-event modifying Men attacks by +1 strikes and +1 prowess. Doors of Night extends this to Giant attacks. This hazard is included to boost your low prowess creatures. It will bother you during the site phase, but most sites already give a strike to all visitors.

Ransom is used with the man and slayer creatures to take prisoners. This may bounce heroes under GI so you can increase your odds with your agents. Pay up!

News of Doom is a unique one-off card – play it once and remove it from the game. Each faction has the chance to be discarded when this hazard slams the table. Play it late as possible before the Mûmakanril are played. Shuffle this hazard with the first An Unexpected Outpost. about a third of all factions ever played are played during the Warlord Phase.

Underneath the Shadow is an Environment Long-event affecting handsize. Normally, each player's size is lowered by one (by two if Morgul Night in play). Skies of Fire increases each minions hand size by one.

Cycle-3

Consider shuffling territory creatures. Agents too shuffle since Nobody's Friend only grabs from the playdeck.

AGENTS

NOTE: Agents in play for this player upon conclusion of the 24th Turn may remain in play for this player as agents. In addition, these agents are not counted against the Lidless Eye deck construction. However, any permanent-event on the agents do count if kept in play. Other Black Players may wish to use these agents in their own decks through Warlord Game Points.

Yellow	Pallando	League	Imrahil
Valdacli	Lesser	Guild	Vald2
Evermist	Alatar	Dain	Thorin
Galadriel	Thrain	Radagast	Thranduil
Denethor	Vidugavia	Theoden	Saruman

There are six agents: men, hobbit, elf, dúnadan with a total mind of 31. Each agent is either a warrior or a sage or a scout. All agents are Diplomats. All your agent hazard events are playable during the site phase, which means rotating of Divisions has little effect to the metagame. You can target each Division, but avoid central Wilderland for your character use. Exercise patience to position the agents. You want to maximize each hazard event.

Nuluzir's area of concern is Bellekar. His home site of Ūrêzâyan has the faction Bozishnarod. Two other hero factions playable in his home regions, Bellazen & Felaya, are Hwain and Bellakaze. Consider playing Never Seen Him to allow easier use of his normal ability. He can tap and key Pirates at his current Port site in the Sun-lands.

His metagame is to stay at Killing Fields (Gobel Mirlond, Umbar, An Karagmir, Bur Esmer, Amrun, Korondaj, Maresh, Tul Poac).

Early in the game use Nobody's Friend to get this agent in play fast. He will use Twisted Tales to discard a faction and then use Your Welcome is Doubtful to discard factions then characters. Put Never Seen Him on this agent. Against Group 2, move this agent to Dominion of the Seven to bother Valdacli. Three turns gets this agent to Hyarn.

Group 3 keep this agent face-up in hope of discarding. Then use Nobody's Friend to bother Group 4 player Alatar so to be near Chy.

Group 5 move south to Chy and hurt Saruman.

Elwen is a Nando elf agent. She will stay along the coasts in Gondor. With the home of Dol Amroth she will use Will Not Come Down to discard the Knights of Dol Amroth. Then move to Minas Tirith, another home site, to use the same hazard on a faction there. She can make an influence attempt while at Dol Amroth against a Dúnadan with that home site with +6 to the attempt.

Her meta-game is to move one region to Coastal Signal Tower or to Benish Armon playing Men creatures there, but also to visit Hero Havens. Keep her face-down at home sites.

Against Group 1 bother Prince Imrahil using Will Not Come Down. She is too far away to hurt Group 2 in the Uttersouth, thus move north. From home site Minas Tirith she can reach Rhûbar in four turns. Put **Never Seen Him** on this agent.

Trouble Alatar in Group 3. Then move a bit west to Thranduil's Halls to bother that Elf-lord while at the Elf-hold.

Of course for Group 5 move to Minas Tirith and bother Lord Denethor.

Anarin is a Noldo elf agent from Moria. His Diplomat skill is good against factions. He can return to his home site if a company arrives. He can tap and attack a company during the movement/hazard phase with a 4 prowess.

Use Inner Cunning to move this agent to Tower of Hargrog to bother the Valdacli players against Group 2 for Group 1 is too far away.

Return home against Group 3 and move to hunt Lord Thorin. Head to Dragon Gap. Then south to Lorien against Group 4 to attack Lady Galadriel while at that elf-hold.

For Group5 move a bit south to attack Theoden King.

Golodhros is a 5 prowess Warrior Sage Diplomat from Imlad Morgul. He can tap to make an influence check. Put **Never Seen Him** on this agent.

He will use Good Sense Revolts for +4 for a total of +8 for the attempt. This will mean to target low mind characters or allies. Against a player in trouble with a 6 GI buffer, the agent has an even chance against a 2-mind entity.

His metagame is to stay near the Great Central Plains.

To start the game move a bit west to hurt Prince Imrahil. Group 2 is the Uttersouth. Use Inner Cunning if Anarin has not use it.

Move home for Group 3 and head to the Withered Heath against Lord Dain. It is four turns to reach that region from Gorgoroth. Then move west to Anduin Vales to hurt Radagast with all his factions.

Move home to then move into Rhûn to cause trouble for King Vidugavia.

Deallus is a weak diplomat. At her home site influence a card playable at her home site she will have +5 to the attempt (Dunnish Clan-hold, Bree, Cameth Brin).

She will move into the Northern Waste to discard Man characters used by the Elves of Evermist. Later, she can use Will Not Come Down to discard Hillmen and Dunlendings played by an opponent. That hazard provides an effective +7 to the attempt almost a sure success.

Else target characters with a home site of Bree and those allies played at Border-holds such as Noble Hounds.

Keep here along the Misty Mountains discarding hero factions. Deallus's metagame will move to Man-holds in or north of Eriador (Bernastath, Telpëmar, Eldanar).

To start the game use Nobody's Friend to be revealed to trouble Lesser Wizard in the Uttersouth against Group 2. Ignore Group 1 in Harad.

Move home for Group 3 and head to Forochel to bother Evermist. Then move home to Dunnish Clan-hold to bother Lord Thrain against Group 4.

Group 5 is the Gondor Division. Go after female characters.

Ted Sandyman will discard hobbits. He will target hobbits playing Mathom Lore at Bag End. He will use Pilfer Anything Unwatched to discard any hobbit anywhere. Using that hazard event he just needs to roll higher than the hobbit's mind to discard him!

He can only be revealed once one of the two hobbit missions has been stored for you. He can move into Cardolan to play Men creatures at The Worthy Hills, Tharbad.

~~—Dror will influence dwarves in Eriador if it is simple, else use him to key Man creatures to his current site. If using hazard events, then focus on the discarding of dwarves with essential~~

skills for his company. Stay away from Dwarf lord's company unless at his site already.

— His meta game will move to sites in Cardolan (Tharbad, The Worthy Hills). Move him to The Worthy Hills since you may need the other site to play a minor item. Against the Gondor and Harad divisions move to Geann a Lisch or Helm's Deep, respectively.

— Twisted Tales will automatically discard Blue Mountain Dwarves. This agent has +8 to an influence attempt against dwarf characters or dwarf factions played at his home site.

Use Pilfer Anything Unwatched if the Hobbit agent is yet to be useable. His metagame will be to stay in Eriador. You may want him to leave play for use as a character.

Wormtongue will move to along the Misty Mountains to bother useful, low mind Man characters. Move him to Tharbad when facing the Eriadorian Division. When facing the Uttersouth or Harad Divisions early in the game move him towards Rhubar if that division has yet to be faced. He has the Rhovanion area while Deallus has the Anduin River. If the Northern Waste Division is the first division, then move him to Tharbad to play Beorning Toll if the next Division is Eriador. Keep him along the west part of the White Mountains playing Man creatures at sites.

There is a chance that you may need to play an agent as a character. There is no mechanism for a minion player to automatically send an agent back to hand. *Some Devilry at Work* requires the agent's home sites to be unavailable. With multiple home sites this is cumbersome to move companies to these home sites. Hope that Heroes will discard the agent via hero resources. Thus the agent needs to be face-up for targeting.

These agents will causing mayhem for many hero avatars. He is the list of targeted players.

1 Drór	4/2/3/7a	W/D	Thorin, Balin
1 Deallus	3/1/2/7a	W/D	Evermist, Elrond
1 Ted	3/1/1/9as	Sc/D	Gandalf,
2 Anarin	7/3/4/8a	Sc/D	Théoden, Radagast, Galadriel, Thranduil, Thrain
3 Golodhros	9/4/5/9	W/Sa/D	Saruman, Vidugavia, Alatar, Dain
2 Elwen	5/2/5/7a	W/D	Círdan, Denethor, Imrahil
1 Nuluzir	4/1/4/7a	W/D	Pallando, Valdacli

Mathlaberg allows any Man agent by Sauron to be brought into play face-up. Consider doing this with Nuluzir if he is in hand during the fourth mega-turn (Turns 13-16). Bree allows minion agents to brought into play under direct influence. Only do this if your main characters are not in play and you need more in play such as Hendolen is eliminated and Anarin is in hand.

Agent home sites that are Free-holds and Border-holds can tap to play any Men creature keyed to a generic Region type or Site type. The following R&L, SH, and DH hero sites have Men AA. No site in the list below is a home site of one of your agents. 15 sites are in the same region or adjacent region of an agent's home site.

Ruins&Lairs: Bernastath, Eldanar, Tharbad, The Worthy Hills, Telpamar, Hermit's Hill, Buhr Thurasig, Bandit Lair, Nan Morsereg, Tol Buruth, Geann a-Lisch, Coastal Signal Tower, Cairn of the Colruh Hazurbal, Benish Armon, Tol Uialgaer, Arhazun-Tarik, Khorsâj,

Shadow-hold: Urdic Camp, Nûrniag Camp, Mistrand, Balcoth Camp, Sturlurtsa, Amrun, Bozisha-Dar, Bur Esmer, Adûn-Tarîk, Eregost, Hall of Malkora

Dark-holds: Lugarlur, Chey Goumal, Amaru

DECK MANAGEMENT

Begin to shuffle Test of Fire cards. Then shuffle the palantír and both Awaiting the Call events. This is six avatar taps. Now, place the first nine cards into the discard pile. Leave Ted Sandyman and both Interrogation cards for last since you may be able to shuffle them if any are usable during the first deck. The prescribed method requires 11 taps, which equates the avatar should be in play by your third organization phase and you exhaust after Turn 9. Use Weigh All Things during the first deck if you lack the turns to tap.

The second deck will be short. First shuffle Wisdom to Wield if you can use the Dwarven Ring to fetch a gold ring item. Then shuffle All Thought Bent Upon It if you need to get an item to hand quickly like the scroll or a gold ring item. Next, shuffle the Ring for Mortal Men. Drawing Lord of Gifts will be the trick. Use the faction to peak at the top of your deck.

1	Palantír of Minas Ithil	n15		
2	Ring for Mortal Men			n22, n23
4	Dwarven Ring of Barin's Tribe	whispers		
3	Reviled Ring	whispers		
2	Magic Ring of Lies	whispers		
2	Trifling Ring	whispers		
2	Minor Ring	whispers		
1	Least of the Rings		dp11	
1	Curse the Baggins		dp41	
1	News of the Shire	Weigh	dp42	
1	The Slow Torment of Years			
1	Vein of Arda	n14		
3	Large Warrior Loose		dp31-33	
1	All Thought Bent Upon It	n11		
2	Test of Fire	n12, n13		
1	Wisdom to Wield			n21
3	Messenger of Mordor		dp21-dp23	
1	Lord of Gifts		dp12	
1	Interrogation		dp13	
2	Awaiting the Call	n16, n17		
1	Eyes of the Tower	n18		

Necromancer x1	7+5	7+5
Necromancer x3	4	4
whispers	4	-
Weigh	1	--

Expected Turn Summary

	Celedhring	Tarcil	Calendal/Ostisen	15+3
1				
2	BGR @ Beorn's House			
3	<i>store ring</i> @Dol Guldur		Names Among Them	Spy
4	ALG @Gladden Fields			
5	<i>store ring</i> @Dol Guldur		Interrogation	
6	Elf-friend @Ceber Fanuin		Rivermen @Mathlaburg	
7	<i>store ring</i> @Dol Guldur			
8	Names Among Them @Henneth Annun	BGR @Edoras		celedhr
9	AGR @Bandit Lair	<i>store ring</i> @Minas Morgul	palantír @Minas Morgul	dorelas
10	<i>store ring</i> @Minas Morgul	All Thought Bent Upon It @Amon Lhaw		
11	BGR (test of fire) @Pelargir	Scroll of Isldur @Rhubar		
12	<i>heal</i> @Minas Morgul	<i>heal</i> @Dol Guldur		
13	Black Rain @ Cairn of CH	Black Steed @Easterling Camp		
14	LGR @Dol Amroth	Lord of Gifts @		
15	BGR +carambor @Azagarbhum	<i>heal</i> @Dol Guldur		
16	<i>heal</i> +carambor Barad-dûr	Lord of Gifts @		

TURN01-3.5, Dol Guldur, U

U	Hendolen	7	2	3	8	Elf					Sa	D	0	Master Smith
U	Tarcil	6	2	4	8	Dunadar	W			R		D	0	
U	Carambor	6	0	5	8	Silvan	W	Sc	R				0	
U	Ostisen	2	0	3	9	Man		Sc					0	

Aware of Their Ways	Pirates			
Dunlending Spy	Shiriffs			
Eye Never Sleeping	Skies of Fire			
Orc Quarrels	Voices of Malice			
0	0			
Turn: 1	Hand: 8	MP: 6	SP: 0	PD: 86
Pallando	League	Imrahil	Yellow	GANDALI

, 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

ORG {not good to have these hero division when moving into Gondor}

Dwarven Ring of Barin's Tribe(M) placed on Whispers of Rings.

Trifling Ring placed on Whispers of Rings. Dunlending Spy played at Minas Morgul.

Skies of Fire played. Spy stays. Others move to Minas Morgul to get closer to sites for items.

MOVE

Spy, -,haven

HL2, Pallando uses Zûrafa as OG.

HL1, League-x, Thg-x

Tarcil, -dd-sl-dd-dd-sl,haven. Minas Morgul

HL4, Pallando Twilight Skies of Fire.

HL4, Pallando keys Half-trolls of Far Harad to DD, trolls.2s10p, det

Ostisen taps to face both strikes, sroll, sroll 0p, -1p

HL3, Pallando uses Orcish Marauders OG

HL2, League-x

HL1, Imrahil plays Beacons Alight.

Hendolen taps to use Voices of Malice to target Beacons Alight, Tarcil, Carambor support, croll auto.

SITE

END Smaug.Wking

TURN01, vs. Pallando

MOVE

Manari, -,haven

HL5, Necro plays An Unexpected Outpost with DON shuffles Never Seen Him x2

HL4, Necro plays Thrice Outnumbered

HL3, Necro plays Aware of Their Ways

[[[FATE]]]Opponent reveals four cards the top of opponent's deck. Then the opponent selects a non-unique card. Either that card is discarded or the other three cards. Cards not discarded are placed on top of playdeck in order of resource player.

~~Drughu, Marvels Told, Gates of Morning, Tidings of Doubt and Danger~~

HL1, Wking plays The Moon is Dead

Pallando, -fd-cs-cs-cs-w,haven

HL2, Necro keys Pirates to CS, men.3s9p

HL1, Necro plays Ransom on the strike

Pallando, 6p-2e+9sroll=13, killed creature; close

Here is a Snake! Targets and taps and turns faced-up: Jûoma now at Lossadan Camp

Manari taps to play Marvels Told to target Leaving Middle-earth, Hunter supports, croll=auto

TURN02-4.5 {Lord Denethor has heros at Henneth Annun}

@ Minas Morgul,U

T	Hendolen	7	2	3	8	Elf				Sa	D	0	Master Smith
T	Tarcil	6	2	4	8	Dunadar	W		R		D	0	
T	Carambor	6	0	5	8	Silvan	W	Sc	R			0	
T	Ostisen	2	0	3	9	Man		Sc				0	

@ Dol Guldur, U

U	Dunlending Spy	1	0	2	8	Man		Sc				0	
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Angmarim Tribesmen	Maranya			
Catch An Elusive Scent	Orc Quarrels			
Eye Never Sleeping	The Names Among Them			
Goblin-faces	Weigh All Things to a Nicety			
0	0			
Turn: 2	Hand: 8	MP: 6	PD: 79	SP: 0
League	Yellow	Pallando	Imrahil	GANDALI

More Alert Than Most

Children of Aule Star of High Hope

, Wardens of the Woodland Realm, Lord of the Woods, Merkampa at Home, Lure of Power

, Thrice Outnumbered, **Doors of Night**, Scorba at Home, Mordor in Ruins

, Plague of Wights

UNTAP

ORG

Magic Ring of Lies placed on Whispers of Rings.

The Reviled Ring placed on Whispers of Rings.

WATTAN shuffles Skies of Fire.

Hendolen stays. Spy stays.

Tarcil+ move to Cair Andros.

MOVE

Spy, -,haven

HL2, League-x

HL1, Yellow-x

HL1, no hazards played, so go to Thorongil-x

Tarcil, -sl-w,bh

HL3, League keys Orc-Warband to SL, orcs.5s4p

Tarcil, $4p-3x+8sroll=9$

Carambor, $5p-3x+6sroll=8$

Ostisen, $3p-3x-1e+7sroll=6$

HL2, League keys Uruk-lieutenant to SL, orc.1s12p

Ostisen, $3p-3x+5sroll=5$,taps.

HL1, League keys Orc-lieutenant to SL, orc.1s14p

Eye Never Sleeping cancels creature.

Hendolen, -,haven

HL2, League plays War-wolves as Long-event.

[During turn 6, this card should have been War-wargs. Seeing movement against Tarcil shows maybe Ostisen would not tap and be ready for site phase, but Carambor does tap. Thus this was lucky to have no effect on the game since Yellow was next hazard player and Necromancer was in the last mini-turn; Yellow had no hazards to play.]

SITE

Spy makes INF on Necromancer's Bodyguard

$0.di+2.mod(\text{Black Trolls})+11.iroll=13$, pass. Taps site.

Cair Andros. (1)Men--- 3 strikes with 8 prowess (detainment against covert companies)

Orc Quarrels cancels Men attack.

Carambor taps to play The Names Among Them

END Throkmaw.Dwarf(next turn)

Thrice Outnumbered. Necro shuffles Goblin-Faces.

{ Good turn. Elf-Friend, Voices of Malice, Skies of Fire in hand. No Play Skies of Fire to let Doors of Night be in play since this is the last minion division for Turn 2. }

Turn 02, vs. Pallando

MOVE

Manari, -bl,bh

HL4, Wking plays Plague of Wights

HL2, Ardagor-x

HL1, Necro keys Ruffians to BL. Men.4s7p

Emissary plays Flatter a Foe using Persuasive Words

+1.di+2.mod(Diplomat)+3/12iroll=15,pass. Attack cancelled. HL now at -2.

Lure of Power, On-Ikana supports, -4.haz+1.sup+11croll=8

Turn 02, vs. Imrahil

MOVE

Advisor, -,haven.pL

HL2, Dwarf uses OG Some Devilry at Work

HL1, Necro uses Nobody's Friend to fetch from PD Nuluzir.

Narin, -j-sl-w,fh

HL3, Dwarf plays Great Need Or Purpose

HL1, Necro plays Nuluzir as agent.

Turn 02, vs. League

MOVE

Eadur, -,haven

Necro discards Angmarim Tribesmen to satisfy Thrice Outnumbered

HL2, Necro-x

HL1, Dwarf-x

Vishtâspa, -fd-cs-w,bh

HL3-1, Necro-x

HL1, Dwarf has Lost at Sea, Sea Serpent, Rain-drake in hand.

Dwarf keys Sea Serpent to CS, drake.2s14p6b

Vishtâspa, 4p+9sroll=13, success. 7broll=wounded

Kavatha, 4p+1.card+6sroll=11,success, 9broll=killed.

TURN03-2.5

@ Cair Andros,U

U	Tarcil	6	2	4	8	Dunadar	W		R		D	0	
T	Ostisen	2	0	3	9	Man		Sc				0	
T	Carambor	6	0	5	8	Silvan	W	Sc	R			0	The Names Among Them

@ Dol Guldur,U

T	Dunlending Spy	1	0	2	8	Man		Sc				0	
---	----------------	---	---	---	---	-----	--	----	--	--	--	---	--

@ Minas Morgul,U

U	Hendolen	6	2	3	9	Elf				Sa	D	2	Master Smith
Elf-Friend		Twilight								Amulet of Elenna			
Goblin-Faces		Voices of Malice								Concealment			
Goblin-Faces		Will Not Come Down								Tavir, the Y'shar			
Skies of Fire		Maranya								Dunadan Explorers			
0		0								Dunadan Explorers			
0		0								Hertiage Forsaken			
Turn: 3	Hand: 8	MP: 7	PD: 68	SP: 0						Whole Villages Roused			
Imrahil	League	Yellow	Pallando	GANDAL						Memories Recalled			
										Southrons(H)			

More Alert Than Most

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage
 , Thrice Outnumbered, All Dead All Rotten, Doors of Night, Mordor in Ruins
 , War-wolves
 , Great Need Or Purpose

UNTAP

ORG

Hendolen stays. Spy moves to Minas Morgul. Tarcil+ move to Ceber Fanuin.

MOVE

Tarcil, -w-sl-dd,fh. Ceber Fanuin.

HL3, Imrahil-x

HL2, League-x

HL1, Yellow-x

Skies of Fire played. Doors of Night discarded.

Hendolen, -,haven. Minas Morgul

HL2, Imrahil-x

HL1, League plays Ring-chained on Hendolen

Spy, -dd-sl-dd-dd-sl,haven. Minas Morgul {no card draw, low mind)

HL2, Imrahil-x

HL1, League-x

SITE

Ceber Fanuin, (1)Elves--- 3 s 10 p (det if company contains an elf and Huinen is not at the site)

Tarcil, $4p-3x+5sroll=6$, taps

Ostisen, $3p-3x+4sroll=4$, taps

Carambor, $5p-1t+10sroll=14$

END Thorkmaw.Wking

Voices of Malice played by Hendolen to target Ring-chained, Spy supports,

$-2.ring-2.haz+1.sup+8sroll=5$.

Drew ALGR.

Turn 03, vs. Pallando

MOVE

Manari, -bl, haven
HL4, Dwarf-x
HL3, Wking-x
HL2, Ardagor-x
HL1, Necro-x
HL1, Smg

Turn 03, vs. Imrahil

MOVE

Imrahil, -, haven
HL3, Necro plays Elwen face-down as agent.
HL1, Ardagor-x
Lothiriel taps to use Marvels Told, Summons from Long Sleep(Light Drake) of dark dwarf.
Elite supports, croll=auto.

Urezir, -w, bh
HL3, Necro plays The Enemy is Watching
HL2, Necro has agent Nuluzir face-down with Nobody's Friend. Revealed at Southron Oasis
To play Will Not Come Down (no GI) on Nîlûphel.
Nuluzir, +1.di+12.roll-5.mind-7.roll=1, success. Character to hand, Dark Numbers discarded.
HL1, Necro turns agent Nuluzir face-down; using Great Need or Purpose to untap.

Turn 03, vs. League

MOVE

Telmir, -, haven
Sun is played.
HL2, Wking uses Twilight on Sun.
HL1, Necro-x
HL1, Smg-x

Vishtaspa, -w-fd-cs-bl,fh {avoid WW with NEcro as 2nd hazard player}
HL2, Wking -x
HL1, Necro-x
HL1, Smg plays Lost in Free-domains.
Smoke Rings shuffles Enduring Tales.

Ashmaar, -cs-fd, ruins
HL2, Wking -x
HL1, Necro-x
HL1, Smg plays Lost at Sea
Telmir taps to play Marvels Told to target The Enemy is Watching; +3croll-2.res=1

TURN04-2.5 Gandalf at Rivendell and Barrow-downs

@ Ceber Fanuin,U

T	Tarcil	6	2	4	8	Dunadar	W		R		D	0	Elf-friend
T	Ostisen	2	0	3	9	Man		Sc				0	
T	Carambor	6	0	5	8	Silvan	W	Sc	R			0	The Names Among Them

@ Minas Morgul, U

T	Hendolen	6	2	3	9	Elf				Sa	D	2	Master Smith	Maranya
T	Dunlending Spy	1	0	2	8	Man		Sc				0		

A Little Gold Ring		Not Slay Needlessly			Capricious Spirit	
0		Not Slay Needlessly			Dark Quarrels	
Eye Never Sleeping		What of the Dawn			Desert Amber	
Nobody's Friend		Maranya			Dwarven Cunning	
0		0			Glorin	
0		0			Behind Doors of Stone	
Turn: 4	Hand: 8	MP: 7	PD: 60	SP: 0	King's Judge	
Yellow	League	Pallando	Imrahil	GANDALI	Precious Gold Ring	
					0	

More Alert Than Most

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage, Press-gang

, All Dead All Rotten, Mordor in Ruins

, War-wolves, The Back Door

UNTAP

Agent Nuluzir at Southron Oasis.

Agent Elwen is face-down at home sites.

ORG

Tarcil+ move to Bandit Lair.

Hendolen+ move to Dol Guldur.

MOVE

Tarcil, -dd-sl, RL Bandit Lair

HL3, Yellow plays Forgotten South of the World

HL2, Yellow uses OG Capricious Spirit

HL1, League-x

Hendolen, -sl-dd-dd-sl-dd, haven Dol Guldur

HL2, Yellow-x

HL1, League-x

SITE

Hendolen taps to play Maranya at Dol Guldur.

Bandit Lair, (1)Men---3 strikes with 6 prowess

Not Slay Needlessly cancels Men attack against Covert company.

Ostisen taps to play A Little Gold Ring, taps site

END Durlach.Ardagor

TURN04 vs Yellow

MOVE

Relin, -,haven Azagarbhun

HL3, Necro plays Aware of Their Ways

[[[FATE]]]Opponent reveals four cards the top of opponent's deck. Then the opponent selects a non-unique card. Either that card is discarded or the other three cards. Cards not discarded are placed on top of playdeck in order of resource player.

[Háin,Magical Toys,Forgot His Orders,Nehvaari]

Nehvaari discarded.

HL2, Necro moves agent Nuluzir from Southron Oasis to Haudh-in-Gwanûr

To get more north to be ready for next division.

HL1, Necro moves agent Elwen first time adjacent from home region: Amon Hen to

Hermit's Hill to be closer to Wilderland.

Narin, -w-bl-w-sl,RL Xyunai

HL2, Necro keys to RL, Men. 3s7p

Dark Quarrels cancels.

Leg it Double Quick played, Narin taps. Move to Azagarbhun.

+

Narin, -sl-j-w-w,haven Azagarbhun

HL2, Necro-x

HL1, Dwarf plays Doors of Night.

Hundreds of Butterflies played to untap Narin, HL+1

Dwarf moves agent Swarthy Sneering Fellow to home sites

TURN04 vs Pallando

MOVE

Pallando, -,haven Hau Nysrin

HL3, Ardagor uses OG White wolves

HL2, Wking-x

HL1, Necro-x

On-Ikana, -bl-bl-j, RL Wose Burial Site

HL2, Ardagor uses An Unexpected Outpost, DON, shuffles from DP: Dire Wolves x2

TURN05-1.6

@ Bandit Lair, T

U	Tarcil	6	2	4	8	Dunadar	W		R		D	0	Elf-friend
T	Ostisen	2	0	3	9	Man		Sc				4	A Little Gold Ring
U	Carambor	6	0	5	8	Silvan	W	Sc	R			0	The Names Among Them

@ Dol Guldur, U

T	Hendolen	6	2	3	9	Elf			Sa	D	2	Master Smith	Maranya
U	Dunlending Spy	1	0	2	8	Man		Sc			0		

An Untimely Whisper		Rivermen of the Anduin Vales			Beautiful Gold Ring	
Eye Never Sleeping		The Necromancer			Clear Skies	
Nobody's Friend		Weigh All Things to a Nicety			Dwarven Cunning	
Not Slay Needlessly		What of the Dawn			Erdûr	
0		0			Hauberk of Bright Mail	
0		0			Keeping the Good Faith	
Turn: 5	Hand: 8	MP: 9	PD: 51	SP: 0	Orc Battalion	
Lesser	Guild	Vald2	Valdacli	GANDALI	Risky Blow	
					0	

Sun

, Wardens of the Woodland Realm, Merkampa at Home

, All Dead All Rotten, Doors of Night, Redoubled Force, Mordor in Ruins

, Long Winter

UNTAP

Agent Nuluzir untaps at Haudh-in-Gwanûr. Elwen untaps at Hermit's Hill

Ostisen make ring cc, Tarcil supports, -4.ring+1.sup+8croll=5.

ORG

The Necromancer played. Necromancer taps to shuffle from SB: Large Warrior Loose

An Untimely Whisper played:

Lesser: [Beautiful Gold Ring,Clear Skies,Dwarven Cunning,Erdûr,Hauberk of Bright Mail]

Guild: [Avari,Fruitless Victory,Giant,Hey! come merry dol!,Many Turns and Doublings]

Vald2:[Ambusher,Fair Gold Ring,Huorn,Huorn,Nandran]

Valdacli:[beautiful gold ring,Burglary,Clans of the Pel,Fast Asleep,Hauberk of Bright Mail]

Tarcil+ move to Dol Guldur.

Hendolen+ move to Mathlaburg.

MOVE

Hendolen, -dd-bl,bh. Mathlaburg.

HL2, Lesser keys Orc Battalion to DD. Orcs. 4s8p

Hendolen, 3p-3x-2e+10sroll=8,ineff

Spy, 2p-3x+7sroll=6,taps

WATTAN shuffles Voices of Malice

Tarcil, -sl-dd,haven. Dol Guldur.

HL3, Lesser-x

HL2, Guild plays New Moon on Carambor, DON, to tap.

SITE

Mathlaburg. (1)Men---2 strikes with 6 prowess (detainment against convert companies)

Not Slay Needlessly cancels.

Hendolen taps to make INF attempt on Rivermen of the Anduin Vales.7

+2.di+11iroll=13,pass.

END {Throkmaw; Ardagor}

TURN05 vs Lesser

MOVE

Erdur, -sl-j-sl,RL. Tombs of Oran-Plaar

HL4, Necro plays An Unexpected Outpost, DON, to shuffle from DP: Nobody's Friend

And shuffle from SB: Never Seen Him

HL3, Necro plays Nobody's Friend to fetch from PD: Deallus

HL2, Necro moves FD agent Nuluzir from Haudh-in-Gwanûr to Amon Lhaw

HL1, Necro moves FD agent Elwen from Hermit's Hill to Eagle's Eyrie, face-up to only
Have one site in use.

Terilaen, -,haven. Gaven

HL2, Necro uses OG Angmarim Tribesmen

HL1, Wking-x

HL1, Smg-x

TURN05 vs Guild

MOVE

Huinen, -j,sh. Ithilkir. Hey! come merry dol

HL4, Ardagor-x DoN, Dire Wolves in hand

HL3, Necro has Deallus in hand, like to use Nobody's Friend in PD, but next divisions are
Northern Waste, then Wilderland. So play that agent now.

HL2, Necro plays Never Seen Him on FDown agent Nuluzir at Amon Lhaw.

Wking was next, Chill Douser in hand.

TURN06-3.6 {Gandalf at Rivendell}

@ Dol Guldur, T

T	Tarcil	6	2	4	8	Dunadar	W		R		D	0	Elf-friend
U	Ostisen	2	0	3	9	Man		Sc				4	A Little Gold Ring
T	Carambor	6	0	5	8	Silvan	W	Sc	R			0	The Names Among Them

@ Mathlaburg, T

T	Hendolen	6	2	3	9	Elf			Sa	D	2	Master Smith	Maranya
T	Dunlending Spy	1	0	2	8	Man		Sc			0		

Bright Gold Ring		The Great Eye			Arda Angered	
Eye Never Sleeping		What of the Dawn			Earrings of Lyerin	
Stinker		0			Elven Fortress	
The Great Eye		0			Fruitless Victory	
0		0			Giant	
0		0			Many Turns and Doubling	
Turn: 6	Hand: 8	MP: 10	PD: 45	SP: 0	Thunder's Companion	
Guild	Valdacli	Lesser	Vald2	GANDAL	Wisp of Pale Sheen	
					0	

Tokens to Show

, Wardens of the Woodland Realm

, All Dead All Rotten, Doors of Night, Redoubled Force, Like Shreds of Cloud, Corlagon At Home, Mordor Rebuilt

UNTAP

Agent Nuluzir, FD, untaps at Amon Lhaw.

Ostisen makes cring cc, Tarcil support, $-4.\text{ring}+1.\text{sup}+7\text{croll}=4,\text{pass}.$

ORG

Ostisen stores gold ring, makes cring cc, $-4.\text{ring}+5\text{croll}=1,\text{pass}$

A Little Gold Ring stored, auto test at Darkhaven. $-2.\text{darkhaven}+2\text{roll}=0$

Trifling Ring played from Whispers of Rings.

Ostisen transfers Trifling Ring to Tarcil, $-1.\text{ring}+\text{croll}=\text{auto}.$

Carambor stores stolen knowledge, TNAT.

Minor Ring placed on Whispers of Rings.

The Great Eye played.

Necromancer taps to shuffle from SB: [Test of Fire]

Rivermen of the Anduin Vales tap to reveal top 5 PD cards: yes, Bright Gold Ring.

Tarcil+ move to Edoras. {Theodred decimated at Thuringwathost, women and hobbit at Edoras}

Hendolen+ move to Beorn's House.

MOVE

Hendolen, -bl,fh. Beorn's House.

HL2-0, Guild plays Arda Angered

HL1, Guild uses OG Wood-elf.

Tarcil, -dd-bl-w-bl,fh. Edoras

HL3-1, Guild keys Wisp of Pale Sheen to W, undead.1s6p, attacker

Eye Never Sleeping cancels attack. Fruitless Victory then would be played.

HL1, Guild plays Darkness Under Tree, DON, to tap Ostisen.

> The Great Eye is discarded; targets hazard event and cancels it.

Discard What of the Dawn; too many cards in hand; Necromancer x2 in hand.

{Guild has Giants and Thunder's Companion in hand}

SITE

Beorn's House. Men.each.1s10p,det.

Hendolen taps using ability to cancel detainment attack.

Spy taps to play Bright Gold Ring, taps site.

Edoras, men. Men.each.1s10p,det.

The Names Among Them discarded from stored, to cancel AA.

Ostisen taps to play Bright Gold Ring, taps site.

Carambor taps to play Strange Rations.

END. Durlach.Ardagor

{ Stellar turn }

{ what is left in PD? 3 minions, 3 agents, Bright GR, Scrolls, Black Rain, Orc Quarrels x2,

Weigh All, Not Careful, Catch Scent, Great Eye, Not Slay. }

{ All great but slow on agent play, and abysmal on sideboard access, played 22 hazards }

MOVE

Nain, -,haven. Carn Dum

HL4, Lesser plays Slip Treacherously

Dwarf: Magic Ring of Guile, Fizzling Torch

Necro: Maranya (Hendolen makes -2.cc, -2.ring-2+6croll=2; close.

TURN06 vs Guild

MOVE

Huinen, -j-sl-w-bl,fh. Tartaust

HL4, Necro keys Ruffians to BL, men.4s7p

Shipwright taps to play Marvels Told, All Dead All Rotten

HL3, Necro plays Many Sorrows Befall to target non-environment short-event

Potion of Prowess used for +1 prowess for turn. Turanar taps to face 2 strikes

Elite, $3p+1.potion+5sroll=9$,defeat

Tûranar, $6p+2.wp+1.potion-3x+10sroll=16$,defeat

Tûranar, $6p+2.wp+1.potion-3x+1t+8sroll=13$,defeat

Shipwright, $3p+1.potion+10sroll=14$,defeat; killed creature; take MP

Chailla not available for this creature.

HL1, Necro moves FD agent Nuluzir from Amon Lhaw to Buhr Widu, turn face-up to free-up sites.