

## LOMAW/DEMONS

50avatar

<b>C</b>	7	Collarmount	<u>RESOURCE DECK/HAZARD DECK</u>
<b>I</b>	8	Talath Oiohelka	40 cards in R. deck, 25 cards in sideboard
<b>F</b>	9	vs. Alatar	40 cards in H. deck, 15 cards in sideboard
<b>A</b>	3	Northern Waste	14 characters in deck
<b>M</b>	1	Ancient Malice	11 starting cards
<b>K</b>	4	Demons of Yore	145 total cards
			18 creatures
			DC: 17.char

This Dragon-Lord remembers the First Age where there was no Moon or Sun. He wandered the North Seas while the War of Wrath sent Beleriand to the seas. Lomaw is a smokey grey Ice-drake from Collarmount in Talath Oiohelka. This wyrm is not the wisest, smartest, or craftiest of the Dragons of the North. He makes it up through wit and riddling using words as sublime as the chilled water that he roams.

Isolation is a factor to Lomaw's success. Fights of rivals among the fire-drakes are found in the Grey Mountains and winged-drakes are fond of more common food sources where the Tundra ends and plains begin. This advantage provides the secret knowledge to whisper words for gaining the aid of other dwellers of the ice and snow.

Dragons and demon will plague those in Deep Wilderness or Double Shadow-lands. Were-worms will discard an item forcing that card to be in hand again allowing the item to be discarded again in a riddle game. The lands will be withered and the bonds of winter think on the land. Panic will be on those facing the harsh Fell Winters of Middle-Earth driving them into dank holes with Pit Traps.

This player is in the Northern Waste Division opposing Alatar.

Lomaw's long term goal is to find a new lair closer to Ekkaia or another body of water. Either he will lay waste to the Illuin Mountains settlements, move west, or enter the Sea of Rhûn. The Free Peoples' homesteads will be reduced to twigs and ash from the Army of the Ice-Drake.

**Resources/Hazards not found in any other minion deck**

Ancient Axe	Parsimony of Seclusion
Bone-basher	Fever of Unrest
Spear of Ivory	Subtlety of Guile
Throqu-pral	Ando-anca At Home
Zaugthrakash	Corlagon at Home
A Gift for Lords of men	Gostir Ahunt
Aura of Fear	Lomaw at Home
Claws Sharpened	Demons of the North Winds
Dire Negotiations	Snow Blindness
Fearsome Ally	White Vision
Memories of Glaurung	Many Shapes of Power and Fear
Memories of Old Torture	Out of Practice
Skis and Fur-coats	Fell Winter
Snowrunners	Bonds of Winter
	Lost in the Wilderness
	Withered Lands
	Wound of Long Burden

**Changes From Version 02.**

Zaugthrakash, Throqu-pral added. Iron Crown removed. Bone Basher replaces Black Mace.  
Querulous Gorcrow added. Use With Terrible Effect removed.

<u>Site Removed</u>	Framsburg; avoid sites in Wilderland.
<u>Sites Added</u>	Bernastath

## RESOURCES(40/25)

1	<b>Zaughthrakash</b>	
1	<b>Throqu-pral</b>	
4	<b>Ancient Black Axe</b>	
4	<b>Bone Basher</b>	
1	Black-mail Coat	
1	Black-mail Coat	
1	Spear of Ivory	
*	Deadly Dart	
1	Secret Book	
*	Foul-Paste	
*1	Strange Rations	
1	Orcs of the Barl Synac	
3	Sled-horde	
3	Wargs of the Tundra	
3	Northern Wyrms	
4	Wind-Horde	
4	Gostir Roused	Az,BS,Lh,MU,US
5	Angurth Roused	
3	Eloeklo	
1	Trained Falcon*	
1	Regiment of Black Crows	
1	Querulous Gorcrow	
1	Dragon Abode	s1

13/9

1	Threats	W
3	Crept Along Cleverly	R
3	Hidden Ways	R
2	Join With That Power	D
2	Honey On the Tongue	D
3	Voices of Malice	Sa
2	Conjure the Tempest	Sa
1	I'll Be At Your Heels	L
1	Path to Vileness	pe
1	Fearsome ally	
2	Memories of Old Torture	pe
1	Calm-song	sp3
1	Poison of His Voice	sp3
1	Words of Menace and Deceit	sp4
1	What Have I Got in my Pockets	
1	Dire Negotiations	offer
1	Skis and Furcoats	pe
1	Snow-runners	pe
3	Weigh Things to A Nicety	
2	Claws Sharpened	
1	A Gift for Lords of Men	offer
1	Eaten Half a Village	
1	Made His Dwelling There	s1
*	Dragon Mindbend	s1
1	Oath of the Dragon	char1
*	Enchanted Stare	m.s1
1	Roaming	roam.s1
1	Hunger	hunt.s1
1	Dragon's Dream	dream
1	Memories of Glaurung	
*	Wielder of Old Arts	s1
1	Artful Words	magic
1	Aura of Fear	magic

27/16

## HAZARDS(40/15)

[illegible]

## SITES

TO	Collarmount			Northern Wyrms
DB	Helloth	Info, m, M, G	e.xc9,e.3c8	site tap: SK
TU	Vasaran Ahjo	Info, m, ring	Umli.x9	*
Dy	Olyvaud	Info, m, M	traps.xw6, men.3w9	Black-mail coat
Lo	Elyamû	Info, m, M	men.4c8	*
Dy	Yjuvit-p	m, ring	men.xc6	Skis
US	Lothragh Camp	m	men.xc6	Orcs of Barl Syrnac
Fr	Logath Camp	m	men.xc7	minor
Ev	Bernastath	m, M	men.4w6	Regiment of Black Crows
Fr	Lar-huz	m, M	men.3w6	Black-mail coat
HU	Shoreless Isles	m	bear.2w7	Dragon's Abode
TO	Celeb-Ost (adr)	Info, m, M, ring	trap.2w7, undead.1x10	Wargs
BS	Hollow Spire	hoard, G	dragon (1/14)	Gostir
BS	Mirror Halls	m, M, ring	trap.3w8	Wind Horde
ud	Ruins of Kheledkhizdîn-h	m, M, G, ring	trap2w9, drake2w12, CS	Zaugthrakash
Lh	Númenórean Tomb	m, M	trap.2w7, undead2w8	(hoard only)
Az	Tol Ringurthur	Info, m, M	spirit.3w8	Eloeklo
MF	Zayandaur	Info, mh, M	spirit.3w8	Spear of Ivory
FV	Shab Arch	m, M, G	Throkmau	xxxxxxxxxxxxxxxxxxxx
GM	Norr-dûm (adr)	m, M, G, ring	Ando-anca	
GM	Steel Fell	m, M, G, ring	Urial	
GM	Long Peak (adr)	m, M, G*	Angurth.14	Roused
GN	Gondmaeglom (adr)	m, M	Scatha	xxxxxxxxxxxxxxxxxxxx
GN	Ovir Hollow	m, M	Bairnax	
GN	Wind Throne	Info, m, M	orcs	
WH	Caves of Ûlund	m, M, G	Agburanar	
WH	Dancing Spire	m, M, G, ring	Daelomin	
WH	Gold Hill	m, M, G, ring	Itangast	
WH	Irerock	m, M, G, ring	Leucaruth	
WH	Thundercleft (adr)	m, M	Khuzadrepa	
WH	Tower of the Wolf-friend	Info, mh	wolf	
FV	Kala Dulakurth	m, M	wolf,orcs	*
TU	Urdic Camp	m*, M*	men.5w7	Sled-horde
US	Lugduong	m, M	orc.3w9	Throqu-pral
Hk	Urcheldor	Info, m, M, G	rock.xw8	Ancient Black Axe
Az	Shapôl Udûn	m, M, G	orc.4w8, troll.3w9	Bone-Basher

MINIONS-10		14-2-5-2-2				
4 Lomaw	8/6/8/8	R/Sa/D	DragonL	Collarmount	+2.Riddle/Offer, spirit	
1 <i>Ice-troll</i>	3/0/5/9	W/R	troll	Ruins in NW	+1P.um, -2/-2 xNW	
1 <i>Ice-troll</i>	3/0/5/9*	W/R	troll	Ruins in NW	+1P.um, -2/-2 xNW	
1 <i>Shaman</i>	4/0/3/7	W/Sa	uruk	orc-hold		
2 <i>Durlog</i>	5/1/5/8*+	W/R	Orc	L Den	+2DI.orcs	
2 <i>Troll-chief</i>	6/0/6/9	W	troll	L Ruins in NW	+3DI.troll/orc	
1 <i>Claw</i>	3/0/5/7+	W	orc	Den	-3DI.influence, d7	
1 <i>Claw</i>	3/0/5/7+	W	orc	Den	-3DI.influence, d7	
1 <i>Claw</i>	3/0/5/7	W	orc	Den	-3DI.influence, d7	
1 <i>Brawler</i>	1/0/3/8*	W	orc		1CP, d7,8	
1 <i>Northman</i>	3/0/3/7+	W/R	man	NR, SR	t.fetch(char, ally, faction) home	
1 <i>Northman</i>	3/0/3/7	W/R	man	NR, SR	t.fetch(char, ally, faction) home	
2 <i>Disciple</i>	5/1/5/8+	W/D	man	sp Den	+2DI.men	
2 <i>Disciple</i>	5/1/5/8*	W/D	man	sp Den	+2DI.men	
2 Haeldwyn	6/1/4/9*+	Sc/Sa	Man	Mathlaburg, Tower Wf	+2DI.orcs <mind	
2 Bertok	5/1/5/8+	W/Sc	Man	Lothragh C, Urdic C	-1CP, Skis	
<u>starting company:</u>						
2 <i>Disciple</i>	5/1/5/8	W/D	Enchanted			
2 <i>Durlog</i>	5/1/5/8	W/R				
2 Haeldwyn	6/1/4/9	Sc/Sa	Mindbend			
1 <i>Ice-troll</i>	3/0/5/9	W/R				
1 <i>Brawler</i>	1/0/3/8	W				

### Dragon lord company:

17/25(20+5) GI

#### #1 Ice Lords

[factions]

<i>Disciple</i>	3/3/6/7	W/D	m5	0	Enchanted
<i>Northman</i>	3/0/5/9	W/R	m3	3	ivory, coat
<i>Bertok</i>	5/1/5/8	W/Sc/R	M5	3	dart, Skis

#### #2 Frozen Claw

[items]

<i>Durlog-L</i>	5/3/9/8	W/R	O5	2	axe, coat, Heels, Oath
<i>Claw</i>	3/0/7/7	W	o3	3	basher
Haeldwyn	4/7/5/9	Sc/Sa	M6	2	book, throqupral, Path Mindbend
<i>Claw</i>	3/0/5/7	W	o3	1	zaugthrakash

## LOMAW THE OLD

A rare skill among the dragons is using spirit-magic. Likely, he will use Words of Menace and Deceit. The skills of Ranger, Sage, and Diplomat help him in many ways. The Scout skill is little to a dragon. He does not expect to fight, so Warrior is little use. As a Ranger he can handle Long Winter. Sage allows using Voices of Malice, and Diplomat allows Treason He Sent Forth.

Lomaw has a relatively low 8 mind; it will not hinder him. General Influence pool of 20 points is normal. However, 6 DI ties for the highest non-wizard avatar direct influence. This pile of direct influence will help the avatar bring and keep characters in play, influence factions, and pass offering attempts. Lomaw does pay a price of the skills with the lowest dragon-lord 8 body and a low 8 prowess. Movement will be calculating for this wyrm to avoid combat. Crept Along Cleverly is needed to bypass Lair automatic-attacks (how that makes sense for a Dragon-lord this tale tells not). Movement will also try to avoid mode cards reducing prowess. But he will play the ally Eloeklo late in the second deck.

He receives +2 to his riddling and offering attempts. His players receive -3 to influence attempts against Agburanar, Gostir, Itangast and Throkmau. One Riddle and one Offering resource are in the deck for the Dragon-Lord's use. Gostir Roused just got harder to influence. Yet, that faction in a way will help with lowering Alatar's prowess via wounds to balance Lomaw's low prowess.

His natural ability requires no tapping. The player can look at a number of cards from an opponent's hand equal to the number of Wilderness Regions in a company's site path when moving through a Northern Waste Region. Such ability helps with riddle attempts. The Northern Waste Heros include Evermist Elves, Lord Dain, Lord Thorin, and Alatar.

Combat will be avoided by this character. Calm-song turns an attack into detainment, and Dire Negotiations can cancel a few attack types.

**Claws Sharpened** is a permanent-event for a Dragon. This helps a Dragon stay unwounded and to kill. Each strike against the Dragon receives -2 prowess and -2 body for a non-Warrior Dragon. Discarding is done after a strike against the Dragon fails.

## MODES

There are three mode events in the deck: Dream, Roaming & Hunger. Two modifies prowess and the other does not. The problem with Hunger for this player is that the dragon must eat something to remove the resource. Plan on eating one of your own characters. This is why Brawler starts the game and other resources help with stealing characters for later eating (e.g. A Gift for Lords of Men). Play Hunger during the first deck if Brawler is in play. Roaming with six prowess and 8 body attracts sharp swords and biting darts.

**Dragon's Dream** is the dream mode resource to gain GI. The avatar must be at a Dragon's Den. His DI is decreased by two to four and his prowess is decreased by 2 to 6, but his GI is modified +5. This will have the avatar in a vulnerable condition of 8/4/6/8. Use this mode when needing to play many minions to have protection when not much more needs to be done near the end of the game. The extra GI allows playing more characters to CvCC Alatar wherever that Blue Wizards walks.

**Roaming** is in the deck for quick play once the dragon awakes. Lomaw will be mobile playing factions and creating a new Dragon Den. Lomaw's prowess is modified by -2 to 6; he can move a maximum of two regions. Lomaw should move to influence the Sled-hord and Wargs during the first deck. Only move to a Lair if a canceller is in hand such as Crept Along Cleverly

or Aura of Fear.

**Hunger** is a hunting mode card. The target must move every turn through a Wilderness. This should not be an issue for Lomaw. No non-dragon allies or characters can be in his company. This means Hunger will not be played when Eloeklo is an ally. He must stay within four regions from any Dragon Den. This allows all the regions in the Northern Waste except Gondalf, Minheldolath, West Bay of Forochel and Mur Fostisyr. Durlach may let a weak company stray in Narthalf – give them a chill.

[Special Rule for Lomaw the Old: As an Ice-dragon, this character can move, if allowed, six region symbols if the middle four symbols are Coastal Seas in the Northern Waste. For example, Hunger allows Lomaw to move Talath Oiohelka – Hub Uichel – Helkaer – Mur Fostisyr or Talath Oiohelka – Hub Uichel – Ekkaia – Ekkaia – West Bay of Forochel/Gondalf. This can allow the Dragon to riddle anyone in the Northern Waste. Be warned: if the dragon does eat something, then the mode card is discarded and the Dragon sits. Make sure you have Roaming in hand.

## DRAGON-MAGIC

Four magic events will be used. Enchanted Stare is for controlling your own characters. It must be played during the site phase after a character was played by the Dragon-lord. Target only needs 3 points of GI. No rolls are required to keep him in play. The option to play on an influenced-away character will not be used. Target's prowess is modified by +1, but his body is modified by -1. Play it on Disciple during the first deck.

**Artful Words** is a short-event *dragon-magic*. Either the avatar receives +5 DI for the turn or +3 for flattery, riddling, offering rolls. This resource sets his DI to 11. Discarding a greater item for the influence attempts against the dragon factions with this event equals success.

**Aura of Fear** is *dragon-magic* and has two effects. Either roll for each character in opposing company before combat to tap the character if the roll is greater than the mind or a magic-using Dragon character cancels a non-automatic attack. Use this event for killing in CvCC against weak companies.

**Memories of Glaurung** is a stage event allowing the avatar to use spirit-magic. In addition, all spirit-magic cards are considered Dragon-magic cards to you. This allows the next stage event to be effective.

**Wielder of Old Arts** will be played on either the Disciple or the avatar. The bearer can tap during his END phase to fetch any Dragon (spirit) magic card. Likely this will be played on the avatar since Disciple will tap often.

## CHARACTERS

This avatar has 20 GI. Your troops are Orcs, Trolls, and Men. Lomaw's DI is a high at 6, which will help keep characters uneaten at his site. There are five Rangers, two Scouts, two Sages, and two Diplomats. There are three unique minions – only three other minions have that little. Few uniques are found in this part of the world. Let Throkma the Vain have the unique Ice-orcs. You can influence them away during the Warlord Phase. Only six characters have a mind more than four. There are two leaders. All the characters have a replacement except for Bertok. Six minions have a low 7 body leading to use of two armour items. Two core companies will use 17 of the 20 GI.



**Durlog** is the first leader. He is an Orc from a Dragon's Den after leaving his tribe in the Illuin Mountains. Allying with this Dragon will ensure him his own lordship. He has average 1 DI, 5 prowess, and 8 body for 5 mind similar to an Orc-Captain. He has +3 DI against Orcs. He leads a core company to use his Ranger skill and control a 4-mind follower.

**Troll-Chief** is the second leader. He is a perfect fit to replace Durlog, control orcs or trolls, and has a good body. He has a mid 6-mind with a stout 6 prowess and 9 body. His +3 DI against Orcs & Trolls can be valuable in the starting company to have a troll follower.

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

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

**Orcs of the Claw** is a dragon-specific orc found at a Dragon's Den. He is a tough 5 prowess, 7 body Warrior. He is a poor orator with -3 DI to his influence checks. He discards on a body check of 7. Two copies provide muscle during a combat turn. Let his loss be a sign of your success towards victory.

**Orc-Brawler** fills the starting company with 1-mind for 3 prowess. He can take a big strike.

Two copies of **Dragon's Disciple** will be Diplomats of the north. He is costly at 5 mind, but has average stats of 1 DI, 5 prowess and 8 body to go with is Warrior and Diplomat skills. His home site of any Dragon's Den is convenient. He has +2 DI against Men. One copy is in a core company. This Man can also use spirit-magic.

**Bertok** is a unique Man from the Illuin Mountains and Urdic Camp. His 5 mind is expensive for 1 DI and average 5 prowess and 8 body with two skills. But his use is having Skis and Furcoasts on him. Now, he gains the Ranger skill and removes attacker status of an attack keyed to a Northern Waste Region. He will be in a core company.

Two copies of **Grim-Faced Northman** provide a low-cost Ranger for 3 mind, 3 prowess, and 7 body. A home site in Northern or Southern Rhovanion is great. He can tap to fetch a character, ally, or faction playable at his home site. Likely, this will not be used since moving to those regions is to be avoided. Definitely get him armor to raise his body.

**Haeldwyn** is a Man from Wilderland. He has 6-mind for his 1 DI, average 4 prowess, and 9 body. Two skills will be useful in Scout and Sage. A home site of Tower of the Wolf-friend is near, but Mithlith is far. He has +2DI against Orcs whose mind is less than his. He is able to use Sorcery if controlling Stolen Knowledge or Spirit-magic if controlling Lost Knowledge. He will play a Lost Knowledge resource too in a core company. He starts the game to quickly find that Knowledge resource. Elimination of this minion requires playing Eleria with a game point. Get the site Hallow on him during the last deck giving him use of sorcery.

## COMPANIES

The starting company has one leader. Disciple starts to use Diplomat resources and has Dragon-Mindbend. Haeldwyn is the only Sage and has Enchanted Stare. These two can use spirit-magic from the play deck once Haeldwyn has a Lost Knowledge card. Durlog is the leader. He has He is a Ranger. Ice-Troll is another W/Ranger. Strange Rations, Foul Paste, and Wielder of Old Arts will use the slots for starting items. Brawler is there with 1 GI available and for later eating to discard Hunger on need. Keep Haeldwyn and Brawler at the Dragon Den. Wielder of Old Arts starts to allow Lomaw to fetch magic cards quickly. Bone-harpoon is with Haeldwyn.

### starting company:

<Wielder of Old Arts>

2 Disciple	3/3/6/7	W/D	Enchanted
2 Durlog	5/1/5/8	W/R	
2 Haeldwyn	6/1/4/9	Sc/Sa	Mindbead
1 Ice-troll	3/0/5/9	W/R	
1 Brawler	1/0/3/8	W	

### #1 Ice Lords

The Ice-Lords will influence factions. Disciple is the key minion. He has Enchanted Stare. He usually has no item to burden him with corruption. Be careful of his now 7 body. His DI against Men is 3 for controlling Northman. Northman is there to be the bodyguard. His 3/7 stats are low so give him Ivory Spear for 5 prowess and Black-Mail Coat for 5/9 stats for three corruption points. He is the secondary Ranger. Give the Spear to Disciple for 9 prowess against drakes.

Bertok is the main Ranger with 5/8 stats. Skis and Furcoats grants him the Ranger skill. Give him Deadly Dart to take allies with a permanent-event. Protect him and the sole Scout in the deck.

#1	[factions]			
Disciple	3/3/6/7	W/D	m5 0	Enchanted
Northman	3/0/5/9	W/R	m3 3	ivory, coat
Bertok	5/1/5/8	W/Sc/R	M5 2	dart, Skis

### #2 Frozen Claw

Durlog is also a leader and a Ranger for the Frozen Claw. He has Oath of the Dragon for +1 prowess, and to corruption checks. But his body is modified by-1. A 7 body is worrisome. He wears Black-mail Coat for 8 body and wields Ancient Black Axe for 9 prowess and +2 DI. I'll Be At Your Heels helps with corruption, but sends his free DI to a value of 3. This leader carries two corruption points. Orc of the Claw has Bone-Basher for 7 prowess or 9 prowess with Doors of Night in play.

Haeldwyn has Dragon Mind-bend to reduce mind by 2 and no rolls are required to keep the character in play in the Dragon-lord's company. He reads a Secret Book to use Spirit-magic. A Path of Vileness allows him to have 3 DI against Orcs and Trolls and use Throqu-pral. That staff grants +2 DI against orcs and place a magic card "off to the side." Discard the Lost Knowledge card to play this item. Without the book and a gem in the company he has only no charges to corruption checks. Another Claw Orc is his follower carrying the gem Zaugthrakash. This jewel

aids corruption checks forced by magic cards to those in his company.

	[items]				
Durlog-L	5/3/9/8	W/R	O5 2	axe, coat, Heels, <b>Oath</b>	
<i>Claw</i>	3/0/7/7	W	o3 3	basher	
Haeldwyn	4/7/5/9	Sc/Sa	M62	book, throqupral, Path	<b>Mindbend</b>
<i>Claw</i>	3/0/5/7	W	o3 1	zaugthrakash	

These two companies are flexible with any one follower can be put under general influence to aid with influence attempts even if Shaman is in play too. Haeldwyn has 3 DI against trolls and can have Ice-Troll as another follower.

## ITEMS

The items consist of battle-gear, food, and influence bonus items. Some items have a specific use that may send it to storage for many turns. Five major and a greater item are selected to play a Drake faction. Another greater item is used for Dragon Roused factions. Food items will help against hazards.

**Ancient Black-Axe** has many good traits: DI and prowess bonus. Its ability to automatically allow one in his company to pass a corruption check is useful with Iron Crown in the company. But the axe-bearer makes a corruption check himself with its four corruption points. The axe gives +2 DI, +3 prowess to maximum of 11 and -1 to strike's body.

Four other weapons are included. Nothing excites an olog better than smashing. Maybe biting necks. **Bone-basher** is two-handed weapon Mace helped drive out Durin's Folk. The greater item is only play if the company has faced an Orc attack this turn. A Warrior receives +2 prowess (+4 if Doors is in play) to max 10 and -2 to target's body - great for combat. The item can tap when combat is declared to tap one character or reduce number of excess strikes against your company by 2.

**Spear of Ivory** is a major item. It is worth 2 MP, 2 corruption points, +2 prowess for Warrior or spirit-namer only. A spirit-namer or spirit-magic user gets +4 prowess against Drakes. This Rune item is only playable in the Northern Waste. Expect many drakes to find you in the wild.

**Black-mail Coat** is a minion armour granting +2 body to maximum 9 for one corruption point. Northman, Orc of the Claw, and Durlog are suitable minions. Give it to Durlog to keep him alive.

Influence enhancers are included for this silver tongue wyrm. Two difficult-to-play items will grant bonus for influencing either factions or characters.

**Throqu-pral** is a special item. It is unique giving 1 MP and burdening with 2 CP. An Orc Sage must play this at an Orc-hold in the Northern Waste when you eliminate a character from the company and discard a Lost Knowledge card. Now, an Orc Sage has +2 DI against Orcs. Once per turn a magic event can be placed with the item. The Sage can play the event as from hand and as if bearer could use that magic.

**Deadly Dart** is a Scout only minor item. It is tapped to modify an AA or creature attack keyed to a site of -1 body and -1 strike. The Scout must tap to not discard the item afterwards. Use this item to play Memories of Old Torture on creatures with two strikes for its attack.

**Zaugthrakash** is a 3 MP ore from the Under-deeps. This two corruption point item is playable at The Cobalt-Deeps if you discard a Lost Knowledge card. FATE=this item is also

playable at Ruins of Kheledkhizdín. Any corruption checks for using magic resources by characters in the company are modified by +1.

**Secret Book** is a minor item. It is present to allow a Man character to use Spirit-magic. The item can be discarded to untap a Free-hold or Border-hold or make Information playable at any Ruins & Lairs. No Information cards are needed by t0 this player. A character needs this item to use spirit-magic.

There are three food items. **Foul-paste** will heal minions to allow moving to a site from a non-haven site. **Strange Ration** untaps minions and can allow 5 regions to surprise a hero company. Expect your companies face attacks with many tough strikes.

## ALLIES

**Eloeklo** is worth 3 MP and has 4 mind. It is a Demon requiring Conjure the Tempest for playing. Movement restrictions include moving in a non-Northern Waste region without Long Winter or Fell Winter in play. Such regions you expect to visit include Gundabad, Iron Hills, Lotan, and Forrhum. Two Fell Winters and two Long Winters are in the decks of this Division. The ally can tap to cancel the effects of one environment card for his company. The ally's prowess is a high 9 with a robust body of 10. The danger is the controller is eliminated during the organization phase if a roll modified by -3 is higher than the controller's mind. Play this Ranger ally on the avatar with no high mind minion available for unlucky rolls. But every turn a roll is made to keep the ally in play. Lomaw using all of his 6 DI must roll a five ( $6.di+5=11>10=4.mind+6$ ) to keep the ally on good terms. Failure results in an attack with 16 prowess. Play this ally at the end of the second deck limiting the threat from the ally. This is a good reason to be done with influencing factions so events can be fetched using Wielder of Old Arts

**Trained Falcon** is there to fetch a troublesome creature that you can easily kill. It will also allow you to choose defending characters, especially those Ahunt dragons you want killed. Beltok will play this ally. This animal ally can also tap to cancel a non-AA strike against itself. Its 1 prowess and 7 body is weak, but it's a bird. Its home site is common at any tapped Border-hold in the Great Central Plains. Stay close at Logath Camp.

**Regiment of Black Crows** will return to hand creatures not keyed to a site. The ally will be discarded if the controller becomes wounded. The company of the controller becomes overt if not already. Give this ally to Disciple. Dire Negotiations will likely consume this ally.

**Querulous Gorcrow** is a Scout Animal ally. It is easy played at any Ruins & Lairs in the Northern Waste or at a tapped site if Regiment of Black Crows is in the company. A controlling Scout can tap to make a burglary attempt as if a Hobbit. Failure means both face all automatic-attacks alone. It has 1 mind, 0 prowess, and 8 body.

**Memories of Old Torture** is an event to turn a creature into an ally. When an Orc, Troll, Giant, Drake or Man hazard creature with one strike for each of its attacks is played on the company this resource cancels the attack. Then the creature becomes an ally with -7 prowess and 8 body. Lord of the Carrock, Abductor, Mouth of Sauron, Grima Wormtongue, Pick-Pocket, Thief, Slayer, Little Snuffler, Orc-lieutenant, Uruk-lieutenant, Hibernating Troll, Wandering Troll, **Land-drake**, Rain-drake, **Were-worm**, Cave-worm, Kemenloke, **Ice Giant**, and Giant are on the short-list. Use Deadly Dart to apply more creatures to this event. The item expands to Sellswords Between Charters, Beorning Skin-changers, **Snow-troll**, Olog-hai (Trolls), Hobgoblins, Orcish Marauders. However, several Man creatures target each character. If a

company of two or one faces the creature, then Deadly Dart can be used to reduce the strikes to one. This list includes Horse-lords and Beorning Toll. You can also tap the item twice against the same creature if you can untap the item.

## **FACTIONS**

Factions are key for Lomaw. There are seven factions of orc, men, wolf, demon, drake, and two dragons. A pile of 23 MPs are trapped in these factions. **Conjure the Tempest** allows playing factions of specific types from the discard pile. Five of the seven factions can be fetched in this manner(Demon[1], Wolf[1], Dragon[2], Drake[1]).

**Threats** is in the playdeck to influence the Wargs and Sled-horde; it will give some minions +5 to the influence check. The avatar is not a Warrior. Lomaw has 6 DI ready to thaw the minds of the denizens. Words of Menace and Deceit will give Disciple or Lomaw +5 DI for a turn. Join With that Power will at the least provide +2 DI. Combine both companies for +5 to an attempt. These pathways provide seven opportunities per deck of +5 to the attempt. **Honey on the Tongue** gives +5 direct influence against characters in the company in the same company as the Diplomat. Played on Disciple this is only a +1 DI. Lomaw the Old gains +5 to his DI for use on influence checks instead of controlling characters so to not eat his own characters.

**Orcs of the Barl Syrnac** are in the deck. It needs a result of 9 (+2 from Ice-Orcs). Expect that this other faction is not in play. Use Threats if one is in the hand. Its benefit to use Roam the Waste will not be achieved until the Power Decks. It is playable at a tapped or untapped site in Azjan, Barl Syrnac, Lhugdalf or Ukal Sej.

**Sled-horde** of a strong Man faction in the Northern Waste. Urdic Camp in Talath Uichel is two regions from Talath Oiohelka. The attempt must be greater than 10 with any other Man faction playing in the Northern Waste providing -2. The faction can tap to allow any covert company traveling in the Northern Waste to move another region. Now you can reach Mur Fostiyur or Helkaer from Collarmount.

**Wargs of the Tundra** are limited to Númenórean Tomb. It needs a 10 to play (-2 any Wolf faction). Help is needed for this attempt. Play this faction in the second deck.

**Northern Wyrms** is a Drake faction of 3 MP. It is only playable by a Dragon at a site where you have stored five greater/major items. This hoard will be piled in the second deck. An attempt of 13 is needed. Lomaw needs a raw roll of 7. Use the spirit-magic event to make it auto. The ability of this faction reduces all hazard creature attacks against any of your companies at or moving to a site in the Northern Waste receive -1 to prowess and body.

**Gostir Roused** is a tough Dragon faction in the deck. His result to play is a low 13 (+6 greater, +3 major). However, this avatar has -3 to influence attempts against this rival. His hunting range is the non-Coastal Sea Illuin regions and Lhûgdalf. The attack is Cold Dragon of 3 strikes at 14/8 prowess/body, which are hard to defeat. Discard Black Mace for the bonus. Use Threats by Bertok too for +11 on the attempt to beat 15.

**Angurth Roused** will be a prize. Its automatic-attack is tough. In addition, a manifestation of Itangast or Throkmau causes the dragon to more bitter at -3 modification for a 17 success (greater +6, major +3). Its 5 MP and attack range are worth the risk. A greater item and a resource are required to acquire +11. I would try to bring help using Join With That Power for another +3 or +5. The attacks will hurt Throkmau in Dragon Gap, Foroviakain, Grey Mountains, Narrows, and Withered Heath. Attacker selects targets of 2 strikes at 16/8 prowess/body.

**Wind-horde** is one of the few Demon factions. It needs Conjure the Tempest. Eloeklo provides a -3 to the event's roll. Discarding a magic event modifies the roll by -3. A result from 1-5 is needed to play this faction. Tap it to cancel an effect that would discard Fell Winter or Bonds of Winter from play. However, only discarding Conjure the Tempest from hand untaps this faction.

## MISSIONS

No specific mission is in the deck. However, the avatar will make a new Dragon Den using Made His Dwelling There and Dragon's Abode. Shoreless Isles will be this site allowing a respite for the minions.

~~— Treason He Sent Forth allows a Diplomat Dragon to influence an opponent's faction at Border hold. The attempt is treated as though the faction is in your hand. Success equates to the faction to be Gathered Bones. Lomaw the Old's 6 DI can be enhanced by +4 using Eaten Half a Village or +5 through Artful Words. This should gain you an advantage during the attempt. Roaming though will require two turns to move to a Border hold. Use Hunger to do this later in the second deck with Ore Brawler in at a Dragon Den ready to be eaten and Roaming in hand if Hunger is discarded away from a Dragon Den.~~

## WASTES OF TALATH OIOHELKA

The tundra of the Northern Waste end at the feet north of the Grey Mountains. Deep Wilderness lies north of the shadow-land Forovirkain. Dragon Gap to the southwest is another shadow-land. Grey Mountains and Withered Heath are Wildernesses. Only Free-domains and Dark-domains are absent for this player.

The moving in the Northern Waste is long and dreadful. The minions will move in double wildernesses and worm country. Shadow-land movement may only be in the Illuin Mountains and to Gundabad.

**Crept Along Cleverly** will cancel most of the attack types the minions will face such as Undead, Animal, Wolf, Spider, Drake, and Dragon. Each company has a Ranger. Tapping is not required to play this event. Half of the automatic-attacks will be affected by this resource. You have six Rangers and then the avatar too.

**Hidden Ways** is a Ranger event that removes Wilderness creatures from attacking the company.

**Fearsome Ally** is a permanent-event played on a faction. Play it on Gostir Roused. This event allows you to discard a manifestation of the faction to cancel any attack against the company at or moving to a site in listed on the faction. The targeted faction has these regions: Azjan, Barl Synchron, Lhugdalf, Mur Fostisyr, and Ukal Sej. You have eight sites in these regions. Note that the two regions of your Dragon Dens are not in that list. With the attack cancel either discard a major or greater item or face the Roused non-cancellable attacks. That is three strikes of 14 prowess with 8 body. Use a hazard short-event to grab the creature manifestation. Also be hesitate to play this creature in fear of its killing.

**Skis and Furcoats** will be played on the same company. It must be played at a Border-hold. A ranger in the company can tap to cancel the effects of one Fell Winter, Long Winter, Snowstorm, or Snow in the Mountains for the company by making a roll for each character subtracting two if a Ranger or has a home site in Northern Waste and adding two if a Hobbit or Troll. A roll greater than the body wound's the character. Bertok has a body of 8. Slim chances to



wound these minions.

**Voices of Malice** is the prime Sage event. A sage taps to discard a non-environment hazard permanent or long-event. But first makes a corruption check by -2.

Corruption will pose an issue with items including Ancient Black Axe and Iron Crown. **Join with That Power** is a Diplomat resource providing +1 to an influence attempt or corruption check equal to the company size minus one. This should be enough to deal with expected checks using the items. **I'll Be at Your Heels** is a command event. The cost of -2 DI is worth the +1 to checks.

**Snow-runners** is a permanent-event allows you tap a Wolf faction to change a Deep Wilderness region in the Northern Waste into a single Wilderness. This can remove Triple Wilderness creatures when moving from Talath Oiohelka to Grey Mountains or Withered Heath.

**Path to Vileness** is played on a Man in an overt company just defeating an attack by Elves, Dwarves, or Dúnedain. Now, that Man receives +1 prowess against those types and +2 DI against Orcs and Trolls. The man is also an Orc for non-environment cards. Only Helloth in your site pile has such an attack.

## OFFERINGS & RIDDLES

**Artful Words** modifies a riddle, offering, or flattery attempt by +3. Use other events to modify the target's direct influence.

**Dire Negotiations** is the resource where might or stealth fails in the harsh world. Those that find you in the wastelands have a broken mind bent on ill-will. The resource allows a character make an offering attempt facing a non-detainment attack. The roll is modified by adding unused DI, 2 if diplomat, and 3 for each non-unique animal ally you eliminate. Success results in the attack cancelling and the hazard limit reduce by two. Durlog has +3 against Orcs. The types are: Dragon (11), Drake, Giant, Orc, Troll (12), Plants, Demon, Spawn (13). The magic event will add +5 allowing Disciple a base +6. Lomaw has a base +6. Both examples provide a half chance to bypass Dragons, Drakes, Giants, Orcs or Trolls. Only eliminate the ally in dire need.

**A Gift for Lords of Men** is an offering attempt to be used by a Dragon-lord. Play this during the second deck. It is played during combat before strike assignment. The Dragon transfers an item he bears to a non-Hobbit, non-avatar character. Dragon makes an influence attempt on that character modified by the item's MP and +2 for Diplomat Dragons. Lomaw will have +6 (Spear of Ivory, Diplomat, card text). Do this against Throkma's minions. Use Artful Words for +3 modifier. Using all normal DI, dragon-magic, and other modifications provide 15=2+2+2+3+6. Success makes the target join the Dragon-lord's company. All of target's non-followers and non-items are discarded. Select those heroes with a focus on something hollow.

**What Have I Got in My Pocket** is a Riddling attempt giving Sages and Hobbits +2 to the roll. The event is playable at the same site as another player. Lomaw the Old has +4 to his attempts, which should give him the edge. Artful Words adds another +3. The winner names an item. If the item is in the loser's hand then the winner can play that item using a card from his own hand, discard pile, or sideboard. Play this card late in the second deck with Eloeklo in play.

~~Use With Terrible Effect helps you play your Dragon creatures. For each Dragon Roused faction you influence by discarding an item, one less Wilderness is needed to use Fever of Unrest. You can also use a Dragon event on Roused too, which Subtlety of Guile is the selected hazard.~~

**Eaten Half a Village** aids influence attempts by your dragon. Expect to use this event during

the second deck against a Roused faction. You modify an attempt by +4 or *by +2 (max 10) for every Gathered Bones*. Maybe you can use the event to influence away characters. Use Roaming and Join With That Power or Words of Menace and Deceit or Artful Words for another +5.

## **SPRIT-MAGIC**

Magic is an integral strategy of the deck. Five magic users are included: Lomaw, Shaman x2, Disciple x2. Magic events are included first to use Conjure the Tempest, but are useful by the minions.

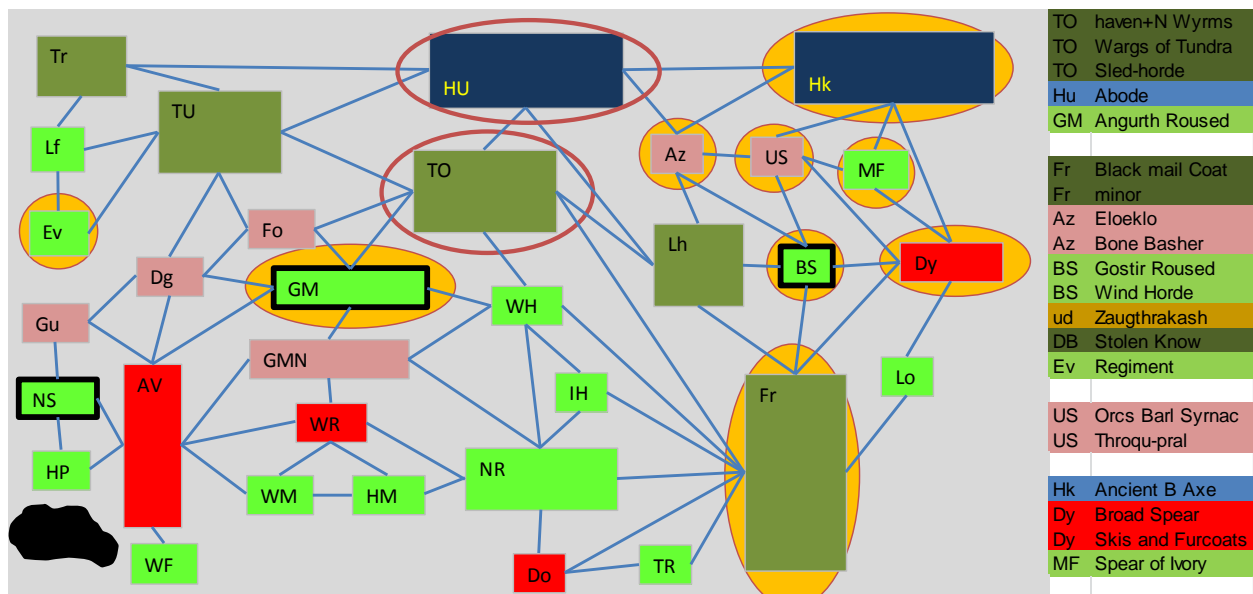
**Calm-song** can help a character to be spared from a nasty attack by turning it to a detainment attack. It does not work on automatic-attacks.

**Poison of His Voice** is useful to remove a hazard event played on a character including those MENW disease hazards.

**Words of Menace and Deceit** is a versatile resource. Mainly it will be used for faction influencing. Also, Disciple may need the +5 DI to keep a minion in play until the company arrives at the same site as avatar.



Talath Oiohelka	L	Collarmount	lomaw	Drag .	
Talath Oiohelka	S	Urdic Camp	lomaw, throkmau	Men .	
Talath Oiohelka	R	Celeb-Ost	lomaw	Trap Unde	
Grey Mountains	L	Long Peak	lomaw	Drag .	
Everdalf	R	Bernastath	lomaw	Men .	
Dor Bendor	F	Helloth	lomaw	Elves	Elves
Hub Uichel	R	Shoreless Isles	lomaw	Anim .	
Helkear	S	Urcheldor	lomaw	Rock .	
Azjan	D	Shapôl Udûn	lomaw	.	.
Azjan	R	Tol Ringurthur	lomaw	Spiri .	
Barl Symac	L	Hollow Spire	lomaw	Drag .	
Barl Symac	R	Mirror Halls	lomaw	Trap .	
Underdeeps	R	Ruins of Kheledkhizdîn	lomaw	Trap Drak	
Ukal Sej	B	Lothragh Camp	lomaw	Men .	
Ukal Sej	S	Lugdruong	lomaw	Orcs .	
Mur Fostiyr	R	Zayandaur	lomaw	Spiri .	
Dyr	F	Olyvaud	lomaw	Trap Men	
Dyr	B	Yjuvît	lomaw	Men .	
Forrhun	B	Logath Camp	lomaw	Men .	
Forrhun	R	Lar-huz	lomaw	Men .	



This Dragon-lord is isolated, but intruders are near. Throkmau, Smaug, Dain, Bolg, and Alatar will cross paths with this player. Lomaw shares sites only where he wants factions.

## SITES

**Collarmount** is the inherited Dragon's Den. However, it is best to have another Den for healing the minions away from the avatar. **Shoreless Isles** will be made into a Den using Made His Dwelling There and kept in play with Dragon's Abode. That site is desolate and safe from many. Not that another may make it a Den too. From that site in a Double Coastal Sea, only Mur Fostiyr and Dyr are regions too far from that region for one move. Lar-huz was considered. Sites were selected to be as much east of Talath Uichel and in the Northern Waste. Try to use the new Dragon Den site before you remove the site card's playable resources.

All of your targeted sites, but three, are within three regions. Helloth, Zayandaur, and Urcheldor need two movements. Your original Den is in a Deep Wildernesses. Sites were selected to be close to the home region and in the Northern Waste. Bolg, Khamual and you are the only minion players to visit each site type. Yet you will also visit the Under-deeps.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	3	9	2	3	1	21

Twenty-one sites are to be tapped in 13 regions. Eight sites are in or adjacent to Talath Oiohelka. Two Lairs and three Orc-holds are to be visited among Free-holds(2), Border-holds(3), Ruins(9), Lairs(2), Shadow-holds(3), Dark-hold(1). You will visit the least number of Lairs among the Dragon-lords.

The types of attacks at these types greatly vary from elves(2), men(7), orcs(1), bear(1), dragon(2), drake (1), traps(4), Undead(1), spirits of ice and cold(2), and Rock Fall(1). Urdic Camp is the only site shared.

**Helloth** is a dangerous Free-hold. Play a minor item there after facing two Elf automatic-attacks with 9 prowess or 8 prowess. Tap the site to make it a Stolen Knowledge card that cancels an Elf or Maia attack. Visit here at least twice. Another Free-hold, **Olyvaud**, can play you a minor or major item (major armour). It is a distant site in Dyr with a troublesome 6 prowess Trap attack followed by a nasty 9 prowess and 3 strike Men automatic-attack.

In the same region is Yjuvit. This port site has a covert detainment Men attack of six prowess. Play Skis and Furcoats or minor items here. More minor items are played at any Border-hold in the Great Central Plains. This site is **Logath Camp** in Forruhn. It has a Men AA of 7 prowess. Forruhn is the only non-Northern Waste region to visit. Orcs of Barl Synrac have been gathered at **Lothragh Camp**. Again, Men are there with its 6 prowess attack.

Eight other non-Lair Ruins will be tapped. **Shoreless Isles** has minor items among Bears of two strike with 7 prowess AA. Make it a Dragon's Den. Three regions westward is **Bernastath**. Play ally Regiment of Black Crows there after facing the four strike with 6 prowess Man attack. **Celeb-Ost** has a first AA is Traps of 2 strikes with 7 prowess. The second AA is an undead dwarf of 1 strike with 10 prowess before playing Wargs of the Tundra at this site. This site has hoard items. Barl Synrac has two sites in this mountain region. Only three regions allow movement to this site (Azjan, Lhûgdalf, Ukal Sej). **Mirror Halls** is a surface site of three strike 8 prowess Traps AA with these regions allowing movement (Dyr, Lhûgdalf, Ukal Sej). The Wind-horde will be played at this site. Below is the under-deeps site **Ruins of Kheledkhizdîn**. Play a unique Ore there after facing a 9 prowess and 2 strike Traps attack and a nasty 12 prowess and 2 strike Drake attack. **Hollow Spire** is Gostir's Lair to play him as a faction after facing its 14 strike attack. **Lar-huz** is not in the Northern Waste. Play a major battle-gear armour item there after facing the 6

prowess and 3 strike Men attack.

One lair will be visited in Grey Mountains. Angurth Roused is played at **Long Peak** after facing its 14 strike attack. Be careful that it is an Ancient Dwarf-hold.

**Tol Ringurthur**, Land of Cold Death, has Information and Major items. Play the ally Eloeklo there. It has a Spirits of Ice and Cold attack of 3 strikes with 8 prowess attack. **Zayandaur**, Land of Gloom, also has Information and Major items with its Spirits of Ice and Cold attack of 3 strikes with 8 prowess attack. Play a major battle-gear item there like Spear of Ivory.

**Urcheldor** has Ancient Black-Axe. Beware of the Rock Fall attack with 8 prowess.

**Lugdruong**, Tower of Iron Dread, is a Shadow-hold with Major items – play a major weapon there. Its detainment two strike with 8 prowess Orc attack is weak. **Yjuvit** is a Border-hold four regions away if you move out of the Northern Waste. Play Skis and Furcoats there after facing its Men attack with 6 prowess. That same region, Dyr, is the site **Olyvaud**. Play a minor item at this Free-hold after facing its Traps attack with 6 prowess and a Men attack of 3 strikes with 9 prowess. Select **Tol Ringurthur** for the ally Eloeklo.

Move west to play Sled-horde at **Urdic Camp**. It has a tough Men 4 strikes with 7 prowess attack. Further west is **Bernastath** in Everdalf. Play Regiment of Black Crows here after facing the Men 4 strikes with 6 prowess.

**Shapôl Udûn** and Mirror Halls are the entry points, but you have no desire to go there. Play Black Mace at the dark-hold with its two automatic-attacks of Orcs 4 strikes with 8 prowess and Trolls 3 strikes with 9 prowess.

## STAGE RESOURCES

There are several stage resources with stage points in the deck. At most 9 SP will be in play for Lomaw: Dragon Den on Collarmount (1), other Den (3), three character events (3), Wielder of Old Arts (1), and a mode (1).

Dragon Mind-Bend, Enchanted Stare, and Oath of the Dragon are each 1 SP. Each mode event is worth 1 SP. These four events total 4 SP.

Made His Dwelling There, Dragon's Abode, and two Dragon's Den are each with 1 SP for a total of 4 SP.

Wielder of Old Arts allows the dragon to fetch a dragon-magic card. It is worth 1 SP.

## HOARD POINTS

Hoard points are not a scheme. However, five greater and/or major items need to be stored at Dragon Dens to play a faction. You have three major items and two greater items.

## MARSHALLING POINTS

C=7 All but one character gives a MP. Some will be killed by elements or beasts. Others will be Gathered Bones. At least 7 MP, maybe 11 can be in play for this player.

I=8 Eight items provide 15 MP. Some will be stored for benefits and others used to influence dragon factions. This amount comes from the major items and Ancient Black Axe.

F=9 Seven factions are loaded with 22 MPs. Expect the two Roused factions to not be in play along with the demon faction. Plan on the orc, wolf, troll, and drake faction to provide these points.

A=3 The three animal allies will be killed, discarded, or lost in dire perils. Eloeklo has a 10 body to be in play for its points.

M=1 Dragon's Abode is 1 MP.  
K=4 Gather Bones using Claws Sharpened.  
GAME POINTS: Dark Forges, Counterspell

## **NORTHERN WASTE DIVISION**

Lomaw is isolated north of the Grey Mountains like Throkmau the Vain. Talath Oiohelka assures playing Triple Wilderness creatures often against the opposing Division. He is competed for a slot among all of those in his Division including Durlach, Smaug, and Throkmau. Attacks and the weather will ebb your strength. Your Dragon Den is situated to allow little movement for resources.

Durlach will not pose a threat to you directly. You can influence away resources from Throkmau or Smaug. Lord Dain will combat the Dragon if alone and vulnerable. Alatar too has a permit to hunt your kind. Lord Thorin may find a path in the shadows of Collarmount on his way to Erebor. Harass any company that makes Celeb-Ost into a haven.

## **DECK MANAGEMENT**

Dragon-magic cards can be fetched from the discard pile. Other cards are for the second and third decks when you want the cards for compact site phases with enemy companies.

First, tap to shuffle Dragon's Abode followed by Memories of Glaurung. Next, send 5 resources to the discard pile for use in the second deck (dp11x). Send five more cards to the discard pile (dp12x). Artful Words can be fetched to hand.

Next, tap to send 10 cards to the discard pile (dp13x, dp14x). Now, you can strategically tap to shuffle Trained Falcon, Oath of the Dragon, and Aura of Fear.

### **First Deck**

Set-up the second deck by playing three of the four greater/special items. Play items that are the furthest from Collarmount. Get one faction into play. Create another Dragon's Den. Move the avatar to play resources. Form the two core companies. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be high (e.g. ~11). Shuffle three resources for the avatar and shuffle another two. Tap the avatar to dump 20 resources.

Consider using Weigh All Things to shuffle discard main resources and Crept Along Cleverly.

An Unexpected Outpost shuffles *Fever of Unrest* x3. You may be able to use this on your two drakes.

### **First Exhaustion**

Remove from the sideboard 5 hazards: *Subtlety of Guile* x3, *Bonds of Winter* x2.

Place these resources in the sideboard: factions to be fetched by Conjure the Tempest, magic events.

### **Second Deck**

Expect to exhaust on Turn 17. Try to discard Alatar's characters with important items, so that item will be in hand later when you riddle next deck.

The quantity of cards shuffled into this deck will be mild (e.g. ~8). Dump 4 cards. Use game

points for items of Throkmau or Smaug so to riddle away later.

Consider using Weigh All Things to shuffle main resources which were discarded from hand.

An Unexpected Outpost shuffles *Subtlety of Guile*, *The Roving Eye*, *Snow Blindness*.

### Second Exhaustion

Remove from the sideboard 3 hazards: *Fell Bear x3*, *White Vision*.

Place these resources in the sideboard: command and magic events.

### **Third Deck**

Use the avatar to play A Gifts for Lords and Men and use the minions to riddle heroes.

1	Zaughthrakash			tap
1	Wind-Horde		dp111	
1	Angurth Roused		dp112	
1	Gostir Roused		dp113	
1	Northern Wyrms		dp114	
1	Trained Falcon		dp115	
1	Eloeklo		dp121	
1	Dragon Abode	tap		
2	Conjure the Tempest		dp122, dp123	
1	I'll Be At Your Heels		dp124	
1	Fearsome Allies		dp125	
1	What Have I Got in my Pockets		dp133	
1	Dire Negotiations		dp131	
1	Snow-runners		dp132	
2	Claws Sharpened		dp134, dp135	
1	A Gifts for Lords of Men		dp141	
1	Eaten Half a Village		dp142	
1	Made His Dwelling There		dp143	
1	Oath of the Dragon	tap		
1	Dragon's Dream		dp144	
1	Memories of Glaurung	tap		
1	Artful Words		dp145	
1	Aura of Fear	tap		
X 1	Words of Menace and Deceit			
X 1	Artful Words			
X 1	Poison of His Voice			
X 1	Eloeklo,			
X 1	a resource fetched by Conjure the Tempest			

Tap to PD	5	+5
Tap to DP	20	+4
avatar untap		-3
Turn 2	2/4	+3

## POWER DECK

Lomaw's long term goal is to find a new lair closer to Ekkaia. Either he will lay waste to the Illuin Mountains settlements or move west. The Free Peoples' homesteads will be reduced to twigs and ash from the Army of the Ice-Drake.

## HAZARD

You are playing a hazard deck to increase the playability of your double and multi-Wilderness creatures. Doors of Night is needed to help play some creatures using alternative effects of hazard events. You want to kill characters by lowering their body. An At Home Dragon lowers body to some races, Subtlety of Guile lowers to those facing a Dragon, and Wound of Long Burden lowers body if wounded. That is a potential of +3 to body checks.

## CREATURES

There are 16 creatures with 4 dragon event manifestations. Most of the creatures require changing region types. There are three dragons, a maia, a drake, three animals, and two demons.

**Leucaruth**, **Agburanar**, and **Canadras**, are the dragons. The first two dragons have a Lair in the Withered Heath and share the same Doors of Night range. All three dragons will hunt Alatar. Their playability will be enlarged using Fever of Unrest and Withered Lands. Event Parsimony of Seclusion is for Agburanar and to Canadras when his Home manifestation is in play.

**Canadras** is a cold-dragon in Thorenaer. Doors of Night extends his range to Lindalf, Narthalf, Rast Losnaeth, Talach Uichel, and Thorenaer. This will bother Evermist. He attacks using two strikes at 15 prowess with 7 body. Dwarves will face a 17 prowess. Also, you can get this manifestation to hand using Parsimony of Seclusion. Fever of Unrest needs four Wildernesses to have this Dragon roam. Subtlety of Guile helps kill.

**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. This can get that not common or uncommon Dragon creature back to hand for next turn.

**Gostir Ahunt** allows this dragon roaming allowances. He will affect the Illuin Mountains: Azjan, Barl Synchron, Lhûgdalf, Mur Fostisyr and Ukal Sêj. His 12 prowess and 7 body are low, but the four strikes are tough for any large company. Lomaw the Old and Alatar will be ones affected, which then allow you to focus on Smaug and Scatha. Doors of Night extends the range to Dyr, Forrhûn, and Talath Oiohelka. Fearsome Ally can be used on this ally.

**Were-worm** chooses defending characters, but needs Triple Wilderness. That will not be difficult against Alatar or Dain. Its single strike at 13 prowess with 6 body is a risk, but you should have a low prowess target. Success means the attacker selects the item to be discarded for each successful strike. This can discard that hard-to-get special item.

**Were-wolf** is also a demon, but a wolf too. It has a few options for playability: triple Wildernesses, double Shadow-Lands, or one Dark-Domain. It has one strike at a decent 12/5 stats. It can be keyed to a Ruins with triple Wildernesses in the site path. Only one Were-wolf can be played per turn. Any body check resulting from the attack is modified by +1 if the character has no helmet, shield, or armour. Do not use Choking Shadows to play this creature.

**Lassaraukar** is a demon of two strikes of 10/8; it chooses defending characters. It needs four Wildernesses. It can be keyed to Lotan and Ruins and Shadow-holds in that region. Following attacks by this creature against the company in the same turn receive +2 Prowess and does not count against the HL. Play this creature against non-Northern Waste Division players.

Other foul things roam the permafrost. **Fell-Bear** has one strike of 15/5. He is hard to play needing Northern Waste movement with triple wildernesses or to a Ruins in the Northern Waste. If this attack/strike is cancelled by a company containing a dwarf or elf, then this creature can be played on that company again the next turn from the discard pile. The body of 5 is low. Only play

this creature if you need to tap a vital character.

**Snow-lion** is a hunter. This Animal creature has but one strike with 10 prowess, but chooses defending characters. Its ground is only in Wilderness of the Northern Waste. Fell Winter or Bonds of Winter expands this range to adjacent regions. Another restriction allows only playing against a company fewer than four. It has +2 prowess against lone characters or any Hobbits. Any resulting check is modified by +1. Scout only resources do not affect Snow-lion and the creature cancels any ongoing effect of such resources. The following regions are adjacent to the Northern Waste: Numeriadon, Arthedain, *Angmar*, *Gundabad*, *Anduin Vales*, *Narrows*, Northern Rhovanion, Iron Hills, and Forrhum. Withered Heath Angmar, Narrows, and Anduin Vales to make Wildernesses.

**Lindor's Bane** is a fallen-maia of spirit of ice and cold. It has two strikes, but a terrible 16 prowess and 10 body. It is only playable on a moving company keyed to any region or site in the Northern Waste with Bonds of Winter or Fell Winter in play. Fire effects reduce prowess and body by -3 each. Else player can take one environment hazard from your sideboard to hand. Only play this as a creature if you can tap all characters or kill. Else use as a short-event.



## Creatures

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

---

-	FD:		
-	BL:		
3	WWW	Werewolf	
2	WWWW		Lassaraukar
-	SL		
3	SLSL	Werewolf	
3	DD	Werewolf	
-	CS		

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2	Grey M Narrows	<u>Leucaruth</u>	<u>Agburanar</u>
2	Iron Hills	<u>Leucaruth</u>	<u>Agburanar</u>
2	Withered Heath	<u>Leucaruth</u>	<u>Agburanar</u>
2	Northern Rhovanion	<u>Leucaruth</u>	<u>Agburanar</u>
1	Lindalf	<u>Canadras</u>	
1	Thorenaer, Narthalf	<u>Canadras</u>	
1	Talach Uichel	<u>Canadras</u>	
2	Rast Losnaeth	<u>Canadras</u>	GondringH
1	East/West Bays of Forochel		GondringH
1	Forochel		GondringH
1	Elven Shores		GondringH
1	Everdalf		<u>GondringH</u>
1	Númeriador		<u>GondringH</u>
1	Minheldolath		<u>GondringH</u>

~~— Snow Troll is a Northern Waste creature with similar stats of 2 strikes with 12/5. It has a wide range of regions that are non-Coastal Sea regions in the Northern Waste including Ruins and Lairs in that territory. If the company has no Ranger, then attacker chooses defending characters. Bonds of Winter and Fell Winter allow this creature to be keyed to any Northern Waste and adjacent regions. It will be easy to play.~~

## HAZARD EVENTS-33

The hazards change region types and increase the chances of playing the creatures. Fourteen environment hazards are included.

### Base cards-2

You have a copy each of **Doors of Night** and **Twilight**. You want to protect Fell Winter that adds more Wilderness regions. Withered Heath needs Doors of Night.

### Corruption/Disease/Avatar-6

One hazard targets wizards. Cruel Claw Perceived lowers the prowess of Alatar.

The dragon at Home increases the corruption of hoard minor and rune items. You only have Share the Treasure.

**Snow Blindness** is a disease for one moving in the Northern Waste. The victim loses Scout and/or Ranger skills until a healing card is discarded and a Ranger taps. This hazard will be sent to the third deck after the second exhaustion. Play it 1/2.

**White Vision** will severely weaken a company in the Northern Waste and force it out of the territory. This disease must be played with the Doors of Night absent. A non-overt character with a home site in the Northern Waste can tap to cancel the card before resolving. Success play nullifies a skill of the character. Snow-blindness on the character makes the hazard worse: reduces region movement by one region and loses another skill.

**Wound of Long Burden** is used by 13 of your creatures. Cards from your main hazard theme can use the lower body to kill the minion. A successful strike gives the victim one corruption point and lowers body by one. A roll of 8+ and tapping discards the hazard during the Organization phase. This means that the event will be in play at least two turns.

**Nothing to Eat or Drink** is played on a hero company moving to or at a Shadow-hold or Dark-hold. Prowess and body are reduced by 1 for each character until the company is at a haven during the ORG, which discards the permanent event.

**Out of Practice** is a permanent-event troubling a character. But non-Hobbit and single skilled characters are exempt. Now, target character must attempt to move to a different site each turn or tap at the end of the organization phase. Unlike most corruption cards, another character must tap to attempt to remove this hazard.

**Worn and Famished** is a long-event. Each non-avatar character that is not in a haven, Free-hold, or Border-hold does not untap normally during his UNTAP phase. Instead he makes a roll adding his mind. If the result is greater than 12, then he untaps.

### Main Theme: Dragon Play – 9

Your hazard theme is to get the creatures played on heroes. **Summons From Long Sleep** can hold onto two of your three dragons ready for Fever of Unrest. Then the creature has +2 prowess.

**Fever of Unrest** will allow a dragon to be played with four Wildernesses. Leucaruth only needs three Wildernesses using this hazard event. ~~Each token on Use With Terrible Effect reduces the need by one Wilderness. Two factions mean Leucaruth needs one Wilderness and others need two.~~

**Subtlety of Guile** is a Dragon specific event. The body of one non-Wizard character wounded by a Dragon attack is lowered by one for the turn. Dragon's Blood will have a better result. Alternatively, if Itangast wounds the character then that character has its body lowered by two

for the rest of the turn or play before the attack to lower the body of each character in the company facing an Itangast attack. It will be rare to play; play it 3/9.

**Parsimony of Seclusion** is a short-event. Return any unique Dragon manifestation to hand from the discard pile. Or return a manifestation of Agburanar and increase the hazard limit by two. This affects any manifestation of Canadras if his Home event is in play. Cycle Gostir aHunt when the Roused faction is in play with Fearsome Ally.

### Secondary Theme: Region Type Creation - 10

Your demon creatures and dragons require multiple Wildernesses or Shadow-lands. These hazards will do this – all are environments. But these hazards require Doors of Night to change region types. **Withered Lands** takes a W, BL or SL and turns it into two Wildernesses.

**Fell Winter** adds an additional Wolf AA to Border-holds. Doors of Night turns Border-Lands into Wildernesses and all Free-Domains to Border-lands as an Environment long-event.

**Bonds of Winter** is another environment long-event. This is a mean card. Each company must discard a food item, if any, at the end of the movement phase. Food items are a premium. Also, if Fell Winter is in play, each company is allowed to face one creature keyable to single Wilderness have that creature keyed to Border-hold, Ruins, Lairs, or Shadow-holds. This deck only has Snow-lion or allow the next hazard player to play a creature. Thus, a starting hazard limit of four with the first hazard player playing no hazards allows the third hazard player one slot to play a Wilderness creature on an unsuspecting company.

**Lost in Wilderness** is a short-event increasing the hazard limit by one for each Wilderness in the site path. The Northern Waste Division will have at least two thus balancing with plus one to the hazard limit.

### Support Cards-3

~~—Panic requires a company facing a non-detainment Demon, Dragon, Drake, Undead, or Spawn attack and does not count against the HL. You have 16 such creatures other than the Home Dragons. This event either taps or discards the ally. A roll is made for the number of allies in the company. Unique allies modify its roll by +2. If the result plus ally's mind plus controller's mind is less than the creature's base prowess then tap the ally. If the result is less than seven of the base prowess then discard the ally. This should discard the non-unique allies from demon attacks and almost any ally from the Dragon attacks.~~

### Events Creating Attacks-5

**Many Shapes of Power and Fear** is an event creating a Spawn AA at one of the following sites: Pits of Angband, Vaults of Utûmno, or a Ruins Under-deeps. Select Pits of Angband to protect it from a MP pile resulting in weaker dragons. Your Power Deck will have Dragon creatures. Also, Demon attacks receive +1 strike and cannot be cancelled by a skill card.

**Demons of the North Winds** is a long-event. It is a manifestation of the Wind-horde. Any company moving through Dor Bendor or Ekkaia faces one Demon attack of 3 strikes with 12 prowess. Fell Winter allows this attack to move into Gondalf, Hub Uiechel, Narthalf, and Thorenaer and Eloeklo's current region. If defeated, then the hazard is sent to your sideboard.

**Corlagon at Home** adds +1 CP to each hoard minor item and rune item. Beware that you

Share the Treasure, which will carry 3 CP for you.

**Ando-anca** modifies body checks by +1 for several races (Dúnedain, Dwarf, Elf, Umit, Hobbit, Men, Orcs, Trolls) from Dragon attacks. This hazard may send companies to Long Peak to kill the manifestation, which is where you want to play a faction.

### Cycle-3

Outpost is a staple. Try to recycle the dragons with it.

Example:

HL3, 2 W=5;

Withered Heath, Lost in Wilderness, Fever of Unrest, Dragon, Wound of Long Burden

TURN01-1.6

@Collarmount,DD-U

U	Durlog	5	1	5	8	orc	W		R			1	Foul-Smelling Paste
U	Ice-Troll	3	0	5	7	troll	W		R			1	Strange Rations
U	Orc Brawler	1	0	4	8	orc	W					1	Flakas-Gul
U	Haeldwyn	4	1	4	9	Man		Sc		Sa		0	Dragon Mindbend
U	Dragon's Disciple	5	1	6	7	Man	W				D	0	Enchanting Stare

Ancient Black Axe	Orc of the Claw			
Hidden Ways	Orc Shaman			
I'll Be At Your Heels	Secret Book			
Join With That Power	Troll-chief			
0	0			
Turn: 1	Hand: 8	MP: 7	SP: 4	PD: 86
Lesser	Guild	Vald2	Valdacli	ALATAR

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home, Pallando the Soul-Keeper

, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Smaug at Home, Thorkmaw at Home, Mordor in Ruins

**UNTAP** {no hazards in starting hand; move east to get the axe; play book first.}

## ORG

I'll Be At Your Heels played on Durlog.

Orc of the Claw played at Collarmount (no roll with no Dragon Lord in play).

Disciple and Claw stay, Durlog+ move to Olyvaud.

Durlog taps to use Hidden Ways.

## MOVE

Disciple, -,haven

HL2, Lesser plays Lure of Nature on Disciple.

HL1, Lesser uses OG Storms of Ossë

Durlog, -ww-ww-bl,fh.

HL4, Lesser plays Lure of Nature on Haeldwyn.

HL3, Lesser plays It is My Own

HL2, Lesser uses OG Sly Southerner

HL1, Guild plays Hurling Rocks

Lure.cc, Haeldwyn makes 4cc, but all are -1, croll, croll, croll, croll. so auto.

## **SITE**

Olyvaud entered.

(1)Traps---each character faces one strike with 6 prowess

Durlog,  $6p-1t+5sroll=10$

Brawler,  $3p+1wp-3x+8sroll=8$

Troll,  $5p-3x+8sroll=10$

Hældwyn,  $4p+5sroll=9$

(2)Men---3 strikes with 9 prowess (detainment against covert companies)

Brawler to face two strikes, taps Flakas-Gûl to affect Trolls strike. 7=ineffectual

Brawler,  $3p+1w-3x+8sroll=9$

Brawler,  $3p+1w-3x-1tap+7sroll=7$ , bc.7 discard; Pallando the Soul-Keeper = eliminated.

Flakas-Gûl discarded.

Troll taps to play Secret Book, tap site.

## **END**

Next in Division: Throkmau; next in game: Indur.

TURN01, vs. Lesser

**MOVE**

Advisor, -, Whaven

HL2, Lomaw plays OG Lassaraukar

HL1, Durlach plays Lure of Nature on Handmaid.

Nefertae, -sl-j-bl,fh Great Road

Lomaw has Withered Lands and Fever of Unrest in hand.

HL3, Lomaw-x

HL2, Durlach An Unexpected Outpost to shuffle Times Are Evil

HL1, Durlach plays Arda Marred

TURN01, vs. Vald2

**MOVE**

Araphor, -fd-w,sh

HL5, Smaug uses OG Gales of Frost and Ice

HL4, Throkmaw-x

HL3, Lomaw-x

HL2, Durlach-x

HL1, Malezar-x, Smeagol-x

TURN01, vs. Valdacli

**MOVE**

Seregul, -w,bh

HL5, Durlach uses OG Goblin-miner.

HL4, Smaug-x

HL3, Throkmaw-x

HL2, Lomaw-x

HL1, Indur keys Lawless Men to W, men.2s9p.

Indur plays Ambushed selecting defending characters. Seregul, Lomkuran support Camear.

Mariner supports Eshapar. 52% for no wounding.

Camëar,  $2p-1t+2.sup+6sroll=9,ineff$

Eshapar,  $2p+1.sup+6sroll=9,ineff$ . Both body checks were 9

## TURN 02-3.6

{ Alatar not in play, Lorien }

@ Olyvaud, T

T	Durlog	5	1	5	8	orc	W		R		0	I'll Be At Your Heels	Foul-Smelling Paste
T	Ice-Troll	4	0	5	7	troll	W		R		1	Strange Rations	Secret Book
T	Haeldwyn	4	1	4	9	Man		Sc		Sa	1	Dragon Mindbend	Lure of Nature

@ Collarmount, DD, U

U	Dragon's Disciple	3	1	6	7	Man	W				D	2	Enchanting Stare	Lure of Nature
U	Orc of the Claw	3	0	5	7	orc	W					0		

Ancient Black Axe	Poison of His Voice			
Crept Along Cleverly	Twilight			
Fever of Unrest	Weigh All Things to A Nicety			
Lomaw the Old	Withered Lands			
0	0			
Turn: 2	Hand: 8	MP: 8	PD: 73	SP: 4
Guild	Valdacli	Lesser	Vald2	ALATAR

The Under-roads

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

, Scorba at Home, Mordor in Ruins

, Noose of the Sea, ~~Hurling Rocks~~

## UNTAP

### ORG

No character rolls with no Dragon-Lord starting play this phase.

Lomaw the Old played at home.

Haeldwyn no tap remove hazard, 3hroll-3x=fail.

Ice-Troll transfers Secret Book to Haeldwyn; Ice-Troll, -2.items+1.heal+croll=auto.

Haeldwyn plays Poison of His Voice to remove hazard on himself, Durlog taps to support, -2.lure-1.item-3.res+1.sup+5croll=0, taps. Disciple taps to remove hazard, 4hroll=fail.

Avatar taps to shuffle from sideboard Dragon's Abode.

Durlog+ move to Urcheldor taking chance with food items.

Lomaw+ stay.



**MOVE;** Hurling Rocks discarded.

Lomaw, -,haven

HL3, Guild uses OG Winds of Wrath.

HL2, Valdacli-x

HL1, Lesser-x

HL1, Thg-x

Durlog, -bl-w-CSCS,sh

HL3, Guild keys Kraken to CSCS.animal. 2a.2s.10p. 2 Coastal Sea region in site path.

Durlog.R uses Crept Along Cleverly cancels one attack.

Durlog.R Crept Along Cleverly cancels other attack.

WATTAN shuffles one of those Crept Along Cleverly

HL2, Guild plays Doubled Vigilance on the site.

HL1, Guild plays Doubled Vigilance on the site.

**SITE**

**END,** Court,Throkmaw

**bad luck.**

WATTAN shuffles one of those Crept Along Cleverly

TURN02, vs. Guild

**MOVE**

Huinen, -cs-w,RL HCMD cswww = csw

Lomaw has Fever of Unrest, Withered Lands,Twilight in hand; no dragon.

HL4, Lomaw plays Withered Lands +Guild plays The Wind is Turning(Doors) +

Lomaw cancels that with Twilight. Site path now cs-w-w

HL3, Lomaw plays An Unexpected Outpost to shuffle [Bonds of Winter x2]

HL1, Smaug-x has Trolls from the Mountains in hand

With Noose of the Sea in play, these trolls would rock.

TURN02, vs. Vald2

**MOVE**

Araphor, -fd-cs-cs-j,fh

HL5, Throkmaw-x

HL4, Durlach plays Frightful Guardian on the site.

HL2, Smaug-x

HL1, Lomaw-x

TURN03-1.6

{Alatar at Edhellond, Rhubar}

@ Urcheldor, U

T	Durlog	5	1	5	8	orc	W		R		0	I'll Be At Your Heels	Foul-Smelling Paste
U	Ice-Troll	4	0	5	9	troll	W		R		0		Strange Rations
T	Hældwyn	4	1	4	9	Man		Sc		Sa	0	Dragon Mindbend	Secret Book

@ Collarmount.DD-Talath Oiohelka, U

T	Lomaw the Old	8	6	8	8	dragon			R	Sa	D	X	Wielder of Old Arts	
T	Dragon's Disciple	3	1	6	7	Man	W				D	2	Enchanting Stare	Lure of Nat
U	Orc of the Claw	3	0	5	7	orc	W					0		

Ancient Black Axe	Hidden Ways			Dodge	
Crept Along Cleverly	Spear of Ivory			His Own Master	
Fever of Unrest	Lomaw the Old			Knowledge of the Enemy	
Lassaraukar	Gostir Ahunt			Persuasive Words	
				Pirates	
Turn: 3	Hand: 8	MP: 8	PD: 71	SP: 4	Uvag-aak
Vald2	Guild	Valdacli	Lesser	ALATAR	

The Under-roads

, Wardens of the Woodland Realm, Merkampa at Home

, Doors of Night, Mordor in Ruins

, Beacons Alight

, Times Are Evil

UNTAP

ORG

Lomaw makes INF checks on minions:

Keep, Orc of the Claw, 6.di-3m+0.cc-6.base+6iroll=3, pass.

Disciple tap remove hazard, 7hroll=pass.

Avatar taps to shuffle from sideboard [Aura of Fear].

Avatar card unaps Lomaw the Old.

Avatar taps to dump 5 cards to PD: [Zaugthrakash,Orcs of the Barl Syrnac,

Northern Wyrms,Wind-Horde,Angurth Roused].

All stay.

## **MOVE**

Durlog, -,sh

HL3, Vald2 plays His Own Master

HL2, Vald2 uses OG Uvag-aak

HL1, Guild keys Silent Watcher to sh. Pukel-creature, each.1s.8p

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

Ice-Troll,  $5p-3x+8sroll=10$

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

Lomaw, -,haven

HL3, Vald2 plays Threat of Many Feet

HL1, Guild-x

## **SITE**

Urcheldor, (1)Rock Fall--- each character faces 1 strike with 8 prowess

Durlog,  $5p-1t+7sroll=11$

Ice-Troll,  $5p-3x+8sroll=10$

Haeldwyn,  $4p-3x+6sroll=7$ ,success,  $8broll=wounded$

Ice-Troll taps to play Ancient Black Axe,tap site.

**END** Indur.Throkmaw

Lucky turn to play weapon.

Wait to heal using FSpaste; Calm-Song now in hand.

Move to play spear next.

TURN03 vs. Vald2

**MOVE**

Araphor, -j-bl-w,sh

Star of High Hope played.

HL5, Lomaw-x

HL4, Throkmau plays Chance of Being Lost,  $12\text{hroll}-8(4.\text{rangers})=4$ ,pass.

HL2, Durlach keys True Fire-drake to WW (doors of night).drake.2s13p

Hembur,  $3\text{p}+1.\text{star}+5\text{sroll}=9$ , success.  $6\text{broll}=6$ ,wounded

Marai,  $2\text{p}+4\text{sroll}=6$ ,success,  $2\text{broll}+1.\text{delta}=3$ ,wounded

TURN03 vs. Valdacli

**MOVE**

Seregul, -j-w,bh

HL3, Throkmau uses OG Ice-Troll.

HL2, Smaug-x

HL1, Lomaw-x

HL1, Smg-x

TURN03 vs. Guild

**MOVE**

Huinen, -w-cs-cs-j,bh

HL4, Durlach plays An Unexpected Outpost to shuffle from SB: [Long Winter x2.]

HL2, Lomaw-x

HL1, Smaug-x

TURN04-3.6

{ alatar heroes at Elyamu }

@ Collarmount.DD-Talath Oiohelka, U

T	Lomaw the Old	8	6	8	8	dragon			R	Sa	D	X	Wielder of Old Arts		
T	Dragon's Disciple	3	1	6	7	Man	W				D	0	Enchanting Stare		
U	Orc of the Claw	3	0	5	7	orc	W					0			

@ Urcheldor, T

T	Durlog	5	1	5	8	orc	W		R			0	I'll Be At Your Heels	Foul-Smelling Paste
T	Ice-Troll	4	2	8	9	troll	W		R			4	Ancient Black Axe	Strange Rations
W	Haeldwyn	4	1	4	9	Man		Sc		Sa		0	Dragon Mindbend	Secret Book

Black Crows	Fever of Unrest		beautiful gold ring
Calm-song	Fever of Unrest		Burglary
Crept Along Cleverly	Hidden Ways		Fast Asleep
Doors of Night	Spear of Ivory		necklace of silver and pe
0	0		Olog-hai (Trolls)
Turn: 4	Hand: 8	MP: 9	PD: 65
Valdacli	Guild	Lesser	Vald2
			ALATAR
			When You Know More
			0

Star of High Hope

, Wardens of the Woodland Realm, Merkampa at Home

, Doors of Night, Mordor in Ruins

, The Way is Shut, Long Winter

UNTAP

ORG

Lomaw makes INF checks on minions:

Keep, Orc of the Claw, 6.di-3m+0.cc-6.base+6iroll=3, pass.

Avatar taps to shuffle one card from SB: [Oath of the Dragon.]

Lomaw+ stay.

Haeldwyn + move to Zayandaur; no WW for Long Winter.

## **MOVE**

Haeldwyn, -cs-cs-w,Ruins     Zayandaur

HL3, Valdacli -x

HL2, Guild-x hand has Wisp of Pale Sheen and Fruitless Victory.

HL1, Lesser keys Orc-Warriors to Ruins. Orcs.3s7p

Haeldwyn plays Calm-song, 7croll-3res=4.

Durlog, 5p-3x+10scroll=12

Ice-Troll, 5p+3wp-3x+7scroll=12

Haeldwyn, 4p-2w+6scroll=8

Lomaw, -,haven Collarmount When You Know More ount

HL3, Valdacli uses OG When You Know More

HL2, Guild-x

HL1, Lesser-x

## **SITE**

Zayandaur, (1)Spirits of Ice and Cold---3 strikes w/ 8 prowess \*-Undead,

Durlog.R plays Crept Along Cleverly cancels Undead attack.

Durlog taps to play Spear of Ivory, tapping site.

**END** Court2.Throkmaw

{ Good turn }

TURN 04 vs Guild

**MOVE**

Huinen, -j-cs-j,RL Laurrë's Manor; reveal site; tap Shipwright

HL4, Smaug-x No hazards in hand.

HL3, Lomaw plays Lost in the Wilderness

HL3, Durlach plays Pride

HL1, Throkmaw-x

Smoke Rings shuffles Healing Song

TURN 04 vs Valdacli

**MOVE**

Seregul, -w-j-fd, RL Arig's Tomb No worries from Long Winter.

HL3, Lomaw plays Fell Winter; FD now a BL

HL1, Smaug-x

Lomkuran, -,RL Arig's Tomb

HL2, Lomaw uses OG Black Crows

HL1, Smaug-x

HL1, Smg-x

TURN 04 vs Lesser

**MOVE**

Erdur, -bl-j-sl,haven Gaven

HL5, Throkmaw-x

HL4, Durlach-x

HL3, Lomaw plays Corlagon At Home

HL1, Smaug-x no haz

# TURN05-3.1

{ Alatar at Lorien, Rhubar }

@ Collarmount.DD-Talath Oiohelka,U

T	Lomaw the Old	8	6	8	8	dragon			R	Sa	D	X	Wielder of Old Arts
U	Dragon's Disciple	3	1	6	7	Man	W				D	0	Enchanting Stare
U	Orc of the Claw	3	0	5	7	orc	W					0	

@ Zayandaur, T

T	Durlog	5	1	7	8	orc	W		R		1	Ill Be At Your Heels	Foul-Smell	Spear of M
U	Ice-Troll	4	2	8	9	troll	W		R		4	Ancient Black Axe	Strange Rations	
W	Haeldwyn	4	1	4	9	Man		Sc		Sa	0	Dragon Mindbend	Secret Book	

Crept Along Cleverly	Hidden Ways		Wizard Uncloaked
Doors of Night	Querulous Gorcrow		GANDALF
Fever of Unrest	Voices of Malice		Halfling Stealth
0	0		Halfling Strength
0	0		Many Turns and Doublin
Turn: 5	Hand: 8	MP: 10	PD: 59
Gandalf	Balin	Cirdan	Elrond
			ALATAR
			No Waiting to Wonder
			0

Safe From the Shadow

Star of High Hope Lapse of Will

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

, Corlagon At Home, Doors of Night, Mordor in Ruins

, Times are Evil

, Fell Winter, Pride

## UNTAP

## ORG

Lomaw makes INF checks on minions:

Keep, Orc of the Claw, 6.di-3m+0.cc-6.base-3.evil+6iroll=0,fail. Attack. Orc.12p7b

Lomaw, 8p-1t+6sroll=13, fail. 11broll=gathered bones.

Avatar taps to dump cards from SB to DP:

[Eloeklo,Trained Falcon,Conjure the Tempest, Conjure the Tempest,Fearsome Ally]

Lomaw+ stay.

Durlog+ move to Celeb-Ost.

Fell Winter+DON makes BL into a W.

Durlog taps to play Hidden Ways.

Pride cc using skill, -3.items+1.heels-1.pride+7croll=4.



## **MOVE**

Lomaw, -,haven. Collarmount.

HL3, Gandalf uses OG Halfling Strength

HL2, Balin-x Watcher in the Water in hand.

HL1, Cirdan-x

HL1, Thg-x

Durlog, -w-w(bl)-ww-ww,RL. Celeb-Ost.

HL3, Gandalf plays The Watchful Peace

HL1, Balin-x

## **SITE**

**END** Malezar.Durlach.

Avatar card untap Lomaw the Old.

Lomaw taps to play Voices of Malice to target Power Built by Waiting-elrond.

TURN 05 vs. Balin

**MOVE**

Balin, -,haven. Blue Mountains

HL3, Throkmau uses OG Known to an Ounce

HL2, Lomaw plays An Unexpected Outpost, DON, to shuffle from SB:  
[Out of Practice Many Shapes of Power and Fear]

Gloin, -bl-w-w-w,bh. Amon Lind. DON+Fell Winter = FD=BL

HL4, Throkmau-x

HL3, Lomaw-x Fever of Unrest in hand

HL2, Durlach plays An Unexpected Outpost, DON, to shuffle from DP:  
[True Fire-drake, Morgoth's Ring] Has Wyrmsiege in hand.

Here is a Snake! Played to tap and reveal agent from Wilderland Division  
Khamual, Eun at Osgiliath

TURN 05 vs. Gandalf

**MOVE**

Gandalf, -haven. Rivendell.

HL3, Lomaw uses OG Querulous Gorcrow

HL2, Durlach-x

HL1, Smaug-x

HL1, Smaug-x SSF agent face-down, FD, at home sites

Arathorn, -w-bl-w-w,haven. Rivendell

Lomaw, wilderness creatures has none in hand.Fever of Unrest in hand and no dragon creature

HL3, Lomaw plays Summons From Long Sleep

HL1, Durlach-x

HL0, Smaug has Trolls From the Mountains.

TURN06-2.1

{ Alatar at Rhubar }

@ Collarmount.DD-Talath Oiohelka, U

T	Lomaw the Old	8	6	8	8	dragon		R	Sa	D	X	Wielder of Old Arts
U	Dragon's Disciple	3	1	6	7	Man	W			D	0	Enchanting Stare

@ Celeb-Ost, U

T	Durlug	5	1	7	8	orc	W		R		2	I'll Be At Your Heels	Foul-Smell	Spear of M
U	Ice-Troll	4	2	8	9	troll	W		R		4	Ancient Black Axe	Strange Rations	
W	Haeldwyn	4	1	4	9	Man		Sc		Sa	0	Dragon Mindbend	Secret Book	

Crept Along Cleverly		Join With That Power			Elven Handmaid	
Crept Along Cleverly		Path to Vileness			Elven Handmaid	
Doors of Night		Strange Rations			Falathrim	
Hunger		Voices of Malice			Marsh-Drake	
0		0			0	
Turn: 6	Hand: 8	MP: 9	PD: 51	SP: 4	Petty-Dwarves(H)	
Cirdan	Gandalf	Balin	Elrond	ALATAR	Secret Passage	
.					Secret Passage	
					Valglin	

Safe From the Shadow

, The Watchful Peace, Wardens of the Woodland Realm

, Corlagon At Home, Doors of Night, Lure of Power, Summons From Long Sleep, Mordor in Ruins

, Times are Evil

, Pride, Rank Upon Rank

## UNTAP

{ Tough choice; need to heal Man, Hunger then must be played. If so, then where does the avatar visit? Wounded Shaman(Throkma) at Kala Kala Dulakurth. Wounded Stonehelm and Mountaineer at Irerock. }

## ORG

Hunger played on Lomaw.

Lomaw moves to Urdic Camp(draw Bertok,faction)

Disciple stays.

Haeldwyn+ move to Collarmount.

## **MOVE**

Disciple, -,haven. Collarmount

HL2, Cirdan uses OG Elven Handmaid

HL1, Gandalf-x

HL1, Thg-x

Haeldwyn, -ww,haven. Collarmount

HL3, Cirdan plays Lure of Expedience on Ice-Troll

Two Stirring Bones have no chance.

HL1, Gandalf (no hazards)

Lomaw taps to play Voices of Malice to target Lure of Expedience.

Lomaw, -ww,RL. Celeb-Ost

HL3, Cirdan keys Stirring Bones to WW, undead.2s9p; get mode removed.

Lomaw, 8p-1t-1e+3sroll=9,ineff

HL2, Cirdan keys Stirring Bones to WW, undead.2s9p; get mode removed.

Lomaw, 8p-1t-1e+3sroll=9,ineff

Really? Two rolls of three? Roaming now in hand.

## **SITE**

**END** Indur.Throkmaw

TURN06 vs Cirdan

**MOVE**

Cirdan, -,haven. Grey Havens

HL2, Lomaw plays Doors of Night, discarding Crown of Flowers.Balin

HL1, Lomaw plays Ando-anca At Home

Galdor, -fd-cs-cs-w,RL. Bar-en-Ibûn, Secret Passage

HL3, Lomaw places Were-worm on Summons From Long Sleep

HL1, Smaug-x

HL1, Smg-x

Woodelf, -,haven. Edhellond,

HL2, Lomaw uses OG Ice-Troll

HL1, Smaug-x

HL1, Smg-x

TURN06 vs Balin

**MOVE**

Gloin, -w-w-w-fd,fh. Bag End. Tapped by Long Winter+DON

HL4, Durlach keys Winged Cold-drake to WWW, drake.2s13p,attacker

Pathfinder taps using ability to cancel drake attack keyed to W.

~~HL3, Durlach plays Lure of Nature on Pathfinder; no for dwarves~~

HL2, Throkmaw-x

HL1, Lomaw keys Were-worm to WWW from Summons FLS; drake.1s13p6b = 1s15p6b,attack

Attack-lord plays Escape to cancel attack; wounded.

TURN07-1.1

{ Alatar at Hollow Spire }

@ Celeb-Ost, T

T	Lomaw the Old	8	6	8	8	dragon			R	Sa	D	X	Wielder of Old Arts	Hunger
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@ Collarmount, U

U	Durlog	5	1	7	8	orc	W		R			2	I'll Be At Your Heels	Foul-Smell	Spear of Iv
U	Ice-Troll	4	2	8	9	troll	W		R			4	Ancient Black Axe	Strange Rations	
W	Haeldwyn	4	1	4	9	Man		Sc		Sa		0	Dragon Mindbend	Secret Book	
U	Dragon's Disciple	3	1	6	7	Man	W				D	0	Enchanting Stare		

Crept Along Cleverly	Path to Vileness			Brutal Commands
Crept Along Cleverly	Roaming			Death Carrying Vermin
Dragon's Abode	Strange Rations			Elven Custody
Join With That Power	Were-worm			Forgot His Orders
0	0			Knowledge of the Enemy
Turn: 7	Hand: 8	MP: 9	PD: 40	SP: 4
Elrond	Cirdan	Gandalf	Balin	ALATAR
				Pride Increased with Des
				Reconstructed Towers

Safe From the Shadow Crown of Flowers

Elf-song Face Out of Sight

, The Watchful Peace, Wardens of the Woodland Realm

, Angurth at Home, Agburanar at Home, Corlagon At Home, Rank Upon Rank, Lure of Power,

Khuzadrep at Home, Doors of Night, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt

, Long Winter

UNTAP {Long Winter tapped Celeb-Ost}

**ORG**

Lomaw taps to shuffle from SB: [Claws Sharpened], better at defeating creature.

Durlog transfers Spear of Ivory to Disciple, +1.heels-3.item+9croll=7,pass.

Lomaw moves to Collarmount.

Haeldwyn+ move to Lothragh Camp for minor item and event for Man.

## MOVE

Haeldwyn, -ww-ww-sl-sl,bh. Lothragh Camp

HL4, Elrond plays Brutal Commands on Durlog

HL3, Elrond plays Forgot His Orders on Durlog,  $5sp+4hroll-7.base=2$ , discard Heels.

HL2, Elrond plays Pride Increased with Despair on Dragon's Disciple

HL1, Elrond uses OG Glorfindel II

Lomaw, -ww,haven. Collarmount

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf plays on Lomaw Something Else at Work

## SITE

Lothragh Camp, (1)Men---each character faces 1 s with 6 p (det against covert companies)

Rank Upon Rank= $1s7p$

Durlog, $5p+10sroll=15$ ,defeat

Ice-Troll,  $5p+3wp-3x+8sroll=13$ ,defeat

Haeldwyn,  $4p-1t+7sroll=10$ ,defeat

Dragon's Disciple,  $5p+1.stare+2.spear-3x+9sroll=14$ ,defeat. Discard Rank Upon Rank

Disciple taps to play Strange Rations. Taps site.

Skis and Furcoats played on company.

**END** Court.Throkmaw