

GALADRIEL-INFLUENCE X

50avatar

C 9 Lórien	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 27 R. cards in sideboard 40 cards in H. deck, 13 H. cards in sideboard 14 characters in deck 10 starting cards 16 creatures DC: 31res+28haz+16char = 75 144 TOTAL CARDS
I 3 Anduin	
F 2 vs. Khamûl	
A 3 Wilderland	
M 10 Galadhrim	
K 5 Orodhrim	

Deck Outline

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Lady of the Golden Wood

White Council

Fellowship

History

OVERVIEW

Galadriel and the elves of Lothlórien (Dreamflower) will be active in learning the true identity of the Necromancer and of guarding the eastern Misty Mountains from minions. A palantir, ents and elven flair will aid in their mission. Celeborn will lead a daring raid into Dol Guldur. It is rumored that the Ithel-stone, recently taken from Minas Ithel, is now at Dol Guldur. Smoke is rising from Amon Lanc, and a new power is asserting itself in Mirkwood. Is it one of the Ringwraiths thought to be lost when Sauron was defeated or the missing Mouth of Sauron? No one knows. Galadriel will use her Elven Ring of Power to protect elves in venturing into the citadel and of using another palantir. Her elves will be hostile to minions within bow shoot of her dwelling.

Khamûl the Easterling has been reported to be working from Dol Guldur and has been in the East. He is not the Necromancer, for the Ringwraith has taking a covert plan to make Mirkwood a place of shadow and mystery. Evil dwarves and men have been sighted on the fringes of Mirkwood. Galadriel must contain these minions in Mirkwood until enough allies are found to expel the Necromancer from his citadel.

One of the greatest threats to the enemy is losing influence of its own minions and armies. Dissidents and betrayals will be used to attack the enemy. Influence Destruction hazards will target influence the resources will be vulnerable to Call of Home and Muster Disperses.

RESOURCES (40/27)

5	1	1	Book of Mazarbul	
3	1	1	Palantír of Orthanc	
3		1	<i>Mace of Anarion</i>	
3		1	<i>Ungolcris</i>	
2	1	1	Bow of the Galadhrim	
2	1	1	<i>Great Bow of Yew</i>	
		1	Emerald of Doriath	
		2	Waybread	
		1	Leaf brooch	
		1	Ent-draughts	
***			<i>Bow of Yew</i>	
3	1	1	<i>Bears of the Carrock</i>	
1	1	1	<i>Elves of Lothlorien</i>	
2	1	1	Leaflock	
2		1	Skinbark	
2	1	1	<i>Beechbone</i>	
1	1	1	Great Bow of Lorien	
7	7	1	Fate of the Ithel-stone	
1	1	1	When I Know Anything	
2	1	1	Align Palantir	Sa
	1	1	<i>Royal Duo</i>	pe
1	1	1	<i>Great Achievement</i>	s2+

13/9

3			Trickery	Sc
1			Lucky Search	
	3		<i>Of the Green-elves</i>	
	2		<i>Almost Felt You Liked the Forest</i>	
3			<i>Well-Aimed</i>	
1			Wielded Twice	Sa-rit
2			Marvels Told	Sa-rit
	1		Stars	Senv
1			Quiet Lands	Senv
1			Here, There or Yonder	
	1		<i>Come Back All By Itself</i>	
	1		Ent-moot	
2			Here is a Snake	agent
1			<i>Ancient Knowledge</i>	pe
1			Crept Along Carefully	pex
1			Forewarned is Forearmed	pe
	1		<i>Bow-master</i>	pe
1			Hall of Fire	pe
	1		<i>New Best Friend</i>	pe
	1		Three Golden Hairs	pe
	1		<i>Hands Clasped Hair Mingling</i>	
3			Smoke Rings	
1	2		Long Bottom Leaf	
1	1		Mirror of Galadriel	
1	1		Show Things Unbidden	
	1		Nenya	
1			<i>Hidden Haven</i>	s1
*			<i>Trusted Counsellor</i>	s1
*			<i>Sworn to the Lord</i>	s2*
1			<i>Chief Guardian</i>	s2
	1		<i>Lady of Many Gifts</i>	s1*
1			<i>Lady of Many Visions</i>	s1*
x	x		<i>Lorien</i>	s1

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HAZARDS (40/13)**17/1**

1	Elf lord Revealed in Wrath	elf			
1	Galadhrim	elf*	2 3 11 7		o2
yyy	Lady of the Golden Wood	P-elf*			
1	Evenstar of Her People	P-elf*			
3	Beorning Skin-Changers	S-men, bear*			
3	Old Man Willow	plant	1 1 13 x WW		
3	Tree-herder	plant*	1s-11/4 WWW		
3	Ents in Search of Entwives	plant*	1s-14/8 FD, BL, WW d-covert		
1	Finglas	plant*-S	2 1 11 8 (WF, GI)		bh,rl
1	Fangorn	plant*-S	3 2 14 9 (WF, GI)		bh,rl
1	Fladrif	plant*	2 1 16 9 (Fa), AV, RG		bh,rl
1	Bregalad	plant*	2 1 12 9 Fa WW		

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2	Twilight				
1	Fake				o2
1	Ring-chained	P.corr-ring			o2
2	Curse Him, Root and Branch	P-play.plant	xDetainment		x11
2	Protecting their Domain	P-attack.plant	plant +1P, +2P xkeyed to site		
2	Yavanna's Plea	P-attack.plant	body +1 or 4		
2	Wrath of the Olvar	L-attack.plant	+1 strike, choose defenders		
3	Memories of Axe-wielders	S-attack.plant	+2P vs. man, dwf, orc, troll		
2	Sentinel of the Grove	P-auto.plant	R(W) site gains new AA.plant		
3	Dark Heart	S-auto.plant	plant AA xCancel		x111
3	Gloom	S-env.BH>Ruins			o111
2\$	Arouse Denizens	S.auto			
2	Arouse Minions	S.auto-			
1	Infested Jungle	P-site			
1	Tauremornalome	P+S.plant-	add W/BL or fetch plant		
1	Two or Three Tribes Present				
1	Neither So Ancient Nor So Potent				x2
1	Which May Be Lies				x2
3	An Unexpected Outpost				

SITES

WF	Lórien	haven/spec		waybread, brooch
Rh	Rivendell	haven		
AV	Beorn's House		x	x
AV	Eagle's Eyrie			x
WF	Cerin Amroth			<i>remove CC</i>
Fa	Wellinghall		x	Skinbark, Leaflock
WR	Thranduil's Halls		x	
WR	Celebannon	m	x	x
SM	Ceber Fanuin	Info	elves	x
SM	Rhosgobel	heal	x	x
An	Minas Tirith			Fate
AV	Mathlaburg	Info, m	men	
WM	Woodmen Town		x	
MN	Sonondor's Mound	Info, m&	animal.1w9	&GOM/DON-Anything
HP	Giant's Isle			x
AV	Framsburg	m	special	x
AV	Carrock	Info, m	animals.2w6	Bears of the Carrock
AV	Gladden Fields	ring	undead	x
WF	Hermit's Hill	m	men.3w6	minor
Fa	Lind-or-burum	Info	plant	Beechbone
GI	Isengard	m, M, ring	wolf.3w7	palantir of Orthanc
En	Ruined Signal T	mr, Mj	spider.2w8	Great Bow
En	Isildur's Tomb	m	animal.1w11	*
Ro	Barad Tathren	m, ring	spider.2s7p	hdd(LK) Yonder
BL	Bandit Lair	m, ring	men	x
HP	Temple of Lokuthor	m, ring	undead.2w11	hdd(LK) emerald of doriath
RG	Moria	m, M, G, ring	orc.4w7	book
Da	Dead Marshes	m, M, G	undead.2s8p	*
IM	Shelob's Lair	m, M	orc.2w8	Ungolcrist
SM	Dol Guldur	Info, m, M, G	orc/troll/nazgul	Fate
IM	Minas Morgul	m,M,G	undead.3w8	Mace of Anorien
IM	Cirith Ungol	m,M,G	orc.4w7	Bow of the Galadhrim

CHARACTERS-10		10-7-5-6-2				
4	Galadriel	9/6/4/10+	Sc/Sa/D	No	Lórien	+2DI.Elves
	<i>Handmaid</i>	2/0/1/7+	Sa	sv	elf-hold	
	<i>Handmaid</i>	2/0/1/7*	Sa	sv	elf-hold	
2	Celebrian	6/1/2/9+	Sc/Sa/D	No	Lórien, Rivendell	+2DI.Elves
1	Arwen	3/0/2/8+	Sc/Sa	No	Rivendell	
2	Celeborn	7/1/6/9*+	W/R/Sa	Sd	Lórien	+2DI.Elves; +1P.orcs
1	Taurnil	3/1/3/8+	W/R	Na	Lórien	+2P.orcs, -2P.plants,animals
1	<i>Woodelf</i>	3/0/3/8*	W/R	sv	Rhubar, elf-hold in Wilderland	
1	<i>Woodelf</i>	3/0/3/8	W/R	sv	Rhubar, elf-hold in Wilderland	
	Orophin	2/0/2/7+	W/R	Na	Lórien	1CP
1	<i>Mallorn</i>	3/0/2/9	W/Sc	na	Lórien, elf-hold in Wilderland	
1	<i>Mallorn</i>	3/0/2/9*	W/Sc	na	Lórien, elf-hold in Wilderland	
1	<i>Mallorn</i>	3/0/2/9+	W/Sc	na	Lórien, elf-hold in Wilderland	
	Rumil	2/0/3/8+	Sc	Na	Lórien	1CP; Haldir/Orophin -1HL
1	Haldir	3/0/4/8+	W	Na	Lórien	1CP
2	Fanar	5/1/5/9*+	W	Na	Lórien	+1DI.Elves, +1P.orcs,animals
<i>starting company:</i> at Lórien					[Sworn to the Lord]	
2	Celeborn	7/1/6/9	W/R/Sa	Bow of Yew	Trusted Counsellor	
	<i>Handmaid</i>	2/0/1/7	Sa			
2	Fanar	5/1/5/9	W			
1	<i>Mallorn</i>	3/0/2/9	W/Sc	Bow of Yew		
1	<i>Woodelf</i>	3/0/3/8	W/R	Bow of Yew		

13/19+2 GI		Hand-10	mind-36	SP: 8-7	
#1 Sentinels					
Galadriel	9/9/4/10	Sc/Sa/D	2	No9	emerald, Sworn, Lady, Leaflock
Celebrian	6/3/2/9	Sc/Sa/D	2	No6	palantir, Align, Hairs
Arwen	3/0/2/8	Sc/Sa	1	No3	Anything
Fanar	2/2/7/9	W	3	Na5	bow, Lorien, Chief, Skinbark, Beechbone
* <i>Handmaid</i>	2/0/1/7	Sa	2	sv2	book
#2 Assassins					
Celeborn-L	4/6/9/9	W/R/Sa	3	Sd7	mace, Claspd, Trusted
<i>Mallorn</i>	3/0/4/9	W/Sc	3	na3	gbow, Master
Haldir	3/0/4/8	W/Sc	2	na3	ybow
Orophin	2/0/2/7	W/R	2	Na2	ybow
Taurnil	3/1/5/8	W/R	2	Na3	ungolcrist
Rumil	2/0/3/8	Sc	1	Na2	ybow

OBJECTIVE

Galadriel will have three resource strategies. First, she will play items and resources needed for the mission. Second, mighty weapons will be found in the Morgul Vale. Third, she will guard the Misty Mountains.

The first strategy has two parts: Palantiri and minion sages. The mission, Fate of the Ithel-stone, will require time to assemble. A palantir will need to be played and so will the mission card. This will alert Dol Guldur of your plan. So you will need items and events for a successful quest. When you are not preparing or performing the quest, you should be attacking minion sages which happen to be in Anduin Vales, Wold & Foothills, Redhorn Gate, Rohan, and Fangorn. Minion sages are few and weak.

The second strategy is to tap each site in Imlad Morgul. Two Dark-holds and one Shadow-hold will be visited. You need the light of ever star in the sky to do this.

The third strategy will be attacking any minion company located in the regions, which your ent allies can travel too. With three ent allies such attacks will be devastating.

Top 5 Major Goals

1. Place Align Palantír on Palantír of Orthanc
2. Play Book of Mazarbul
3. Store Fate of the Ithel-Stone
4. Lady Galadriel controls one Ent ally after the Councils
5. Kill at least one Minion Man Magic-user

GALADRIEL AND NENYA

Lady Galadriel will be the backbone for the player. Her 8 DI against elves will be used in full almost every turn. Her 10 Body is insurance when she moves. She will use Nenia to pass corruption checks and use her elven magic. Nenia will be used when the palantir bearer is heavy with corruption points. Having her at Lórien will put an extra card in your hand and allows keeping Hall of Fire in play. Nenia provides +2 DI, +2 prowess, and +2 body for 9/10/6/12. One copy of Nenia is in the sideboard; another copy can be a Game Point card.

She will have Emerald of Doriath to gain a few benefits. She will have 9 DI against elves so to have Arwen and Celebrian as followers.

You do not have many resources to rationalize her movement, except for playing the faction and maybe combat with Ents. Try to have her play Leaflock. The only two important characters in this deck are Galadriel and the palantir user. So protect Celebrian with Nenia. She will be a target for corruption hazards.

Mirror of Galadriel will let you see the top of the playdecks. This will be vital in going to Dol Guldur or how to use your creatures. Lucky Search can also benefit from this resource. Show Things Unbidden will get rid of creatures and non-environment hazards from opponent's hand. This can be used with Mirror for superior insight.

~~Elf song will nullify Call of Home and with failed corruption checks. Elf song affects Heroes in her Division. Be careful with this long event since you cannot discard characters.~~

Two of her three stage resources are in the deck. She will always have one in play, may be both if she can be protected from corruption. Lady of Many Visions will be played first to prepare for the mission. Lady of Many Gifts will substitute that resource in the second deck.

Hands Clapsed, Hair mingling is needed for the Power Decks. Celeborn and Galadriel will

each has +2 DI against each other. One can be wounded to prevent the other to be removed from play unless eliminated. If both are in the same company, then all influence attempts against them fail and their CC are modified by +1. Select this event as a Game Point card.

Royal Duo is an easy 1 MP event. It can only be played if Galadriel and Celeborn are together. Now, both have help when one is facing any influence, flattery, or offering attempt. Very Active Governess, not in deck, needs this to be in play.

CHARACTERS

All your characters are elves. Only three elves have a mind greater than three. This deck is low on diplomats, but you don't need that skill but for one event. There are nine unique elves available. One elf except the Elven Handmaids has a low 7 body. Seven elves have 9 body or higher. Most of the elves are Nando with four Noldo, four Silvan, and one Sinda. Only one elf does not have Lorien has a home site; she will start play. Seven elves are non-unique. Expect 6-9 characters to be killed from their low prowess alone.

Lady Galadriel is a Noldo with 8 DI against elves. She grants +1 hand size when at Lorien. Her special abilities include using Nenyra and taping to fetch Cup of Farewell. Her 4 prowess is low, but her 10 body will ensure survival. Three skills will help her stay at a site or to move hiding from creatures. Her general influence is 19.

Lord Celeborn is a leader, but that will not be used. He has +2 DI against elves and +1 prowess against Orcs. A special ability is +1 to hand size if Galadriel is not at the site. His Ranger and Sage skills are most useful and three skills will be a boon for Trusted Counselor. He will use the ritual Wielded Twice. Untap him with Waybread.

Celebrian is the daughter to Galadriel. She is of course a Noldo with +2 DI against elves and +2 DI against Arwen. Her protection during movement is shown by +1 prowess for all elves in her company. Her 9 body will help survive body checks, but 2 prowess is not sufficient to move. She is not expected to move from Lorien.

Fanar has 2DI to control a low-mind elf. He has +1 prowess against orcs and animals. His special ability is to tapping for untapping a bow he bears. Warrior is his only skill. A home site of Cerin Amroth is inconsequential. Fanar will be the main fighter to combat minions.

Arwen is a 3-mind Scout/Sage. She not start the game so to use her hazard manifestation. Also, you want the fun to guard her from Rivendell to Lorien. She will not move otherwise unless to play When I Know Anything.

Taurnil is a 3-mind Nando Ranger. His 1 DI can be easily increased to control a 2-mind elf. He loves plants and animals, so his prowess against those creatures is modified by -1. A home site of Lorien is convenient.

Haldir is too a 3-mind Nando, but he is a Warrior with -1 to all his corruption checks. His prowess of four will make him the fighter for most companies.

Orophin is the 2-mind Nando Warrior/Ranger; he has -1 to all his corruption checks. His 2 prowess and 7 body are low. He might not survive 16 turns.

Rumil is a two-mind Nando Scout. He has -1 to all his corruption checks. His special ability is to lower the hazard limit by one to a minimum of one if in a company with his brothers Haldir or Orophin.

Three copies of Mallorn-Dweller will provide Scout skills and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. Only the starting company is expected to have multiples in play at one time. His elf-hold Wilderland home

site is convenient for healing and discarding.

Two copies of Wood-elf make five Rangers in the deck. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack.

COMPANIES

Your starting company has Lord Celeborn, Fanar, and three non-unique elves. Try to play as many resources early. Move Wood-elf and Mallorn-Dweller to draw cards to sites drawing two cards such as Thranduil's Halls. These elves can get discarded when one is at his home site so another elf can be played the next turn. It is ok to lose these non-unique elves. Sworn to the Lord provides a +2 bonus to your characters from going to your hand. It is an effective +2 GI to hazards such as Call of Home. That means you can push to the limit of your GI to have elves in play before the Lady arrives. Form your two core elf companies when Lady Galadriel is played. Keep Handmaid at Lorien to play Marvels Told. Two Bow of Yew minor items will help defeat strikes and Miruvor will help with low body characters.

2 Celeborn	7/1/6/9	W/R/Sa	bow of yew	Trusted Counsellor
Handmaid	2/0/1/7	Sa		
2 Fanar	5/1/5/9	W		
1 Mallorn	3/0/2/9	W/Sc	bow yew	
1 Woodelf	3/0/3/8	W/R	Miruvor	

Galadriel's company will mostly be at Lórien. She will control Celebrian and Arwen using a hoard item. Elven Handmaid is in the company. The Book of Mazarbul and Galadriel at her home site will increase your hand size by +2. The palantir and a sage with When I Know Anything will be in the company. Align Palantir will be played on the seeing-stone, so that elf will have four CP. Play Three Golden Hairs on Celebrian. The storing of the mission event will have Celebrian only carry one corruption point. So you are ok with corruption in this company. Nenyra will help with corruption checks in the first two decks. Galadriel will not move from Lórien unless she has the ents and can do great things.

Hall of Fire will be on Lórien and you don't want Galadriel away from home much. If Galadriel does move, then Celebrian will stay controlling Handmaid. Any Ent she controls will be Leaflock due to the ally's special ability. Arwen will have the Light Enchantment since she is more likely to survive travel to an Information site with her 8 body compared to Elven Handmaid's 7 body.

#1 Sentinels					
Galadriel	9/9/4/10	Sc/Sa/D	2	No9	emerald, Sworn, Lady, Leaflock
Celebrian	6/3/2/9	Sc/Sa/D	2	No6	palantir, Align, Hairs
Arwen	3/0/2/8	Sc/Sa	1	No3	Anything
Fanar	2/2/7/9	W	4	Na5	bow, Lorien, Chief, Skinbark, Beechbone
*Handmaid	2/0/1/7	Sa	2	sv2	book

Fanar is a pseudo company. He will stay at Lórien unless needed for a specific task. His company will have Crept Along Carefully. He is the Chief-Guardian that stays in play if Fanar

stays within one region of Wold & Foothills. If he is the highest mind elf in the company he can choose non-wounded characters to face strikes and assign all strikes in CvCC at a site in a Wilderness. He will join Galadriel when she moves and to CvCC. Fanar has Bow of the Galadhrim and Great Bow of Lorien will be placed with this bow to make it a weapon providing 7 prowess to Fanar. Such resources and the ent allies will bring down fury of a Valar on any minion adjacent to the Golden Wood. Keep one copy of Crept Along Carefully on Fanar to isolate it from the other copy since he is already limited to three region movement.-Rumil or Orophin are 2-minds elves that can be his follower. Fanar will play two Ent allies.

#2 Assassins

Lord Celeborn's company will go to the dangerous sites. He will go to Dead Marshes to play the palantir, Imlad Morgul to play weapons, and Moria to play the Book. Trusted Counselor gives Celeborn +3DI to control elves and lowers his GI needed for control from 7 to 4. His Sage skill will allow him to play Wielded Twice. The Lord will wield the Mace of Anarion for +3 prowess. **Hands Clapsed Hair Mingling** is played on Lord Celeborn. Galadriel and Celeborn have +2 DI against one another. You can wound one at prevent other from leaving active play. If both are in the same company all influence attempts fail, but what is valuable is that each has their corruption checks modified by +1.

Celeborn will control Mallorn-Dweller and Haldir. He will wield Mace of Anarion. This will keep him untapped, but burden with two corruption points. Mallorn has Great Bow of Yew for two corruption. He can tap to use Wielded Twice, as Bow Master, as a Sage to untap an item. Haldir has a Bow of Yew to be ready near Mordor. Taurnil has Ungolcrist for 5 prowess. Orophin also has a Bow of Yew. Rumil has has a Bow of Yew. Taurnil+Rumil+Orophin will let this group of six elves have a four hazard limit. Taurnil, Orophin, and Rumil can move for a hazard limit of two.

Celeborn-L	4/6/9/9	W/R/Sa	2	Sd7	mace, Clapsed, Trusted
<i>Mallorn</i>	3/0/4/9	W/Sc	3	na3	gbow, Master
Haldir	3/0/4/8	W/Sc	2	na3	ybow
Orophin	2/0/2/7	W/R	2	Na2	ybow
Taurnil	3/1/5/8	W/R	2	Na3	ungolcrist
Rumil	2/0/3/8	Sc	1	Na2	ybow

These two companies use 13 of your 19 GI pool. A buffer of six GI seems risky, but remember that Sworn to the Lord adds +2 for an effective free 8 GI. A roll of two in response to Call of Home will defeat that hazard. Emerald of Doriath will change this to 21 GI. All characters are planned to be used. Fanar can join the six elves to split into two companies. Fanar will control a two-mind elf such as Elven Handmaid.

ITEMS

There are many items in the deck: 13. No greater and four special items are in the deck forcing the visit to specific sites. You will be traveling to dangerous sites to play these items. Some are Lórien-only items. It was considered to give Book of Mazarbul to Lord Denethor or to Gandalf then to use Restored to Its Owner.

The Palantír of Orthanc will need to be played after you play Fate of the Ithel-stone. This stone allows shuffling any card into the playdeck from the discard pile. It has two corruption

points. Align Palantir will allow use. Ancient Knowledge will be your lost knowledge requirement to play Fate of the Ithel-stone and stolen knowledge to store.

The Book of Mazarbul is vital and a dangerous trek to Moria is needed. It is a Lost Knowledge item too that will increase your hand size. Use this book as the lost knowledge requirement if no other is available.

Ungolcrist is in the mix to kill spiders especially Shelob. It will be dangerous to play at Shelob's Lair. It carries two corruption points and normally +2 prowess to maximum 8. Taurnil will carry it. Against spiders it will be +4 prowess and -3 body to spiders if bearer is a Warrior. Taurnil will have 6 prowess and Lord Celeborn will have 8 prowess. But bearer makes a corruption check by +1 when his company faces a spider attack, and he must be assigned the first strike from such an attack. He makes a -1 modified corruption check if a spider attack is cancelled against his company. Store this item near the end of the second deck.

Mace of Anarion is a special item only playable at Imlad Morgul. This mace gives a Warrior +3 prowess to a maximum of 11 for two corruption points. You need to visit that soon into the game before Ringwraiths appear.

There are five bows. Great Bow of Yew will help a Nando stay untapped. A warrior gains +2 prowess to a maximum of 9 if borne by a Nando or Silvan elf. Tap this weapon to allow bearer to remain untapped against a strike from an attack keyed to a region and does not choose defending characters.

Bow of Galadhrim will be used in CvCC to discard non-unique allies. It is one corruption point. Great Bow of Lorien will be placed with this bow when held by Fanar. Now, the bow is a weapon providing +2 prowess to maximum 9. Now, the bow can be tapped to modify a strike another character in the company is facing by a combined value of -3 to prowess and/or body or in combat. This combination provides three corruption points.

The bow of yew will help in killing creatures. Bow of Yew will lower body and prowess of any attack if bearer is an elf warrior. Well Aimed is present due to this weapon in the deck.

Waybread is essential for a Lórien deck, but you will probably need a company without Galadriel to tap a Lórien to play this item using Lady of Many Gifts. It will be recycled. There is a lot of room to managing the items in the deck. One or two characters can untap or move another region. Wielded Twice can untap the palantir, Book of Mazarbul or elven cloak.

Emerald of Doriath grants a DI boost against elves. It is a jewel and hoard item. Leaf Brooch will prevent an important item from a discarding – most likely Waybread.

Ent-draughts is a food item only playable after playing an Ent faction or ally. Do not play the ally unless you have this food ready to eat. Bearer gains +1 prowess.

FACTIONS

Elves of Lothlorien is there an easy MP. Celebrian has +5 to the attempt to influence this faction.

The Bears of the Carrock will be played at the Carrock. The playing of Beorning Skin-changers by you will grant +1 MP to this faction. An attempt of 10 is needed Beorn House character (+2), Beornings (+2). Play them in the second playdeck. Hope Beornings are in play so you have +2 to the attempt. Celeborn then needs a 7 roll for success.

ALLIES

There is a unique eagle ally and three unique ent allies. Each ally is normally worth two MPs.

Strategy is needed to play them at the limited available sites. Ents cannot face automatic-attacks or hazards keyed to a site, except for Beechbone. Ent-moot is in the sideboard to help get an Ent ally to your hand late in the first deck and when one is discarded in the second deck.

Skinbark is a strong ent with 10 prowess. He is limited to the following regions: Gap of Isen, Rohan, Fangorn, Wold & Foothills, Anduin Vales, and Redhorn Gate.

Leaflock is weaker at 5 prowess, but his special ability to tapping to cancel the effects of one hazard targeting his company. He is limited to the following regions: Gap of Isen, Rohan, Fangorn, Wold & Foothills, Anduin Vales, Redhorn Gate, and Enedhwaith, Old Pukel-land, Brown Lands.

Beechbone has six prowess, but a low 7 body. He is limited to Enedhwaith, Gap of Isen, Fangorn, Wold & Foothills, and Southern Spur of the Misty Mountains.

Come Back All of Itself is short-event to help with allies. Either bring one hero ally discarded from play this turn from your discard pile to your hand. Or play any time when one of your hero allies needs to be discarded from play: bring the ally to your hand instead.

Try to play Leaflock on Fanar first to allow the ent with Fanar to move to Brown Lands for combat before transfer to the avatar. Skinbark has the most restrictive movement so play him with Fanar. Leaflock will be played on Galadriel to give his support. Beechbone is actually more restrictive, but transfer this ally to the avatar. The Ents are there to pommel an overt company in your regions of vigilance. Here, There, or Yonder is included to ensure playing the eagle ally and faction. Discarded allies will be played again using Here, There, or Yonder. Play Here, There or Yonder at Hermit's Hill or Barad Tathren. A diplomat using this resources needs to roll a seven or greater. Wellinghall plays two ent allies and Lind-or-burum has Beechbone.

MISSIONS

Several missions are given to you. When I Know Anything needs an information site. Dimrill Dale is this site. If the Information is played first, then the other event is useless. But getting the Information event is paramount.

Fate of the Ithil-stone is discussed later. Great Achievement will grant you full MP from Fate of the Ithel-stone. Ancient Knowledge is the Stolen Knowledge resource to invert your main mission resource. Lost Tome is the Lost Knowledge event to play the mission. Align Palantir will be played on the seeing-stone keeping the item at the same site.

GATES OF MORNING

Galadriel uses but does not play Gates of Morning. She will need it for Quiet Lands and Stars when traveling to Dol Guldur. These two can help use Of the Green-elves.

Quiet Lands has the normal use of reducing an AA at a Ruins or Shadow-hold to half its normal number of strikes (round up). Some of the Ruins this player will visit already have one strike. But this event reduces the strikes to a number even if the attacks have been increased from hazards. The Gates of Morning usage changes a Shadow-land or Shadow-hold to a Wilderness or Ruins & Lairs. Imlad Morgul comes to mind if you move from Minas Tirith or Brown Lands.

Stars is just for Southern Mirkwood. You can play both to target Mount Gundabad for a surprise playing of the palantir. This environment reduces the prowess by 1 of an Undead attack or with Gates of Morning in play change a Dark-Domain to a Shadow-land or a Shadow-land to a Wilderness.

WOLD & FOOTHILLS STEALTH

Your elves are not that tough to handle combat and the ranger and scout skills are many. This is why you are playing a stealth resource strategy. This player will visit almost all the region types. Double Wilderness movement is needed 4x.

Trickery can cancel must attacks you are likely to face; there are many Scouts in the deck. Types vulnerable to this event includes Orc, Troll, Man, Elf, Slayer, Awakened Plant, Giant. Success will be playing this event 6x. If you move Lady Galadriel, then try to move with a low hazard limit and this event in hand. Six sites to tap has one of these types.

Of the Green-elves will lower the hazard limit by tapping an elf. Target is a moving company of only Elves, Wizards, and/or Hobbits. Thus allies will void this event. The event allows a Nando or Silvan Elf to tap for each Wilderness in the site path to lower the hazard limit. But you have to wait until a hazard has been played on the company. Each hazard allows one such elf to tap. This effect can be wasted if no more hazards are played. A further price is that Environment hazards and multiple Wilderness creatures do not count against the hazard limit that turn. Luckily, you do expect to trek through Double Wildernesses.

Almost Felt You Liked the Forest is a short-event allowing a Ent ally to be normal. Target all may face strikes from automatic-attacks and attacks keyed to his company's site this turn. Else play to cancel an Animal, Spider or Awakened Plant attack. Four sites to visit has one of these types.

Well Aimed is a resource for string musicians. The resource is played on a character able to use a bow and has a bow when another character is facing a strike (not detainment, non-combat, or in CvCC). A roll is made adding the target's prowess (+3 if Nando or Silvan) and the normal MP of the bow. A result higher the strike's prowess modifies the strike/body by -3 total. Then the resource can be shuffled if the target is a Nando or Silvan. Twelve characters fit those races. Fanar will have +10, Dweller +7, Haldir +7, Orophin +5, Rumil +6. Three copies of the resource will keep one card in the deck for play again.

Wielded Twice is another sage-only event. Also a Ritual a sage taps to untap an item in his company. Several items can tap including the book, palantir, and the two bows.

Marvels Told is a Ritual to discard a non-Environment Long or Permanent hazard event. Fetch this card with the palantir if there is nothing else to do. Use this card to keep Dol Guldur a safe place by removing hazards.

Ancient Knowledge helps with visiting hidden sites or use events. Play this on an Elf with a mind of 6 or more (5 or more if Noldo or Sinda) at a Haven. Now you can discard this event if a Lost Knowledge card is required. Else use it for Secret Knowledge if target Elf is a Scout or Ranger. Lady Galadriel, Celebrian, and Celeborn are the ones only able to be targets. For the first deck use this for Fate of the Ithil-stone. Second and Third decks use it to visit a hidden site for Here There or Yonder.

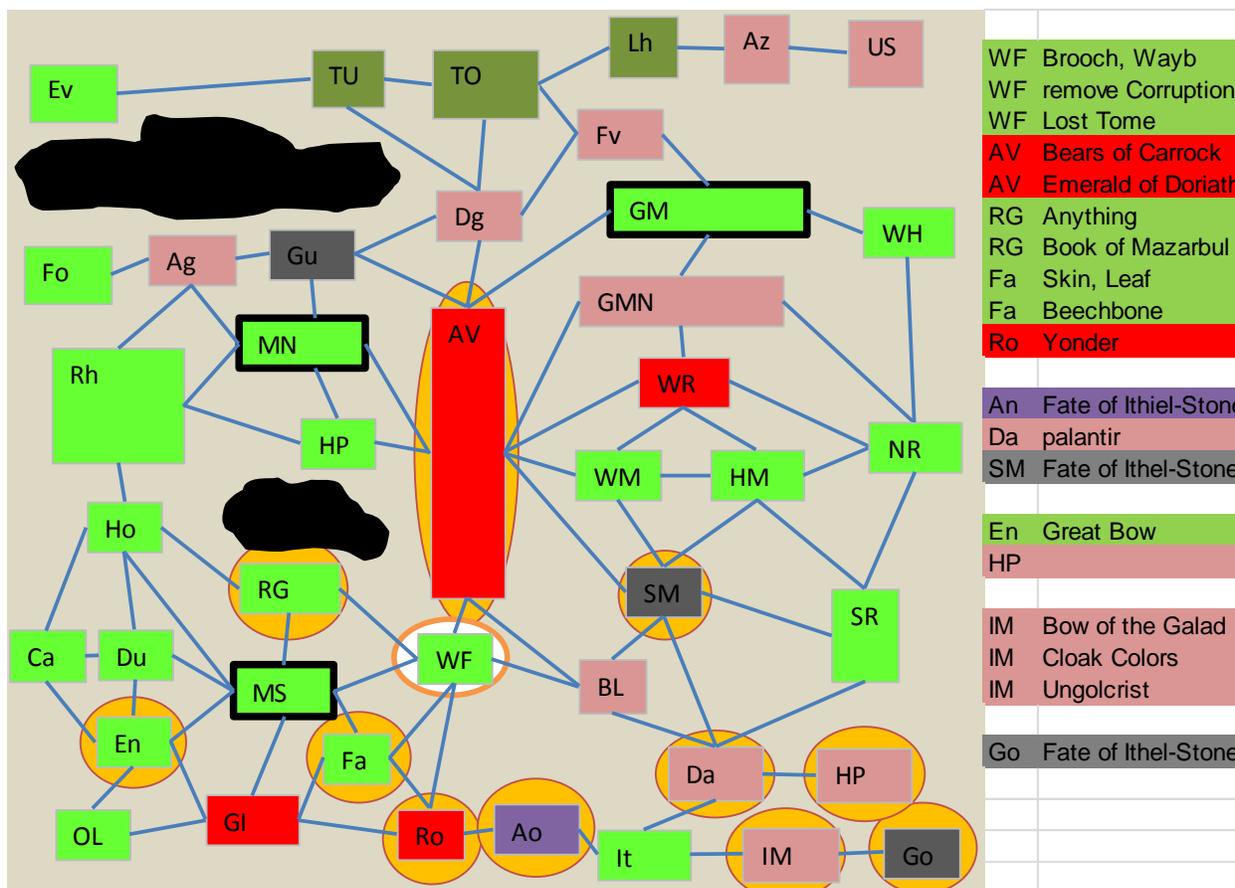
Crept Along Carefully should be played on Celeborn's company. It restricts the company to three regions maximum and the hazard limit is reduced by one to a minimum of two. Discarding this card gives a chance to cancel combat. Fanar will get the other copy.

Use **Lucky Search** to play a non-special item at a Shadow-hold or Dark-hold.

Safe From the Shadow is a permanent event allowing hero players to store resources during the end of turn phase. This allows then the tapped bearer to untap on the next turn.

AGENTS

Here is a Snake will reveal an agent or show you potential hazards. There are two copies of it, which will help when moving to dangerous sites. You may want to move a large company first so to see the most hazards.



Wold & Foothills	H	Lorien	elrond, galadriel, radagast, thranduil, deneth .	
Wold & Foothills	F	Cerin Amroth	radagast, galadriel	.
Wold & Foothills	R	Hermit's Hill	galadriel	Men
Anduin Vales	R	Framsburg	galadriel	.
Anduin Vales	R	The Carrock	galadriel	animal,Be
Redhorn Gate	R	Dimrill Dale	galadriel	Orcs
Redhorn Gate	S	Moria	galadriel, thrain	Orcs
Fangorn	R	Lind-or-Burum	galadriel	Awakenec
Southern Mirkwood	D	Dol Guldur	radagast, galadriel, thranduil	Orcs
Rohan	R	Barad Tathren	galadriel	Spiders
Enedhwaith	R	Ruined Signal Tower	galadriel	Spiders
Anórien	F	Minas Tirith	galadriel, denethor	.
Dagorlad	S	Dead Marshes	galadriel	Undead
Horse Plains	R	Temple of Lokuthor	galadriel	Undead
Imlad Morgul	D	Minas Morgul	galadriel	Undead
Imlad Morgul	D	Cirith Ungol	galadriel	Orcs
Imlad Morgul	S	Shelob's Lair	galadriel	Orcs
Gorgoroth	D	Barad-dur	galadriel	Orcs

SITES

Your sites to play resources near to Lórien are few. You will see all the regions in your site path except Coastal Sea. The most number of regions you will move through at one time from Lorien is five. This player has one of the most dangerous group of sites to visit including all three in Imlad Morgul. Crept Along Carefully is useful to this player. Five sites are shared including Moria and Dol Guldur. But Moria will be tapped during the third deck by Lord Thrain.

17 sites will be tapped. Eight sites are within two region movement from Lorien. Three need three regions (Gap of Isen, Dol Guldur, Minas Tirith). Two sites are four regions away (Ruined Signal Tower, Temple of Lokuthor). Imlad Morgul is five regions. Fifteen have automatic-attacks and half of those there are Orcs (6). Men (1), Undead (2), Animal (2), Plants, Wolves (1), and Spiders(2) fill out the remaining types. You will visit two hidden sites, hoard, swamp, three river ports, and two ancient dwarf-ruins.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	0	8	0	2	4	17

To the south, Anórien is where you will play Fate of the Ithel-stone. Fangorn has the ent allies to be played in separate decks. Visit Cerin Amroth to remove corruption checks.

Almost half of the sites, 8, are Ruins & Lairs. **Sonondor's Mound** is in the Misty Mountains; there you will play the Light Enchantment When I Know Anything. Face the Animal single strike with 9 prowess attack.

Anduin Vales have Bears of the Carrock are found socializing at **The Carrock** with its Animals attack. Be careful of its normal Animal/Bears two strike with 6 prowess attack. These are all safe places. **Hermit's Hill** is in Wold & Foothills. Its Men 3 strike with 6 prowess is not easy. Play Here There or Yonder there.

Isengard has Wolves prowling around the Palantir of Orthanc. Use Ancient Knowledge to play Here There or Yonder at **Barad Tathren**. Webs of spiders of 2 strikes with 7 prowess live at this swamp. **Lind-or-Burum** is the site for Beechbone. Great Bow of Yew can be played at **Ruined Signal Tower** keeping Leaflock in play. More spiders are there specifically two strikes with 8 prowess.

Temple of Lokuthor is a hidden site in Horse Plains. Use this site as a Hidden Haven when you visit Mordor or tap it for a minor item. It also has hoard items so play Emerald of Doriath there.

Two Shadow-holds will feel that firstborn's wrath. The Book of Mazarbul is at **Moria**. This is a tough automatic-attack of four strikes with 7 prowess Orc attack. You have to move through double Shadow-lands to and from there. Shelob's Lair also has a weak two strikes with 8 prowess attack but with Orcs. Play Ungolcris there.

Mace of Anarion and Bow of the Galadhrim will be played at the two Dark-holds in Imlad Morgul. Stars can help with the Undead three strike with 8 prowess attack. **Barad-dur** in Gorgoroth may have to be visited if you allow the palantir to be taken there from Dol Guldur.

Southern Mirkwood has another Dark-holds.

Forewarned is Forearmed is a nice resource to have in play to aid in actions at sites with multiple AA. This resource is not necessary for you in playing the mission, but is needed by your allies.

Galadriel will focus on the following regions: Redhorn Gate, Wold & Foothills, Fangorn, MM-Southern Spur.

STAGE RESOURCES

A few stage resources will be used. Some will be discarded once the usefulness has been profited. **Sworn to the Lord** will help keep your elves in play so close to dark elves agents that may discard your elves. This stage event will be discarded during the White Council. **Trusted Counselor** creates much room in GI. It will be played on Celeborn that decreases his mind for control-purposes by three and adds +3 DI to control characters. **Chief Guardian** is there for Fanar; it will reduce his GI need and allow useful CvCC in Wilderness. Fog comes in handy.

Great Achievement will be played during the White Council to get full MP from Fate of the Ithel-Stone.

Lady of Many Visions will be used first, and then discarded for **Lady of Many Gifts**. These two stage events each give 1CP to her. Discard Lady of Many Visions soon into the second playdeck then play Lady of Many Gifts.

The goal is to have no more than 8 SP at anytime.

8-Most of the game (1-Lórien, 2-Sworn, 1-Trusted, 1-Hidden, 1-Lady, 2-Guardian).

7-White Council (1-Lórien, 2-Achievement, 1-Trusted, 1-Hidden, 2-Guardian).

WILDERLAND DIVISION

Galadriel is in the Wilderland Division with Thranduil of Mirkwood, Radagast, and Lord Thrain. She is not expected to be a player in the Power decks. She will be a character in Gandalf's Power deck. So this gives you great flexibility to use her proactively in attacking minions.

Her duty is to guard and attack minions near Lórien. Thranduil of Mirkwood is too busy in Mirkwood. He will rarely venture west of the Woodland Realm. Radagast is focused on the Anduin Vales. Lord Thrain will rarely be near Lórien, except for a specific mission. Théoden King will just be south of you. The King of Rohan will guard Isen, western Gondor and SW Misty Mountains. He will attack minions in Dagorlad and Brown Lands. This leaves Galadriel with minions in Redhorn Gate, Wold & Foothills, and Fangorn. She will venture into Anduin Vales and Brown Lands.

The player shares one site with an automatic-attack with other White Players. Dol Guldur is not an issue with three avatars visiting.

RED DAWN

You do not have any mustering resources. Radagast will be the player to fight for you.

OPPONENTS: Khamûl, Azog, Scatha, Felagrog

The Black Easterling has his rangers looking for lost rings. Some can use sorcery. Beware of them and the Ulair. Attack any and all of his minions in Wold & Foothills and Fangorn. Azog's orcs are in the northern Misty Mountains. They will harass the peoples of the Anduin Vales. Take the Ents with you to teach them husbandry. Scatha the Worm will not venture to the west of Mirkwood. Felagrog may spill out of the East Gate of Moria to assail your home. Be on guard.

The ONE RING

You are not playing any special rings. However, the Black Easterling and his master are looking for rings. Do not let them find any along the banks of the Anduin Vales. Attack any company with a gold ring item in Anduin Vales, Wold & Foothills, and Fangorn. Brown Lands too is an option. The weather may turn against you and bring Black Rain. You need to bring

down a rain of death with your bowmen.

MARSHALLING POINTS

If the Warlord Phase occurs, consider exchanging Sword to the Lord with Great Patron for ally MPs. Only Great Achievement will increase MPs via a stage event.

C=9 You have several non-unique 3-mind elves. You should gather up to 9 MP from three 2-MP elves and three 1-mind elves. You have four MP of other elves.

I=5 You have no mechanism to gather more item MP. Of the six items that have MP values you will expect to have three in play – all but the palantir.

F=2 You will have two factions. You do not expect to lose them to another player.

A=2 You have four unique allies – each worth 2 MP. The two ents are counted for you.

M=9 When I Know Anything is a safe point. Fate of the Ithel-stone will be granted full MP due to the state event Great Achievement, which is worth 1 MP.

K=5 This is not a small number of kill MP. This means that the mission and active killing of creatures is important. With so many cancelling and hazard limit reduce effects, you can focus on killing creatures – the one that gets through anyway.

GAME POINT: Restored to Its Owner, A Friend of Yore, Soul Piercing

PLAYDECK MANAGEMENT

The Elf-Lady has the typical 27 resources in the sideboard. You may be able to split your starting company to draw more cards. Many items are in the playdeck. Keeping Galadriel at her home site will help with card flow with a 9 or 10 hand size. Try to have one company moving at every turn to draw cards. The seeing-stone will fetch sage-only resources, which will dictate your movements. Your squatting avatar may have to tap every turn just to bring a resource into the playdeck so to have the mission ready by turn 9. Expect three exhaustions due to many playable hazards.

1st DECK

This player has about 17 resources to play outside of Lorien. First, you want to play Fate played at Minas Tirith. Yes, this will alert the Enemy, but you do not want to play the palantir on the way to Dol Guldur. At the same time, play Book of Mazarbul when Moria is vacated by minions. Your first company is expandable, except for Celeborn and Arwen. Have Waybread in play before the quest.

Expect that Mirror of Galadriel will be fetched once during the first deck and once more during the third deck. This will have the card played 7x. Show Things Unbidden has a price of tapping Galadriel. This card will be fetched once during the third deck removing dangerous hazards from hand. This will have the card played 6x.

Use Longbottom Leaf to get the right resources in the playdeck near the end so to draw them together. Try to start the mission near the end of the first deck. Barad-dur is not an option to play the mission due to the danger and this mission needs to succeed before the palantir itself is played by the minions. Expect that palantir to be played on Turn 7 or 8. The worse option is having to play the palantir on the way to Dol Guldur. Plan on having eight of the 15 non-Lorien resources in play by Turn 19. The deck should exhaust on Turn 9 or 10.

Strategy is needed to have the right cards in hand for combinations. The avatar will tap twice

to put 10 resources into the discard pile.

A single Longbottom Leaf is in the playdeck. It will grab Elves of Lothlorien and New Best Friend. The avatar must tap 4x to shuffle resources. Shuffle the first LBL by Turn 3 and the second by Turn 5. Tap to shuffle Align Palantir by Turn 7. Near the end of the first deck the two Longbottom Leaf resources will shuffle the palantir, Leaflock, Stars, and Fog. ~~The Weavetress will grab Cloak By Darkness.~~

An Unexpected Outpost shuffles Power Relinquished to Artifice x1, and Tauremornalome x2. These hazards will hurt Ringwraiths and the other hazard will protect Fangorn.

First Exhaust

Remove from the sideboard 5 hazards: Rebel-Talk x2, Shut Yer Mouth x2, Forgot His Orders x1. These hazards will hurt companies with a high-mind follower.

Place resources in the sideboard that can be fetched: Show Things Unbidden and Mirror of Galadriel. Select Align Palantir if not in play. Select Waybread if in the discard pile. Cloaked By Darkness will fill the remaining slots.

2nd DECK

Play the remaining Ents and give many to the Chief-Guardian. Use Fanar and the Ent allies to combat any that come near to Lorien. Protect the companies of Radagast too. Hall of Fire is there since Galadriel is not likely to move from Lórien late in that deck. The deck should exhaust on Turn 16 or 17.

An Unexpected Outpost shuffles Ring-chained x3. These hazards will caused damage with those having ring special items. Every Division has rings.

Second Exhaust

Remove from the sideboard the last 4 hazards: Great Northern Bear x2, and So You've Come Back x2. These hazards will hurt minions in Wilderland when the Warlord Phase commences. Also remove Great Achievement for it to be played for major MPs.

Place resources in the sideboard that can be fetched: Show Things Unbidden and Mirror of Galadriel. Select Align Palantir if not in play. Select Waybread if in the discard pile. Cloaked By Darkness will fill the remaining slots.

3RD DECK

Start attacking minion sages and agents played as minions that move close to Lórien The deck should exhaust on Turn 22 or 23.

FATE OF THE ITHEL-STONE

This mission, once stored, will give one less CP to the Palantíri. This will help your allies. Three resources are in the sideboard specifically to be brought into the playdeck by tapping Galadriel: Fog, Stars.

Previous turn after organization phase (Move phase for example):

Forewarned is Forearmed must be in play by Radagast. Gates of Morning should be in play. Use Stars to make Southern Mirkwood into a Shadow-land. Use Quiet Lands to change Brown Lands into a Wilderness.

Organization phase:

You will use the palantir during the organization phase to fetch Secret Entrance. Play **Tap Celeborn** to play Secret Entrance. Tap Book and have Galadriel at Lórien: hand size= 10 cards in hand(2): Stars, Quiet Lands, Secret Entrance
cards in play: tapped Fate of the Ithel-stone, Waybread, Crept Along Carefully, Ancient Knowledge

elves

Celeborn	4/6/9/9	W/R/Sa	3	Sd7	mace, Trusted	secret entrance
Mallorn	3/0/4/9	W/Sc	3	na3	gbow, Master	*Maia
Taurnil	3/1/5/8	W/R	2	Na3	ungolcrist	river
Rumil	2/0/5/8	Sc	0	Na2		

You will need help from your friends. Gates of Morning needs to be in play. Move from Lorien. Have a Crept Along Carefully on the company for a HL of 3.

Move phase:

Taurnil will tap to nullify River if played. Move three regions from Lorien, through Brown Lands to Dol Guldur, all Wilderness.

Site phase:

Forewarned is Forearmed will cancel the first two AA. **Tap Mallorn** to take the Maia AA. Discard Ancient Knowledge to invert Fate. Now get home safely!

If you have Waybread, then only take three elves. Discard Waybread to untap Celeborn and Taurnil.

note: you may use Hey Come Merry Dol and move from Lórien to Southern Mirkwood.

1	Ungolcrist		dp111
1	Book of Mazarbul		dp112
1	Bow of the Galadhrim		dp113
1	Bow of Yew		dp141
1	Elves of Lothlorien	Leaf1	
1	Bears of the Carrock		dp114
1	Beechbone		dp115
1	Great Bow of Lorien		dp142
2	Align Palantir	Leaf3	
1	Great Achievement		dp135
1	Lucky Search		dp134
3	Of the Green-elves		dp143,dp144,dp145
1	Almost Felt You Liked the Forest		dp122
1	Stars	Leaf3	
1	Come Back All of Itself		dp121
1	Bow-master		dp123
1	New Best Friend	Leaf1	
1	Three Golden Hairs		dp124
2	Longbottom Leaf	Leaf2,Leaf2	
1	Show Things Unbidden		dp125
1	Mirror of Galadriel		dp131
1	Nenya		dp132
1	Lady of Many Gifts		dp133
26 resources			
E1	Show Things Unbidden		
E2	Mirror of Galadriel		
E3	Cloaked By Darkness		

action	cards	tap
SB to PD	0	+0
SB to DP	20	+3
Char card	-	-3
Smoke	-	-
LB Leaf	6	-
Weavetress	x	x
Exhaust		

1 ---

Galadriel needs to tap 3x. Hall of Fire will help her untap.

HAZARD

You are playing a hazard deck that uses Galadriel scrying skills to play the influence destruction events at optimal moments. Most of your hazard events can easily be played, so you can wait to play the agent hazard events and hold onto resources for more than a turn. You will play the events before the creatures. Your creatures will hit non-Mordor moving companies. The minion players in your Region (Mouth, Khamûl, Bolg) will be hit hard by your creatures.

The Olvar have united to attack the evils of the world. Plant creatures and hazards to enhance them fill the hazard deck. The plants have high prowess but most are limited to Wildernesses. Hazard events enhance plant attacks including creature and AA.

CREATURES-19

You have 16 creatures in the deck from 19 cards. This is an Anduin and awakened plant theme. You cannot hit minions moving to black regions or holds. The ents will most likely use their event ability, instead of being a creature. There are 13 Awakened Plants, three elves, and three men/bears.

There are many hazard events to enhance the Awakened Plants. Gloom can be used to add more Wilderness regions.

Galadhrim is a powerful elf creature in the deck. It can be vicious, but is limited to regions containing a hero elf-haven and to non-haven sites in those regions. It will be limited to some minion players. It has three strikes with 11 prowess and 7 body. It might wound one. Those wounded by this creature must discard all items he bears.

Beorning Skin-changers is Men and Bear creature. It requires Double Wilderness. Two strikes of 10 prowess. It can be keyed to Anduin Vales, Western Mirkwood, Wold & Foothills and sites in these regions.

Most of the Awaken Plant creatures can also be keyed to forests and to Mirkwood. Heart of Mirkwood and Western Mirkwood has nine creature cards keyable there. Woodland Realm only has three copies. Southern Mirkwood has six copies keyable, but will be detainment. Anduin Vales has many of eight copies

Four unique plant creatures are included. Likely, these creatures will not be used as creatures but played as an event. Also, these creatures will be played as allies by other players. This means that a few turns are available to use these creature events.

Fangorn, Treebeard, is a short-event that fetches an awaked plant creature from the discard pile. He has two strikes of 14 prowess with 9 body. It is 12 prowess and detainment against covert companies. He is playable to all regions adjacent to Wold & Foothills and Gap of Isen and all Border-holds and Ruins & Lairs in these nine regions.

Finglas, Leaflock, is a short-event cancelling a resource effect if that company has already faced a plant attack that turn. He has one strike of 11 prowess with 8 body. It is 9 prowess and detainment against covert companies. He is playable to all regions adjacent to Wold & Foothills and Gap of Isen and all Border-holds and Ruins & Lairs in these nine regions.

Fladrif is a unique creature and a manifestation of Skinbark. He has a nasty 16 prowess single strike attack keyed to regions adjacent to Fangorn and Wold & Foothills except for Brown Lands. Border-holds and Ruins in these regions can this ent be found including any site in Fangorn. Covert companies face him as detainment and -4 prowess.

Bregalad is Quickbeam, but is only a creature. He has a strong single strike 12/9. He can be keyed to Double Wilderness, Fangorn and sites in Fangorn. He chooses defending characters. Covert companies from him at -2 prowess and detainment.

Old Man Willow is a tough root. One strike and keyed to Double Wilderness limits the creatures effectiveness, but its prowess is 13. The creature can be keyed to forests including: Old Forest, Fangorn, Heart of Mirkwood, Western Mirkwood, or Southern Mirkwood and to Ruins, Shadow-holds, and Dark-holds in those regions. Druadan Forest is also at risk. This creature was selected instead of Huorn due to the fetching ability of Tree-herder.

Tree-herder is a bit stronger at 11 prowess, but has a four body. It requires triple Wilderness. It is detainment if the company contains an Elf, Hobbit, or Wizard. Its access is expanded after

the play of a unique Awakened Plant creature or a site with Nature's Revenge. If the attack is not defeated, then the hazard player may reveal the top ten cards of his play deck. A revealed Awakened Plant creature will immediately attack. This can reveal the tough search ents.

Ents in Search of Entwives are more common keyed to Free-Domains, Border-lands, or Double Wilderness. They have one branch at 14 prowess and 8 body. The attack is detainment against covert companies. This attack will tap any target.

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Sites/Regions Playability

Creatures

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

3	FD:	Ents				
3	BL:	Ents				
-	W					
10	WW	Ents	Old Man Willow	Bregalad	Skinchangers	
3	WWW			Herder		
-	SL					
-	SL SL					
-	DD					
-	CS					

-	Woodland Realm					
3	Heart of Mirkwood		OMW			
3	Western Mirkwood		OMW			
3	Southern Mirkwood		OMW			
3	Anduin Vales			Finglas	Fangorn	Fladrif
3	Redhorn Gate			Finglas	Fangorn	Fladrif
3	Wold and Foothills			Finglas	Fangorn	Fladrif
7	Fangorn		OMW	4 ents		
3	Rohan			Finglas	Fangorn	Fladrif
3	Gap of Isen			Finglas	Fangorn	Fladrif
2	Old Pukel-Land			Finglas	Fangorn	
2	Enedhwaith			Finglas	Fangorn	
2	Brown Lands			Finglas	Fangorn	

Hazard EVENTS-35

Most of your cards deal with hazards enhancing you creatures. 22 hazards are fast.

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption/Checks-7

Expect some powerful magic-users to crawl away from Dol Guldur. Punish them with corruption. Else hurt leaders and Ringwraiths.

Ring-chained gives 2 CP to a minion with a ring and forces him to make a CC if he does not bear a ring. This will be good against magic-users with a magic ring. For example, a magic user with a ring and these two hazards has 6 CPs! If the ring is transferred, then it is now 4 CPs and a forced check. Do not expect that target use magic in this configuration.

Main Theme: Influence Attempts - 11

Your hazard theme is awaken plants. Curse will cause minions trouble by making any Awakened Plant detainment attack in Mirkwood normal. Also, you can tap an Ent ally to cancel such an attack. This will help others in your Division.

Protecting Their Domain gives creature attacks keyed to Jungle or Wilderness a -1 prowess, but Animal, Spider, and Plant attacks receive +1 prowess (+2 if not keyed to a site). The event is discarded when a ASP attack is defeated. This card will hurt those in the Uttersouth.

Wrath of the Olvar will give attacker choice and an extra strike on plants. Now any plant attack has a nice chance to kill. It is a Long-event.

Yavanna's Plea will give the plants a body of 4 or +1 body.

Memories of the Axe-Wielders will add prowess for the plants against a company with a majority of Man, Dwarf, Orc and/or Troll characters. The modification is +2 prowess for a turn. Such composition of companies will be found with almost all minion players?.

Support Theme: Plant Site - 8

Sentinel of the Grove will give a Ruins an awaken plant automatic-attack. Consider moving to a Ruins such as Hermit's Hill or a site in Anduin Vales to sucker Khamual to visit. Radagast can move an agent to the site allowing the play of an Awakened Plant creature. Three other territories can be reached by the agents (e.g. Northern Waste, Eriador, Great Central Plains).

Dark Heart prevents any AA at a site with a Plant AA to be cancelled. Use this hazard with the previous hazard.

Gloom is a short Environment to either reduce prowess by -1 or with Doors of Night change a Border-land into Wilderness to make Awakened Plant creatures more common. Changing Anduin Vales or Rohan will trouble two Divisions.

Secondary Theme: Attack/Roadblock - 7

You will boost the AA at Ruins with Arouse Denizens. This hazard is better than Incite since the attack is modified by +3 prowess instead of duplicating low prowess strikes that can be overcome by a high prowess warrior.

Arouse Minions is a Short-event giving one automatic-attack at a Shadow-hold or Dark-hold +3 prowess for the rest of the turn. Half of the sites in Wilderland give detainment status, but the

boost may tap almost all that enter the site. Mount Gundabad then has 10 prowess, Sarn Goriwing 8 prowess, Sulfur-Deeps at least 12 prowess, and Dead Marshes 11 prowess. Do not hold this event in hand for more than two turns.

Tauremornalome will make Old Forest, Lotan, and Usakan, and Fangorn frightful for overts. Those types of companies or those with a Dwarf and no Elf or Wizard moving through these either of these four regions face an Awakened Plant attack. Or use the hazard to tap an Ent. Play it when the other players have their Ent ally or faction in play. You might want to sucker a minion to visit you while weak at Wellinghall playing the ent faction with other enhancers. Infested Jungle will be brought into the playdeck when you play the South Division.

Support Cards-3

Neither So Ancient Nor So Potent will force an item in the MP pile to be taken to hand in exchange for this event giving 2 MP.

Which May Be Lies discards from the MP pile an Information event.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

<Hall of Fire>

Galadriel	9/9/4/10	Sc/Sa/D	2	doriath, Lady , <u>Leaflock</u>
Arwen	3/0/2/8	Sc/Sa	1	Anything
Elvenmaid	2/0/1/7	Sa	2	book
Celebrian	6/3/2/9	Sc/Sa/D	2	palantir, Align, Hairs

A x E B C P

- A x E b C P tap book; +1 hand
- A x E b C p tap palantir for sage only (marvels told), Celebrian makes a CC-2
- A x e b C p tap Elvenmaid to give +1 CC for all; Celebrian [CC -1]
- A x E b C p Hall of Fire untaps Elvenmaid
- A x e b C p tap Elvenmaid to play Marvels Told, Elvenmaid makes a CC-3
- a x e b C p tap Arwen to give +3 CC for Elvenmaid [CC -0]

Play Marvels Told to discard a nasty hazard. Galadriel available to fetch at EoT.
+2 hand & play a Marvels Told every turn; Celebrian, and Leaflock untapped.

A x E B C P

- A x E b C P tap book; +1 hand
- A x E b C p tap palantir for sage only (wielded twice), Celebrian makes a CC-2
- A x e b C p tap Elvenmaid to give +1 CC for all; Celebrian [CC -1]
- a x e B C p tap Arwen to untap Book(Twice), Handmaid makes a [CC-0]
- a x e b C p tap book; +1 hand
- a x e b C p Hall of Fire untaps Galadriel

Huge hand! Galadriel available to fetch at EoT.
+3 hand. Celebrian and Leaflock untapped.

A x E B C P Allow Galadriel to assist a nasty CC by another during UNTAP phase

- A x E B C P Galadriel plays Nanya to help a CC during UNTAP phase, make a CC-3
- A x e B C P tap Elvenmaid to give +1 CC for all
- a x e B C P tap Arwen to give +3 CC for Galadriel [CC +1]
- a x e b C P tap book; +1 hand
- a x e b C p tap palantir for sage only (marvels told)-Celebrian makes CC-2
- a x e b C p Celebrian [CC -1]
- a x e b C p Hall of Fire untaps Galadriel

+2 hand, get sage only to hand every turn; Celebrian and Leaflock untapped.
Or Hall of Fire untaps Handmaid to allow Celebrian to play Marvels Told during Site phase.

MOVE.1-Dwar

Ufkral, -sl-dd-dd,dh.

HL3+1 (GtWR), Thranduil plays An Unexpected Outpost to shuffle The Reek.

HL3, Thranduil uses OG Bairanax Ahunt

HL1, Galadriel plays An Unexpected Outpost to shuffle Curse Him Root and Branch

MOVE.1-Hoarmurath

Gorbag, -sl,dh

HL2, Galadriel-x

HL1, Radagast plays An Unexpected Outpost shuffles Shut Yer Mouth

Guthlag, -sl-dd,dh

HL2, Galadriel plays long-event Wrath of the Olvar

HL1, Galadriel uses OG Fladrif {will only note OG if it allows drawing a card at reset hand}

OG=on-guard

TURN 01, @Lorien,U

U	Celeborn, Lord of Lórien	7	1	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
U	Elven Handmaid	2	0	1	7	silvan				Sa		0		
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Bow of Yew	
U	Wood-elf	3	0	3	8	silvan	W		R			1	Bow of Yew	
U	Fanar	5	1	5	9	Nando	W					0		

An Unexpected Outpost	Tree-herder			
LongBottom Leaf	Twilight			
Memories of Axe-wielder	Waybread			
Palantír of Orthanc(H)	Well aimed			
Emerald of Doriath	0			
Turn: 1	Hand: 9	MP: 6	SP: 4	PD: 82

Hoarmura Dwar Uvatha Ren KHAMUA!

, Master of the House, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home , Bane of the North, It Stinks, Mordor in Ruins , Wrath of the Olvar, Chill Them With Fear

{ wanted to face these minions so to protect Inner Mordor to start game }

UNTAP

ORG

Longbottom Leaf shuffles Elves of Lothlorien and New Best Friend. Celeborn and Handmaid stay. Others move to Isengard, Saruman has characters there.

MOVE.2-Galadriel

Celeborn, -,haven

HL2, Hoarmurath plays Sleepless Malice

HL1, Hoarmurath uses OG Ghosts

Fanar, -w-bl-bl,ruins

HL3, Hoarmurath; Mewlips, Turning HtD, Pale Dream-maker in hand.

HL2, Dwar keys Galadhrim to Wold and Foothills, elves.3s9p7b

Fanar, 5p-3x+9sroll=11

Mallorn-Dweller, 2p-3x+9sroll=8

Wood-elf, 3p-3x+6sroll=6,taps

SITE

Isengard, entered. (1)Wolves---3 strikes with 7 prowess

Dweller taps Bow of Yew for Fanar strike.

Fanar, 5p+1.card-3x+2.yew+7sroll=12

Wood-elf taps Bow of Yew for Dweller strike.

Mallorn-Dweller, 2p+2.yew+9sroll=13

Dweller plays Well-Aimed on Wood-elf, +0.mp+3.prow+3.nando+4zroll=10

Wood-elf, 3p-1t+3.aimed+3sroll=8; needed this resource.

Fanar taps to play Palantir of Orthanc; taps site.

Handmaid taps to play Waybread; taps site

END

TURN02, vs. Dwar

MOVE, discard Wrath of the Olvar

Dwar, -,dh

HL2, Galadriel uses An Unexpected Outpost to shuffle Curse Him Root and Branch.

HL1, Galadriel uses OG Sentinel of the Grove

Gorfaur, -w-cs-fd-bl,bh

HL3, Galadriel plays Protecting their Domain.

HL2, Galadriel plays Evenstar of Her People

Ufkral, -dd-dd,dh

HL3, Galadriel plays Yavannas Plea

HL1, Thrain uses An Unexpected Outpost to shuffle Exhalation of Decay

TURN02-1.2

@ Lorien.galadriel, T

U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W	R	Sa	1	Trusted Counsellor	Bow of Yew
T	Elven Handmaid	2	0	1	7	silvan			Sa	1	Waybread	

@ Isengard, T

T	Fanar	5	2	5	9	Nando	W			2	Palantir of Orthanc(H)	
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc		1	Bow of Yew	
T	Wood-elf	3	0	3	8	silvan	W		R	1	Bow of Yew	

Bregalad		Lady Galadriel		
Great Bow of Yew		Memories of Axe-wielders		
Here is a Snake!		Smoke Rings		
Here, There, or Yonder		Trickery		
Twilight		0		
Turn: 2	Hand: 9	MP: 7	PD: 75	SP: 4
Dwar	Ren	Hoarmura	Uvatha	KHAMUA!

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Lord of the Woods, Yavannas Plea, Devouring Wyrms, Merkampa at Home
 , Scorba at Home, It Stinks, Mordor in Ruins
 , Sleepless Malice

UNTAP {discard palantir when you draw Fate of the Itil-stone; Smoke Rings palantir}

ORG

Lady Galadriel played at Lorien with new untapped site. Here is a Snake played on Dwar's only face-down agent: Baugúr revealed at Isengard; that was close. Avatar taps to dump to SB: Book of Mazarbul, Ungolcrist, Bow of the Galadhrim, Bears of the Carrock, Beechbone. Smoke Rings shuffles Here is a Snake. Avatar+ stay. Fanar+ move to Lorien.

MOVE

Galadriel, -, haven
 HL3, Dwar uses OG A Little Gold Ring
 HL3, Dwar turns agent, Baugúr, face-down.
 HL1, Ren plays Great Need or Purpose

Fanar, -bl-bl-w, haven
 HL3, Dwar plays Nobody's Friend to grab Freca.
 HL2, Dwar plays Freca as agent face-down.

SITE

END

TURN 03, Dwar

MOVE

Gorfaur, -bl-fd-fd-w,ruins

HL3, Radagast plays Taint of Glory on Gorfaur, now with 6CP

HL2, Radagast uses OG Glosnar

HL1, Galadriel-x has Bregalad in hand.

Dwar RW, -dd-dd-sl,haven

Dog-lord of Waw played on RW.

HL2, Radagast-x

HL1, Galadriel-x

HL1, Thg-x ELRiW is in hand.

Ufkral,-dd-sl,haven

Yellow Fanged Guard played on Brawler.

HL3, Radagast-x

HL2, Galadriel-x

HL1, Thrain-x

TURN 03, Uvatha

MOVE

Uvatha, -,sh

HL2, Galadriel uses OG Two or Three Tribes Present

HL1, Thranduil-x

HL1, Thg-x

Ulrac, -sl-sl-ww,bh

HL4, Galadriel plays Memories of Axe-wielders on the company. +2p plant attacks

HL3, Galadriel keys Bregalad to WW. Plant.1s12p9b,det,attacker. MoAW,PtD=1s14p10b

{Should this be canceled with Ruse? Ulrac can cancel site AA.}. Selects Horseman.

Horseman, 3p-3x+4sroll=4,taps.

HL2, Galadriel keys Ents in Search of Ent-wives to WW, plant.1s14p9b,det;

MoAW,PtD=1s16p10b

Ulrac uses Well-Aimed, 6p+2.wp+2.mp+10roll=18,pass; = 1s13p10b,det

Pon Opar, 5p-3x+10sroll=12,taps

HL1, Galadriel keys Old Man Willow to WW. 1s13p, + MoAW,PtD=1s15p4b

Pon Opar taps Bow of Yew to support. Ovatha's Bow tapped to remain untap against strike.

Jehn Remak supports.

Ulrac, 6p+2.wp+3.yew+1.sup+10sroll=22,fail. 9broll=killed creature.

TURN03-4.2 {Khamual is all Dol Guldur}

@ Lorien, T

U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
U	Elven Handmaid	2	0	1	7	silvan				Sa		1	Waybread	
T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	0	Sworn to the Lord	
U	Fanar	5	2	5	9	Nando	W					2	Palantir of Orthanc(H)	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Bow of Yew	
U	Wood-elf	3	0	3	8	silvan	W		R			1	Bow of Yew	

Great Bow of Yew		Mirror of Galadriel			Heralded Lord	
Here, There, or Yonder		Skinbark			Incite Minions	
Hidden Haven		Smoke Rings			Ruse	
Memories of Axe-wielder		Trickery			Well Aimed	
Twilight		0			0	
0		0			0	
Turn: 3	Hand: 8	MP: 7	PD: 65	SP: 4	0	
Uvatha	Dwar	Ren	Hoarmura	KHAMUA	0	
					0	

Forewarned is Forearmed

, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, It Stinks, Doors of Night, Mordor in Ruins

, Worn and Famished, Foul Fumes, Wake of War

UNTAP

Twilight on Doors of Night.Uvatha.

ORG

Handmaid transfers Waybread to Woodelf, -1cc, croll=auto.

Handmaid taps to give +1 CC to elves.

Fanar tranfers palantir to Handmaid, -2.item+1.handmaid croll=auto.

Avatar taps to dump 5 resources from SB to DP [Almost Felt You Liked the Forest, Entmoot,Bow-master, Great Bow of Lorien,LongBottom Leaf]

Galadriel and Handmaid stay.

Celeborn, Woodelf move to Ruined Signal Tower.

Fanar and Dweller move to Hermit's Hill.

MOVE.3-Galadriel

Galadriel, -,haven

HL2, Uvatha plays Doors of Night.

HL1, Uvatha plays An Unexpected Outpost, DON, to shuffle Heart Grown Cold and Incite Minions

Mirror of Galadriel played. Smoke Rings shuffles Mirror of Galadriel

{see others deck: Spying Out the Land,Easterlings(M),Twilight,Foul Fumes Seized By Terror}.

Fanar, -w,ruins

HL2, Uvatha-x

HL1, Dwar-x Baugur moved to Amon Hen this turn. Freca is Nobody's Friend.

HL1, Smg-x

Celeborn, -w-bl-bl-w,ruins

HL2, Uvatha-x

HL1, Dwar-x

HL1, Smg-x

SITE

Ruined Signal Tower. (1)Spiders---2 strikes with 8 prowess . WoW=3s9p

Celeborn's Bow of Yew tap for Woodelf strike.

$3p+2.bow+11sroll=16$

Woodelf's Bow of Yew tap for Celeborn strike.

$6p+2.bow+7.sroll=15$

Waybread discard to untap both.

Woodelf taps to play Great Bow of Yew.

Hermit's Hill. (1)Men---3 strikes with 6 prowess

Trickery played, 9roll=pass. Attack cancelled.

Here, There, or Yonder played, 2roll-3mind-6.base=-7,fail.

END

TURN 04 vs. Dwar

MOVE

Dwar, -,haven. Minas Morgul

HL5, Thrain uses OG Dwarf-miner

HL4, Galadriel plays Wrath of the Olvar

HL2, Thranduil plays An Unexpected Outpost, DON,to shuffle from SB [Galadhrim x2]

Gorfaur, -w-sl,haven. Minas Morgul

HL3, Thrain uses OG Dwarf-miner

HL2, Galadriel-x

HL1, Thranduil plays Spiders Huge and Horrible on Gorfaur

TURN 04 vs. Ren

MOVE

Ologong, -w-dd,haven Chey Goumal

HL3, Galadriel plays Protecting Their Domain.

HL1, Thrain-x

TURN04-3.2

@ Lorien, U

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	0	Sworn to the Lord
T	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)

@ Ruined Signal Tower, T

U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
T	Wood-elf	3	0	3	8	silvan	W		R			1	Bow of Yew	Great Bow

@ Hermit's Hill, U

U	Fanar	5	2	5	9	Nando	W					0	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Bow of Yew

Here is a Snake!	Mirror of Galadriel			Above the Abyss
Hidden Haven	Orophin			By the Ringwraith's Word
leaf brooch	Quiet Lands			Crooked Promptings
Memories of Axe-wielder	Skinbark			Deeper Shadow
Trickery		0		Orc Quarrels
			0	records unread
Turn: 4	Hand: 8	MP: 8	PD: 56	SP: 4
Ren	Dwar	Uvatha	Hoarmura	KHAMUA
				Ren the Ringwraith
				0

Forewarned is Forearmed

Children of Aule

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, It Stinks, Doors of Night, Mordor in Ruins

, Lord of the Carrock, Wrath of the Olvar

, Worn and Famished, Foul Fumes, Wake of War

UNTAP

ORG

Avatar taps to shuffle from SB: Align palantir.

Mirror of Galadriel played: Ren-no hazards, Dwar (Galadhrim, Terror of Halifirien, Stout Men of Gondor), Uvatha(Incite Minions, Seized by Terror)

Top deck: Ren(Lost in Dark-domains, Ren the Ringwraith, Ered Harmal, Merkampa Roused, Three Tears of Manah)

Hidden Haven played on Hermit's Hill to get out of hand.

Lady stays.

Fanar+ move to Wellinghall.

Celeborn+ move to Lorien.

LONG

Worn and Famished. Ren and Wake of War. Ren discarded

MOVE

Lady, -,haven Lorien

Here is a Snake played on Dwar's agent with Nobody's Friend; Freca. Dunning Clan-hold

HL2, Ren-x

HL1, Dwar-x

HL1, Smg-x

Celeborn, -w-bl-w-w, haven Lorien

HL2, Ren-x

HL1, Dwar moves agent Freca from Dunning clan-hold to Barrow-downs

Smoke Rings shuffles Smoke Rings, for later recycling the palantir

Fanar, -w-w,fh Wellinghall

HL2, Ren-x

HL1, Dwar keys Terror of Halifirien to Fangorn. Animal.Boar.1s13p6b, PTD=1s15p6b

Dweller, 2p+6sroll=8,success, 8broll+1.delta=9,wounded

SITE

Wellinghall. No AA

Fanar taps to play Skinbark, taps site

END

TURN05 vs Malezar

MOVE

Uthmag, -RL. Watch of Unullo

HL3, Thranduil uses OG The Sun Unveiled

HL2, Galadriel plays Curse Him Root and Branch

Malezar, -,sh. Kondu Manara

HL3, Thranduil uses OG Ta-Fa-Lisch

HL2, Galadriel-x

HL1, Radagast-x

HL1, Thg-x

TURN05 vs Indur

MOVE

Sakalure, -,bh. Sarul.

HL3, Galadriel-x

HL2, Radagast-x

HL1, Thrain-x

Indur, -sl-j-sl-w-bl-w-sh,haven. Bozisha-Dar.

Mûmak-helmet.[Memories of Axe-wielders, Old Man Willow,none]

HL2, Galadriel plays Memories of Axe-wielders

HL1, Galadriel keys Old Man Willow to WW. Plant.1s13p.

MAW(+2p)+PTD(+1p)+YP(4b)=1s16p4b

Indur taps to play Ruse to cancel.

Not happy to use resource event now, but Weigh can recycle it.

RW card untaps Indur.

Hargrog, -w-sl-j-sl,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

Veteran, -,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

TURN05-4.2 {Khamual at Dol Guldur, Carn Dum}

@ Lorien, U

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	0	Sworn to the Lord		
U	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)		
U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew	
U	Wood-elf	3	0	3	8	silvan	W		R			3	Bow of Yew	Great Bow of Yew	

@ Wellinghall, T

T	Fanar	5	2	5	9	Nando	W					0			
		3	0	10	9	Ent						a			
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Bow of Yew		

Arouse Minions		Quiet Lands			A Little Gold Ring	
Haldir		Tree-herder			Abductor	
leaf brooch		Trickery			Abductor	
Mallorn-Dweller		Trickery			0	
0		0			Black Rider	
0		0			Calm-Song	
Turn: 5	Hand: 8	MP: 9	PD: 50	SP: 4	Sellswords Between Cha	
Indur	Malezar	Court	Court2	KHAMUA	Spying Out the Land	
					0	

Forewarned is Forearmed

Tokens to Show

- , Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch
- , Corlagon At Home, Mordor in Ruins
- , Lord of the Carrock, Sleepless Malice

**UNTAP
ORG**

Avatar taps to dump 4 cards from SB to DP: [Of the Greenleaves x3, Almost Felt You Liked the Forest]

MOVE

Galadriel, -,haven. Lorien

HL4, Indur uses OG Abductor

HL3, Malezar moves FU agent Ulrith from Norjadar to Lighthouse at the Cape of Octopuses

HL1, Court-x

Fanar, -w-w,haven. Lorien

HL2, Indur plays Doors of Night

SITE

Fanar taps to play Leaf Brooch at Lorien, taps site.

END Evermist.Thranduil(next turn)

Ancient Knowledge played on Celeborn.

TURN06 vs Malezar

MOVE

Uthmag, -j-w,SH. Kondu Manara

HL3, Galadriel-x

HL2, Thrain-x

HL1, Thranduil keys Galadhrim to region of elf-hold also hero haven. Elf.3s11p7b

Uthmag plays Deeper Shadow to reduce HL, -3.res-1.item+7croll=3. Cancel attack.

Malezar, -w-cs-cs-fd,RL. Arig's Tomb

HL3, Galadriel plays Arouse Denizens on new site.

HL1*, Thrain keys Barrow-wight to site. Undead.1s12p

Sleepless Malice has this creature not count against HL.

HL1, Thrain plays Ice Touch on attack. 1s13p

Gold Chains in the Wind played.

GCithW, 5p+8sroll=13,ineff

TURN06 vs Court2

MOVE

Rilia, -,sh. Citadel of Ardor

HL2, Thrain uses OG I Know Much about You

HL1, Galadriel-x

Arduval, -,sh. Menelcarca

HL4, Thrain plays Exhalation of Decay,ncahl, to grab from DP: Ghosts. 3s9p =3s8p, det

Mornaur, 2p-3x+9sroll=8

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

Palandor, 1p-3x+11sroll=13

HL3, Thrain uses OG Nameless Thing

HL2, Galadriel plays Arouse Minions targeting site's first AA

TURN06-3.2 {Khamaul at Dol Guldur, Dunland}

@ Lorien-T

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	0	Sworn to the Lord		
U	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)		
U	Fanar	5	2	5	9	Nando	W					1	leaf brooch		
		3	0	10	9	Ent						a			
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew		
U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew	Ancient Kn
U	Wood-elf	3	0	5	8	silvan	W		R			3	Great Bow of Yew	Bow of Yew	

Fate of the Ithil-Stone	Trickery				Ancient Burial Site
Leaflock	Trickery				Freeze the Flesh
Quiet Lands	Well aimed				Going Ever Under Dark
Show Things Unbidden	Wielded Twice				Secret Alliance
0			0		Share of the Treasure
0			0		0
Turn: 6	Hand: 8	MP: 9	PD: 40	SP: 4	Taint of Glory
Malezar	Court2	Indur	Court	KHAMUA	Stabbed Him in His Slee
					0

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch , Corlagon At Home, Khuzadrepá at Home, Ando-anca At Home, Mordor Rebuilt , Kelper Enraged

UNTAP

ORG

Handmaid taps to give +1cc to all elves in her company.

Fanar transfers Leaf Brooch to Dweller, -1.item+1.maid+croll=auto.

Wood-elf transfers Bow of Yew to Fanar, Dweller support, -3.items+1.maid+1.sup+croll=auto.

Galadriel taps to play Show Things Unbidden, {make FATE rule on this card on CoE}

Malezar (show and shuffle Taint of the Wilds; error in box above)

Court2 (show Silent Watcher, Old Man Willow, Giant)

Indur (show hand: Above the Abyss,Calm-Song,Khâsh-Famûth,Steeds,To Satisfy the Questioner,Words of Menace and Deceit,Above the Abyss,Indûr the Ringwraith)

Court (shows hand: Curubor,Test of Fire,No News of Our Riding,Test of Fire,Cambragol Voices of Malice,The Least of Gold Rings,Thong of Fire

Galadriel,Handmaid,Fanar stay.

Celeborn(Woodelf), Dweller move to Minas Tirith.

MOVE.6-Galadriel

Galadriel, -,haven. Lorien

HL3, Malezar moves FU agent Ulrith from Norjadar to Lighthouse at the Cape of Octopuses

HL2, Malezar uses OG Ulcamer

HL1, Court2-x

Celeborn, -w-bl-fd,fh. Minas Tirith

HL3, Malezar uses OG The Knifeless Ones.

HL2, Court2-x

HL1, Indûr-x

Here is a Snake! Is played on Khamual's only FD agent played last turn, has no site.

Reveals Nimloth; site is now Sarn Goriwing.

SITE

Minas Tirith. No AA.

Fate of the Ithil-Stone played, Ancient Knowledge discarded for Lost Knowledge.

END Thorin.Thrain

MOVE.7-Court

Gorthaur, -cs-j-sl. RL. Ty-ar-Rana, discard technology: Liquid Fire
{Lucky! Drew Veils of Shadow and Hounds of Sauron! Must be the best draw ever!}
HL3, Radagast plays Naugol {Goblin-basher has Nobody's Friend}
HL1, Galadriel-x
Gorthaur taps to use Voices of Malice, So You've Come Back, 9croll-2.res=7,pass.

Taurclax, -j-sl-sl,RL. Ty-ar-Rana
HL2, Radagast-x, few useful hazards
HL1, Galadriel-x
HL1, Thorongil plays Elven Wards; will affect Harad Divisions.

MOVE.7-Court2

Rilia, -,sh. Citadel of Ardor
HL2, Galadriel uses OG Wielded Twice
HL1, Thranduil-x
HL1, Thg-x

Arduval, -,sh. Menelcarca
HL4, Galadriel plays Arouse Minions on site, SH.
HL3, Galadriel uses OG lady Galadriel
HL2, Thranduil-x
HL1, Radagast-x
HL1, Thg-x

MOVE.7-Indur

Hargrog, -,haven. Amaru
HL3, Thranduil uses OG Lord of Wood and Beast
HL2, Thráin-x
HL1, Galadriel-x
HL1, Thg-x

TURN07-3.2

{Khamul at Carn Dum, Dol Guldur}

@ Lorien, T

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	0	Sworn to the Lord
T	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)
U	Fanar	5	2	5	9	Nando	W					1	Bow of Yew
U	Skinbark	3	0	10	9	Ent						a	

@ Minas Tirith, U

U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
U	Wood-elf	3	0	5	8	silvan	W		R			2	Great Bow of Yew	
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew	leaf brooch
													Fate of the Ithil-Stone	

Finglas	Quiet Lands	Black Crows
Lady of Many Visions	Trickery	Bracers of Mira
Marvels Told	Trickery	Calm-Song
Old Man Willow	Well aimed	Crack in the Wall
Yavannas Plea	0	Morthaur
0	0	Poisonous Despair
Turn: 7	Hand: 8	MP: 9
		PD: 30
		SP: 4
Court2	Court	Indur
		Malezar
		KHAMUA
		Waiting Shadow

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrep at Home, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt, Doors of Night, Sleepless Malice, Naugol

UNTAP

ORG

Lady of Many Visions played on Galadriel.

Galadriel+ stay.

Celeborn+ move t Lorien.

MOVE.7-Galadriel

Galadriel, -,haven. Lorien.

HL3, Court2 plays Waiting Shadow, DON, to tap Elven Handmaid.

HL2, Court2 uses OG Morthaur

HL1, Court-x

Celeborn, -fd-bl-w,haven. Lorien

HL3, Court2-x

HL2, Court-x

HL1, Indur-x

HL1, Smg-x

Celeborn taps to play Marvels Told, Agburanar at Home, Dweller and Woodelf support,
-1.item-2.res+2.sup+croll=auto.

SITE

END Evermist.Thranduil

Lady of Many Visions taps to grab from DP: Mirror of Galadirel, to see deck so to move next turn.

MOVE.8-Court

Gorthaur, -sl-j-cs,sh. Mirisgroth. Hidden(SK). Discard The Darin Tesarath to reveal site.

{ Ent in Search of the Entwives and Old Man Willow no good against site path }

HL5, Galadriel plays An Unexpected Outpost, PR, shuffle from SB: [Fake, Ring-chained]

HL3, ~~Thrain keys Nameless Thing, Peril Returned, to CS. Drake.3a2s10p~~

No. Doors of Night not in play if Gates of Morning in play.

Mewlips in hand, too weak.

HL2, Radagast-x

HL1, Thranduil keys Lesser Spiders to SL. Spiders.4s7p, PTD=4s9p

Silion plays Hounds of Sauron, Sarkarxë supports.

9croll+1.sup-4.res=6, 1s9p

Cambragol, 7p+1.wp+8sroll=16, killed creature. No trophy.

Twilight played to target Gates of Morning . Thranduil.

MOVE.8-Indur

Sakalure, -,haven. Amaru

HL3, Thrain-x

HL2, Galadriel-x

HL1, Thranduil-x

HL1, Thg-x

Indur, -sl-w-bl-w-sl-j-sl,haven. Amaru

Mumak-helmet 3;

Thrain: Mewlips, Endless Whispers

Galadriel: Beorning Skin-Changers, Finglas, Ent in Search of the Entwives

HL2, Thrain-x

HL1, Galadriel keys Ent in Search of the Entwives to BL. Plant.1s14p8b

Indur, 9p-1t+1.blade+6sroll=15, fail. 2broll+1.blade=3. Discard Morgul-blade.

Avatar card untaps Indur RW.

Hargrog, -sl, Pharabâs.

Orders from Lughúrz played on company.

HL3, Thrain-x

HL2, Galadriel-x

HL1, Thranduil-x

HL1, Thg-x

TURN08-1.2

{Khamul at Carn Dum with Black Horse, Dead Marshes }

@ Lorien, T

U	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	1	Sworn to the Lord	Lady of Ma
T	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)	
U	Fanar	5	2	5	9	Nando	W					1	Bow of Yew	
U	Skinbark	3	0	10	9	Ent						a		
T	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
T	Wood-elf	3	0	5	8	silvan	W		R			2	Great Bow of Yew	
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew	leaf brooch
													Fate of the Ithil-Stone	

Beorning Skin-Changers	Quiet Lands					Bitter Cold
Finglas	Trickery					Curubor
Marvels Told	Well aimed					Darkness Ahead
Mirror of Galadriel	Well aimed					Rats!
0	0					Test of Fire
0	0					The Least of Gold Rings
Turn: 8	Hand: 8	MP: 9	PD: 26	SP: 5		Weariness of the Heart
Court	Indur	Malezar	Court2	KHAMUA		Well-preserved

Forewarned is Forearmed

Lingers Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Devouring Wyrms, Curse Him Root and Branch, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrepá at Home, Andonaca At Home, Bairanax at Home, Mordor Rebuilt, The Black Gate Closes, Kolver Enraged, Peril Returned

UNTAP

Lady Galadriel taps to untap Lady of Many Visions; Lady Galadriel normally untaps.

ORG

Mirror of Galadriel played at Lorien.

Court: Bitter Cold, Curubor, Darkness Ahead, Rats!, Test of Fire, The Least of Gold Rings, Weariness of the Heart, Well-preserved

Indur: An Unexpected Outpost, Forced March, Threats, Orc Chieftain, Ransom Calm-Song, To Satisfy the Questioner, Words of Menace and Deceit

Own PD 5 cards: Elves of Lotholien, Ent in Search of the Entwives, Infested Jungles, Fake, Celebrian

All move to Cerin Amroth to refresh Lordhaven.

MOVE.8

Galadriel, -w,fh. Cerin Amroth

HL6, Court plays Darkness Ahead

HL5, Court places Weariness of the Heart with Darkness Ahead

HL4, Court uses OG Bitter Cold

HL3, Indur plays An Unexpected Outpost, PR, to shuffle from SB:

Awaken Defenders Muster Disperses

HL1, Malezar plays as agent Swarthy Sneering Fellow

Handmaid taps to provide +1cc to elves.

Celeborn taps to play Marvels Told, Fanar support

-1.yew-2.res+1.maid+1.sup+croll=auto. Corlagon at Home, in play since Turn4.

SITE

END Alatar.Thranduil

Lady of Many Visions taps to grab from DP: Mirror of Galadriel, to see deck so to move next turn.

TURN09 vs

TURN09-2.2

@ Cerin Amroth, U

U	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	1	Sworn to the Lord	Lady of Mā
T	Elven Handmaid	2	0	1	7	silvan				Sa		2	Palantir of Orthanc(H)	
T	Fanar	5	2	5	9	Nando	W					1	Bow of Yew	
U	Skinbark	3	0	10	9	Ent						a		
T	Celebom, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
U	Wood-elf	3	0	5	8	silvan	W		R			2	Great Bow of Yew	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew	leaf brooch
													Fate of the Ithil-Stone	

Beorning Skin-Changers		Quiet Lands			Black-Mail Coat	
Fake		Smoke Rings			Guinarnen	
Finglas		Trickery			His Own Master	
Mirror of Galadriel		0			Host of Bats	
0		0			Orc Garrison	
0		0			Orc Grunt	
Turn: 9	Hand: 8	MP: 9	PD: 18	SP: 5	The Dark Days	
Desert	Black	Akhorahil	Adunaphe	KHAMUA	0	
Dol Guldur		Cirith Helkal			0	

Forewarned is Forearmed

Hunting Orcs

Tokens to Show

Tidings of Death

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Great Army of the North, Khuzadrepā at Home, Mordor Rebuilt, The Black Gate Closes, No Escape From My Magic, Terror From the Deeps, Echoes of Númenor's Fall, Hurling Rocks

, Peril Returned, The Back Door

UNTAP

Lady Galadriel taps to untap Lady of Many Visions; Lady Galadriel normally untaps.

ORG

Handmaid is discarded at home site elf-hold with the palantir.

Smoke Rings played to shuffle from DP: Palantir of Orthanc.

Lady Galadriel taps to shuffle from SB: [Hands Clasped, Hair mingling]

{return to Lorien, next turn; then hope to exhaust before next turn so to reach Isengard.

{Minas Morgul is too protected now for the Mace

All move to Lorien.

LONG

Peril Returned .Desert , The Back Door . Desert discarded

MOVE.9-Galadriel

Galadriel, -w,haven. Lorien

HL5, Desert play His Own Master

HL4, Desert play Host of Bats

HL3, Desert play The Dark Days

HL2, Desert play Hurling Rocks

HL1, Desert uses OG Forgot His Orders

SITE

END Alatar.Thrain

TURN09

TURN10-1.2

@ Lorien,U

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	1	Sworn to the Lord	Lady of M
U	Fanar	5	2	5	9	Nando	W					1	Bow of Yew	
U	Skinbark	3	0	10	9	Ent						a		
U	Celeborn, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
U	Wood-elf	3	0	5	8	silvan	W		R			2	Great Bow of Yew	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew	leaf brooch
													Fate of the Ithil-Stone	

Celebrian		Mace of Anarion			Cult of the Dark Lord
Fake		Mirror of Galadriel			Elinse
Fangorn		Quiet Lands			Gifts as Given of Old
Hall of Fire		Sentinel of the Grove			Join With That Power
Trickery		0			Marsh-Drake
0		0			Motionless Among the S
Turn: 10	Hand: 8	MP: 8	PD: 12	SP: 5	Riven Gate
Black	Akhorahil	Adunaphe	Desert	KHAMUA	Voices of Malice
Lind-or-Buru	Dol Guldur	Carn Dûm	.		0

Forewarned is Forearmed

Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch
 , Great Army of the North, Khuzadrepá at Home, Mordor Rebuilt, No Escape From My Magic, Terror From the Deeps, Echoes of Númenor's Fall, The Dark Days
 , Earth-Tremors
 , Hurling Rocks, Host of Bats

{at Lind-or-Burum; Grimburch, U; Horseman, T; Dogrib, T; Giant Will, U

UNTAP

ORG

Lady Galadriel taps to shuffle from SB: Three Golden Hairs.

Mirror of Galadriel played: [WIKÁ, avatar, Waybread, Arwen, palantir]

Black [Marsh-drake]

Akhorahil [Jaeru, Juthjuth, Pale Dream-maker]

Adunaphel [Gondorian Rangers]

Desert [It Stinks]

Celeborn, Woodelf, Dweller move to Rivendell for Arwen, then WIKÁ.

Galadriel+ stay at Lorien.

Wait to play elf to play Waybread and untap with new character.

MOVE.10-Galadriel

Celeborn, -w-w-w-w,fh. Rivendell.

Hurling Rocks; Rock Fall.2s9p

Celeborn, 6p+5sroll=11

Woodelf, 3p+7sroll=10

HL3, Black plays An Unexpected Outpost to shuffle from SB: Wielder's Curse

HL1, Akhôrahil-x

Galadriel, -,haven. Lorien

HL2, Black-x

HL1, Akhôrahil-x

HL1, Thg-x

Avatar card untaps Galadriel.

Galadriel taps to remove hazard, DDays, 6hroll-8.base=-2,fail.

SITE

Lorien. AA-none

Fanar taps to play Waybread, taps site.

END Dain.Radagast

Lady of Many Visions taps to grab from DP: Mirror of Galadriel,

{ Arwen and palantir in hand }

T11

TURN11-1.2

@ Lorien,U

T	Lady Galadriel	9	8	4	10	Noldo		Sc		Sa	D	1	Sworn to the Lord	Lady of Many Visions
T	Fanar	5	2	5	9	Nando	W					2	Bow of Yew	Waybread
U	Skinbark	3	0	10	9	Ent						a		

@ Rivendell, U

T	Celebom, Lord of Lórien	3	3	6	9	Sinda	W		R	Sa		1	Trusted Counsellor	Bow of Yew
T	Wood-elf	3	0	5	8	silvan	W		R			2	Great Bow of Yew	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				2	Bow of Yew	leaf brooch
													Fate of the Ithil-Stone	

Hall of Fire		Palantír of Orthanc(H)			Akhôrahil Unleashed
Celebrian		Quiet Lands			Awaiting the Call
Mirror of Galadriel		Three Golden Hairs			Hunt Wild Men like Wild
Arwen		Well aimed			Inner Rot
When I Know Anything		0			Call of the Desert
0		0			Poisonous Despair
Turn: 11	Hand: 8	MP: 8	PD: 6	SP: 5	Nobody's Friend
Akhorahil	Adunaphe	Desert	Black	KHAMUA	Jaeru
Hermit's Hill Dol Guldur	Barad Lughl	.			0

Forewarned is Forearmed

Tokens to Show

, Stench of Mordor, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch, Rammas Peleonnor

, Great Army of the North, Mordor Rebuilt, No Escape From My Magic, It Stinks, Terror From the Deeps, The Dark Days

UNTAP

Lady Galadriel taps to untap Lady of Many Visions.

ORG

Mirror of Galadriel played: [WIKA, avatar, Waybread, Arwen, palantir]

Black [Arouse Denizens, Wielder's Curse]

Akhorahil [Jaeru,Nobody's Friend,Call of the Desert,Sand-Devil,Sloth bear]

Adunaphel [Seafaring Bellakarín]

Desert [Demons of Vatra,Waylaid, Wounded, and Orc-Dragged,The Back Door]

<With this hazard potential; will play palantir this turn>

Arwen played at Rivendell; her hazard manifestation discarded.

Hall of Fire played on Lorien.

All stay.

MOVE.11-Galadriel

HL4, Akhorahil plays Hunt Wild Men like Wild Beast

HL3, Akhorahil plays Call of the Desert on Arwen

HL2, Akhorahil plays Jaeru as agent.

HL1, Akhorahil plays Nobody's Friend on Jaeru.

Galadriel, -,haven. Lorien

HL2, Akhorahil plays Inner Rot on Lady Galadriel

HL1, Akhorahil moves agent Om-buri-Om to home sites;

Eriador and Uttersouth Divisions are left. Get ready for Eriador.

SITE

Rivendell, fh. 6 SP

(1)Elves--- 3 strikes at 10 prowess (cancelled if you have less than 6 SP; detainment if you have less than 12 SP)

Celeborn, $6p-3x+4sroll=7$,taps

Wood-elf, $3p+2wp-3x+4sroll=6$,taps

Mallorn-Dweller, $2p-3x+10sroll=9$,taps.

Arwen taps to play When I Know Anyting.

END

New Best Friend played on Lorien.

Akhorahil deck exhaust on hand reset: 8.3 cards drawn/turn; 14 cards shuffled.

Cards moved from SB to DP: [Subtle Treachery,Drought x2,Quicksand x2]

Cards moved from DP to SB: [Phantom Devised By Wizardry,Sojourn in Shadows,

Ill East Wind,Freeze the Flesh,Flight Unmarked]

87 cards in 2nd PD

97	65	40	10	3	1	4	4
h1	p1	d1	r1	v1	o1	g1	b1

Galadriel deck exhaust on hand reset: 9.1 cards drawn/turn; 14 cards shuffled.

Cards moved from SB to DP: [Galadhrim, Dark Heart, Gloom x3]

Cards moved from DP to SB: [Lucky Search,Lady of the Golden Wood,Evenstar of Her People,

Mirror of Galadriel,Show Things Unbidden]

93 cards in 2nd PD

98	60	35	11	3	6	4	0
h1	p1	d1	r1	v1	o1	g1	b1

Hazards played: 26

outpost	3		0	Fake
Twilight	0		1	Ring-chained
Galadhrim	0		0	Gloom
Beorning Skin-Changers	1		2	Arouse Denizens
Old Man Willow	2		2	Arouse Minions
Tree-herder	0		0	Two or Three Tribes Present
Ent in Search of the Entw	3		1	Curse Him Root and Branch
Finglas	0		0	Dark Heart
Fangorn	1		2	Protecting their Domain
Fladrif	0		2	Wrath of the Olvar
Bregalad	1		0	Yavannas Plea
Lady of the Golden Wood	0		2	Memories of Axe-wielders
Evenstar of Her People	1		0	Sentinel of the Grove
			1	Infested Jungles
			1	Tauremornalome
			0	Which Might Be Lies
			0	Neither So Ancient Nor So Pot

Red font=tapped

top	avatar	Celeborn	Fanar	squat	avatar	Celeborn	Fanar	squat	MP	DP	SP	avatar
1		Lorien	Lorien		Lorien	Lorien	Isengard		6	86	4	
2	avatar	Lorien	Isengard		Lorien	Lorien	Lorien		7	79	4	DP.5
3		Lorien	Lorien	Lorien	Lorien	Ruined Si	Hermit's Hill		7	70	4	DP.5
4		Lorien	Ruined Sic	Hermit's Hill	Lorien	Lorien	Wellinghall		8	58	4	PD.1
5		Lorien		Wellinghall	Lorien	Lorien	Lorien		9	52	4	DP.4
6		Lorien	Lorien		Lorien	Minas Tirith			9	44	4	
7		Lorien	Minas Tirith		Lorien	Lorien			9	34	4	
8		Lorien			Cerin Amroth				9	26	5	
9		Cerin Amroth			Lorien				9	22	5	PD.1
10		Lorien	Lorien		Lorien	Rivendell			8	16	5	PD.1
11	Arwen	Lorien	Rivendell		Lorien	Rivendell			8	8	6	

1	Lady Galadriel	0	h102,p102
2	Lady Galadriel	0	h107,d107
3	Lady Galadriel	0	h107,d107
4	Lady Galadriel	0	h110,u110
5	Elven Handmaid	0	h105,d106
6	Arwen	0	h110,p111
7	Celebrian	1	h109
8	Taurnil	0	h102,d102
9	Wood-elf	0	s00,d101
10	Orophin	0	h103,d104
11	Rumil	0	h102,d102
12	Haldir	0	h104,d105
13	Mallorn-Dweller	0	h104,d106
14	Mallorn-Dweller	0	h110,o110

1	Mace of Anarion	0	h110,d110	
2	Palantír of Orthanc(H)	1	s00,p101,d109,r109s	
			h110	
3	Great Bow of Yew	0	h101,p103	
4	Emerald of Doriath	0	h101,d101	
5	Waybread	0	s00,p101	
6	Waybread	0	h110,p110	
7	leaf brooch	0	h103,p105	
8	Ent-draughts	0	h106,d106	
9	Leaflock	0	h106,d106	
10	Skinbark	0	h102,p104	
11	Fate of the Ithil-Stone	0	h106,p106	
12	When I Know Anything	0	h110,p111	
13	Royal Duo	1	h111	
14	Trickery	0	h102,p103	
15	Trickery	0	h103,d107	
16	Trickery	0	h104,d111	
17	Well aimed	1	s00,p101,r101z	
18	Well aimed	1	h106,d108	
19	Well aimed	1	h107,o109	
			h111	
20	Wielded Twice	0	h105,o107	
21	Marvels Told	0	h106,p107	
22	Marvels Told	0	h108,p108	
23	Lucky Search	0	h105,d105	
24	Quiet Lands	1	h103	
25	Fog	0	h105,d105	
26	Here, There, or Yonder	0	h101,p103f	
27	Here is a Snake!	0	h102,p102,r102s	
28	Here is a Snake!	0	h104,p104	
			h106,p106	
29	Ancient Knowledge	0	h105,p106	
30	Crept Along Carefully	1	h111	
31	Hall of Fire	0	h110,p111	
32	Smoke Rings	0	h102,p102,r104s	
33	Smoke Rings	0	h103,p103	
34	Smoke Rings	0	h104,p104	
			h109,p109	
35	LongBottom Leaf	0	s00,p101	
36	Show Things Unbidden	0	h105,p106	
37	Hidden Haven	0	h102,p104	
38	Lady of Many Visions	0	h106,p107	
39	Chief-Guardian	0	h101,d101	
40	Mirror of Galadriel	0	h103,p103,r103s	
			h103,p104	
			g107mv,p108	
			g108mv,p110	
			g110mv,p111	

1	Beorning Skin-Changers	0	h103,d103	
2	Beorning Skin-Changers	0	h108,d109	
3	Beorning Skin-Changers	0	h109,p110e	
4	Old Man Willow	0	h103,p103,k103	
5	Old Man Willow	0	h104,p105	
6	Old Man Willow	0	h106,d108	
7	Tree-herder	0	s00,d102	
8	Tree-herder	0	h105,d105	
9	Tree-herder	0	h105,d106	
10	Ent in Search of the Entwives	0	h103,p103	
11	Ent in Search of the Entwives	0	h107,p108	
12	Ent in Search of the Entwives	0	h108,p109,k109	
			g111f,d111	
13	Evenstar of Her People	0	h102,p102	
14	Finglas	0	h107,o110	
15	Fangorn	0	h109,p111	
16	Fladrif	0	h101,d101	
17	Bregalad	0	h101,p103	
18	Twilight	0	s00,d101	
19	Twilight	0	h102,p103	
20	Protecting their Domain	0	h102,p102	
21	Protecting their Domain	0	h104,p104	
22	Wrath of the Olvar	0	h101,p101	
23	Wrath of the Olvar	0	h103,p104	
24	Yavannas Plea	0	h102,p102	
25	Yavannas Plea	0	h102,d102	
26	Memories of Axe-wielders	0	h101,p103	
27	Memories of Axe-wielders	0	h103,d103	
28	Memories of Axe-wielders	0	h103,p105	
29	Sentinel of the Grove	0	h101,o102	
30	Sentinel of the Grove	0	h110,d110	
31	Arouse Denizens	0	h106,p106	
32	Arouse Denizens	0	h109,p109	
33	Arouse Minions	0	h105,p106	
34	Arouse Minions	0	h106,p107	
35	Infested Jungles	0	h108,p109	
36	Tauremornalome	0	h109,p109	
37	Two or Three Tribes Present	0	h102,o103	
38	An Unexpected Outpost	0	h101,p101	
39	An Unexpected Outpost	0	h101,p102	
40	An Unexpected Outpost	0	h107,p108	

	SIDEBOARD					
1	Book of Mazarbul	0	x102			
2	Ungolcrist	0	x102			
3	Bow of the Galadhrim	0	x102			
4	Bears of the Carrock	0	x102			
5	Elves of Lotholien	0	r101f.			
6	Beechbone	0	x102			
7	Great Bow of Lorien	0	x103			
8	Align Palantír	1	v104,h111			
9	Great Achievement	0				
10	Of the Greenleaves	0	x105			
11	Of the Greenleaves	0	x105			
12	Of the Greenleaves	0	x105			
13	Almost Felt You Liked the Forest	0	x103			
14	Almost Felt You Liked the Forest	0	x105			
15	Stars	0				
16	Come Back All of Itself	0				
17	Entmoot	0	x103			
18	Bow-master	0	x103			
19	New Best Friend	0	r101f.			
20	Three Golden Hairs	1	v110,h111			
21	Hands Clasped, Hair mingling	1	v109,h111			
22	LongBottom Leaf	0	x103			
23	LongBottom Leaf	0				
24	Show Things Unbidden	0				
25	Mirror of Galadriel	0				
26	Nenya	0				
27	Lady of Many Gifts	0				
28	Galadhrim	0	e1			
29	Fake	0	r108a,h109,d110			
30	Ring-chained	0	r108a,h109,p110			
31	Curse Him Root and Branch	0	r101a,h104,p105			
32	Curse Him Root and Branch	0	r102a,h111,d111			
33	Dark Heart	0				
34	Dark Heart	0				
35	Dark Heart	0	e1			
36	Gloom	0	e1			
37	Gloom	0	e1			
38	Gloom	0	e1			
39	Which Might Be Lies	0				
40	Neither So Ancient Nor So Poter	0				