

Elves of Evermist-Northern Waste

50avatar

C	9	Evermist
I	9	Northern Waste
F	7	vs. Durlach
A	1	Northern Waste
M	4	Tears of Yavanna
K	2	No Wizard

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 27 cards in sideboard

40 cards in H. deck, 13 cards in sideboard

10 characters in deck

8 starting cards

DC: 33res + 28haz + 12char = 73

138 total cards

17 creatures

The Elves of Evermist have a mission to heal the hurt in the Northern Waste. Many artifacts from the Vala Yavanna were hidden in the lands of the Northern Waste. All but four have been found by the Elves of Evermist lead by Nestador, healing mentor to Elrond. These four Tears must be found before the End of the Age. Guidance from Radagast is necessary before you find the first Tear. The greatest of the Palantiri will aid you in your quest. How it washed down the Anduin and up the coasts not even the Wise know. Your friends are those native the lands of the tundra and snow.

Elves of Evermist are in the Northern Waste Division with Alatar, Dain II and Thorin II. Their main hazard opponent is Durlach, Bane of the North - a balrog of Morgoth. :twisted:

Palantir of Osgiliath is the main item for this player. It can mimic the abilities of the other seeing-stones that you hope the other heroes will have in play so to fetch resources or hazards. It will take three turns to play a Tear. A roll is needed to play a Tear so it is possible to not fulfill this mini-quest the first opportunity, which is why Far-sight is included.

The deck has been modified since the last time posted by adding Friends of Winter resource. When the three NW man factions are in play by you, all Border-holds allow Information. This will allow you to invert Vision Path at a relatively safe location so you have more selection to play a Tear. The other company will play Far-sight and gather minor items to transfer to the other company, and to draw cards.

There are two "template" turns for choosing the use the master Palantir with Wielded Twice or Marvels Told.

Changes to the deck after the full practice game are discussed below.

+

The deck shuffled many cards using Pipe and Smoke Rings. Durlach's wounded minions avoided the hero characters allowing storing three Tears of Yavanna. Not much was changed. Sideboard resources were reduced to 25 to meet the new standard.

The only character change was adding Shipwright. He is an extra Sage with a nearby home site.

+

No change to the items or other table cards.

+

One copy of Marvels Told removed; the palantir can remove hazards. Another copy of Vision Path removed since Rituals will be fetched by Keeper of the Lodge. Ympyra's Insights replaces Lost Tome, which can be fetched by the palantir (Sage only). Another copy of Not At Home added since two sites have Drake attacks and two have Troll attacks. Eithel Morgoth is targeted just to tell Riddles. Not At Home will handle that attack. One copy of Helecthil, Light of the North removed with its low use in the practice game. It also is dependent on other cards. Elf-friend removed.

Many changes were made to creatures. One more copy of Lossadan Hunters, Snow-elves, and Ice-Giant added. Boars and Fell-Bear added for 9 creatures. Lossandamundar, Rain-drake, Marsh-drake, and Nameless Thing removed. This means that Durlach's minions in the under-deeps are untouched. You just need to trouble the surface minions. Strong Durlach minions in the Under-deeps are better prepared for Felagrog.

+

Some changes to the hazards enhanced creatures. Cursed Spell-bead added to bother Durlach's control of a minion rune item. White Vision was removed; there are two other Northern Waste movement hazards. Worm's Stench added to boost the Animal hazards. Other hero players have the drakes. Kelvar Enraged added too. Earth-Tremors removed. Stay Her Appetite added to bother Spawn allies. A copy of Fled into Darkness changes into Glance of Arien.

Aware of Their Ways no longer allowed in the game. Some agent hazards added to help Unor bother the minions under-ground. Gollum's Cave, Behind the Hedge, and Never Seen Him gets the Umit at the right site. An Article Missing can remove items you may see on the surface.

Site tapping was modified slightly. Torque of Hues now is found at Pendrath na-Udûn instead of Himring. Canadras removed for Vision Path, but Shoreless Isles added.

RESOURCES(40/27)

3	Palantir of Osgiliath	
1	Ring of Healing	
1	Ring of the Protector	
3	Greater Spell bead	
2	Major Spell bead	
*	minor spell bead	
2	Tear of Yavanna	
4	Anglachel	
2	Spear of Ivory	
*	Pipe	
1	Horn of Anor	
3	Lossidil	
2	Elves of Evermist	
1	Helechoth	
1	Aerfaroth	
2	Lossoth	
2	Merikoirat	
1	Great Seagull	
*	Land Reborn	
Q	Great Song of Awakening	
1	When I Know Anything	Info
1	Reforging	
1	Keeper of the Lodge	
2	Align Palantir	sage
1	Friends of the Snowmen	quest

10/12

1	Far-sight	Sa
1	Wielded Twice	Sa-r0
2	Marvels Told	Sa-r2
2	Vision Path	Sa-r0
3	New Friendship	D
1	Pipe Weed	
2	Gates of Morning	Penv
3	Not at Home	auto
1	Secret News	
1	Quiet Lands	Senv
3	Spring of Arda	Penv
1	Helecthil, Light of the North	Penv
2	The Riddle Game	riddle
1	Riddling-Talk	riddle
3	Wit	riddle
2	What Have in Pockets*	riddle
1	Skis and Furcoats	pe
2	Ympyra's Insights, LK	namer
1	Spirit-namer	namer
1	Lossoth Sentinels	pe
1	Peace and Beauty Never Beheld	
1	Forodwaith Revived	pe
1	Saw Further and Deeper	pe
1	Winter Lost Its Bite	pe
1	Hall of Fire	pe
3	Smoke Rings	cycle
3	Long bottom Leaf	cycle

30/15

HAZARDS (40/13)**19/3**

3	Crebain	animal	1	all	5	x	
3	Ice-Giant	giant	2	1	14	6	
3	Snow-Elves	elf	2*4		10	6	
3	Lossadan Hunters	man	1*4		8	x	
3	Berning Huntsman	man*	2	1	14	8	RL, Li, Ev, TU
3	Demon Whale	animal, dem	2	1	12	7	NW(CS), Doors(DB, ES)
1	Aamumenen Isa	animal	4*1		17	9	CSnw, roadblock
1	True Spirits of the North Winds	maia	x	3	3	13	5
1	Leucaruth at Home						
1	Canadras a Hunt						

21/10

2	Twilight						
1	Cursed Spell-Bead*	P.corrupt-rune					o3
1	Snow in the Mountains	road					
1	White Vision						
2	Snow Blindness	P.disease					ex2
2	Death Wind	road					ex2
3	Worm's Stench	S.					
1	Kelvar Enraged	L					
3	Incite Minions	S.					
2	The Way Is Shut	L-Udeep.roadblock					
1	Glance of Arien+	S-env.avatar					
1	Fled into Darkness	S-avatar.balrog					o3
1	Stay Her Appetite	S.ally					ex2
1	Roll Down the Sea						
1	Gollum's Cave						
1	Never Seen Him	P.agent					o1
1	Behind the Hedge	P.agent					
1	Lost in the Wilderness	S.limit-wilderness					
1	Press-Gang						
1	Aware of Their Ways						
3	An Unexpected Outpost						

SITES

Mi Evermist
Ld Grey Havens

Elves of Evermist, ring.heal

DB Helloth
TU Vasaran Ahjo
Ev Puolihmisten Satama

heal

Lossidil
x
Great Seagull

EB Jääklät
RL Pieni Satama
Li Hyvät Kyvat
Li Ligr Wodaize Berne
Ev Leiri
Fo Ruskea Vene
Fo Lossadan Camp

heal men

Merikoirat
Aerfaroth
Helechoth
x
cards
x
Lossoth

SS Tol Morven
Go Archond
Go El Missa
Th Orod Cesthas
Th Canadras
RL Kylematalo
RL Linnarthurras
Mi Malgolodh's Cave
Li Amon Anlug-sw
Ev Bernastath
Fo Thauraug
Fo Lossadan Cairn
Fo Gondring Lair
TU Bog Hills
Na Thilgon's Tomb
HU Shoreless Isles

m, M (H)
Info, m
Info, m
Info
m, M, ring
Info, m, M, P
Info
m, M, ring
m+, M+
m, M
m, M
m, M
m, M, ring
Info
m, M, G
m

undead.3w9
wolf
wolf
undead.2w7
dragon
troll
special
undead+*1w12
drake
men
animal
undead.2w8
GONDRING
vermin
traps
bears

Anglachel
Greater Spell Bead
Anything
Reforging
x
Tear
Tear
Ring of the Protector
*
Major Spell Bead
x
x
x
Vision
x
x

Na Pendrath na-Udûn
Na Eithel Morgoth
Na Mornost
TU Urdic Camp

m, M
m, M, G
m, M, G
m*, M*

drake
troll
orc/orc
men

spear of ivory
palantir
x
x

CHARACTERS-10

6-3-6-6-4

1	Heledwen	4/0/4/8*	W/Sc	Na	Ehold in NW	
1	Unor	3/1/3/7a	W/D	Um	Hyvat Kalat, any Umit-hold; +2DI.umit	
1	Ukkojalka	3/0/5/8+	W	Um	Puolihmisten Satama	+1P.NW
1	Karvainen	4/1/2/8+	Sa/D	M	Leiri, Ruskea Vene	+1.riddle, Namer
1	Voteli	3/1/3/6+	R/Sa	M	Lossadan Camp	
1	Striukir	4/1/3/8	R/Sa	Na	NW wilderness	+1P.orc/animal; +2DIelf/ani fac
2	Los'pindel	7/2/2/8*	Sc/R/Sa	Na	Helloth	+2DI.elf/man NW
1	Kuunkoira	3/0/3/8*	Sc/R	M	Jääklät, Pieni Satama	+1P.NW, t.LF,LS, SkisF
3	Nestador	8/3/4/8+	Sa/D	No	Evermist	+2DI.Elf
	Karhunkasi	2/0/4/8+	W	M	Hyvat Kalat	-1 CC, -1 INF; +2P.wolves/bears
1	Kenwe	3/0/3/9+	R	No	Evermist, bh NW	
1	Taivasta	4/1/3/8*	R/D	M	Lossadan C, RV	+1DI.c+f(home), t.cancel
	Dwalin	1/0/2/7+	W	lg	Blue Mountains	1CP
	Ori	1/0/2/7*	W	lg	Blue Mountains	1CP

starting company : at Grey Havens

2	Los'pindel	7/2/2/8	Sc/R/Sa	E	minor spell bead
1	Taivasta	4/1/3/8	R/D	M	horn
1	Heledwen	4/0/4/8	W/Sc	E	
1	Kuunkoira	3/0/3/8	Sc/R	M	
	Ori	1/0/2/7	W	Dw	

18/25 GI used <Saw Further and Deeper>

Ice-rangers

Helloth

Los'pindel	7/4/4/9	Sc/R/Sa	E7	2	horn, healing.ring
Striukir	4/1/3/8	R/Sa	E4	2	majorSB

19/25 GI used

<Saw Further and Deeper>

Voteli	3/1/3/6	R/Sa	M3	5	palantír, Align
Dwalin	1/0/2/7	W	lg	2	pipe

Vision-masters

Evermist

Nestador	9/5/4/8	Sa/D	E8	+1	Keeper, Namer, Anything
Kenwe	3/0/3/9	R	E3	0	<u>Seagull</u>
Karhunkasi	2/0/4/8	W	M2	2	rProtector

Snow Masters

Ukkojalka	3/0/10/8	W	U3	4	anglachel
Karvainen	4/1/4/8	Sa/D	M4	2	ivory, Whisperer, Insights

OBJECTIVE

The Elves of Evermist will not have an avatar. These Noldorian Elves are secluded in the North in their quest to find the remaining four Tears of Yavanna. By fulfilling this quest the Enemy's taint on Arda will be much less. Others who call the North their home will aid the elves. This quest is vital to achieve and that is why you do not want to risk an avatar being corrupted. For the power unleashed by the Tears from a fallen-Wizard or Elf-Lord will surely quicken Arda to a graveyard. Since you do not have an avatar, you do get to have a high elf that does not need to be controlled with much general influence.

Your goal is to find the last four Tears and open their Essence for the recovery of the North broken by the War of the Wrath and the centuries of Morgoth's residence. But there is a trapped Balrog very near in The Well. This is Durlach, Bane of the North. He will be your main antagonist. Your mission is expected to take 24 turns.

Top 5 Goals

1. Use Align Palantir on Palantir of Osgiliath
2. Play The Riddle Game twice against Durlach
3. Earn 10 MPs from characters
4. Gain MPs from Friends of Winter
5. Store three Tears of Yavanna

CHARACTERS

Nestador, elves, men and umli are united to weaken the mordo (dark essence) of Morgoth in the Northern Waste. There is no avatar. Saw Further and Deeper will give +5 GI, but you will need to keep track of your unused GI at all times.

Nestador is the pivot character for this player. He has 8-mind and is a Lay Healer. A home site of Evermist allows him to start easy at the site and while there hold one more card in your hand. A 4-prowess is not the best to move on the frigid tundra and neither is a 8 body. But a 5 DI against elves is great to control a follower while staying in one place. His Sage and Diplomat skills will help in squatting and not moving. He will later be the Keeper of the Lodge and bear When I Know Anything. Keep him alive and unburdened with hazards. He will lead a core company after the second deck.

Los'pindel is a lady of authority at Helloth. She is rare as an Elf with 7-mind and three skills. As a Nando she treks across the frozen land of the North that is her home. She has 4 DI against Elves and Men and factions with a home site in the Northern Waste. This is vital for her to easily control a 4-mind follower. She is weak at 2 prowess and 8 body, but in the Northern Waste her stats change to 4/9 when at or moving to a Northern Waste. She is never expected to move out of the Northern Waste; try to keep her more than one region from Eriador so she cannot move outside due a hazard. She makes a corruption check every Organization phase not in the Northern Waste. Her special ability allows one more card in hand when at Helloth. Move her to Helloth, which allows healing as haven, if no characters are expected to join her company. She will lead a core company to start the game.

A few three and four-mind characters are available to be strong, active characters in core companies. **Heledwen** has average 4/8 stats and two skills (W-Sc). As a Nando she as a home site of any elf-hold in the Northern Waste. She has +1 prowess when Helectil, Light of the North in

play. Her special ability is tapping to cancel any ongoing effects Jaanainen for her company. She starts the game.

Striukir is also a Nando 4-mind, but has the R-Sa skills great for this player. He hates Orcs and Wolves, but loves using +2 DI against Elf and Animal factions. His prowess is a little lower at three and 8 body is average. His home site of any site in a Wilderness in the Northern Waste will get him played easy into a core company. He is a follower for the first two decks.

Karvainen is a Sage-Diplomats. Stats of 3/8 is usual for a 4-mind, 1 DI Man character. He will start the game to influence factions. He has two home sites: Leiri and Ruskea Vene. He will be in the first companies and become a Spirit-Namer.

Marin is the highest Umit in the deck. He is similar to Heledwen with 4-mind, 4/8 stats, but is a Ranger. A known explorer gives him +1 prowess when at or moving to a site in the Northern Waste. He will be a strong starting character to start the game.

Kenwe Foryaren is another Noldo with a home site of Evermist or any Border-hold in the Northern Waste. He is just a Ranger of 3-mind and three prowess. But a 9 body will help hi survive the denizens. He can use any bow regardless of card text, but no bow is in the deck. He loves healing showing that when played you may search your play deck or discard pile for a minor item or short-event with a healing effect. He is independent and cherishes his part of the world. Discard him not in the Northern Waste or Eriador. A place is for him in a core company providing Ranger skill and Sage skill giving help riddling. Major Spell-Bead is a good item for him.

Taivasta is the lowest mind Man; 4-mind. He is a Ranger that is useful, but his Diplomat skill is not needed. He is from the Bay of Forochel with a normal 3 prowess and 8 body. But he can tap to cancel an attack against his company moving in the Northern Waste if Fog or Snowstorm is in play. He has +1 DI against characters and factions playable at his home sites.

Voteli is a rare Ranger-Sage woman. Her 3-mind gives her a decent 3-prowess, but a weak 6-body, so keep her at a haven. Her home site is Lossadan Camp not using her +2 DI against Lossoth faction. She can harm Nazgul if any venture into Forochel, but her body stat may not her survive the movement to use her +5 prowess against the wraith. She will be in a core company.

Kuunkoria is a Scout Ranger Man from Jaakylat and Satama. He has +1 prowess when at or moving to a site in the Northern Waste. Tap him to take Looking Forward, Lossadan Sentinels or Skis and Furcoats from the discard pile.

Ukkojalka is a Dual Umit from Puolihmisten Satama. He has +1 prowess when at or moving to a site in the Northern Waste. A 5 prowess is strong with an 8 body. Only a Warrior, but he can protect others. Old Grudge in play gives all Umit characters in his company receive +1 prowess against Giants and Drakes.

Unor is a grey agent Umit. He will be used as an agent to play creatures against Durlach. His home site of Hyvat Kalat and any-Umit hold will allow him to easily play these creatures. His low 7 body needs to keep him from attacking. As an agent he has +1 prowess against Drakes, Dragons, and Elves.

Karhunkasi is the typical 2-mind Man with -1 to corruption and influence checks, Warrior skill, and 4 prowess. He starts the game to be a bodyguard, especially to use his +2 prowess against Wolves and Bears.

Dwalin and **Ori** are simple 1-mind Dwarves with 2 prowess and low 7 body and corruption issues. His usefulness is to be an easy follower or to stay at Evermist allowing playing of another character.

COMPANIES

Some many strong characters allows two distinct layers. The first layer will play loose and fast allowing for characters to be eliminated.

The starting company will try to play as many items as possible before the main heroes are drawn. Four characters start with three in the first layer. Each has 8 body. Los'pindel starts as a strong Sage and able to play Stealth. Another elf, Heledwen, is a Scout with 4 prowess. Marin is the strong Ranger with 4 prowess. Karvainen is the other Sage and the only Diplomat. Minor Spell Bead, Pipe, and Horn of Anor are the minor items. Start at Grey Havens.

<i>starting company</i> : at Grey Havens				
2	Los'pindel	7/2/2/8	Sc/R/Sa	E minor spell bead
1	Marin	4/0/4/8	W/R	U pipe
1	Karvainen	4/1/2/8	Sa/D	M horn
1	Heledwen	4/0/4/8	W/Sc	E
	Ori	1/0/2/7	W	

Ice-rangers		Helloth		
Los'pindel	7/4/4/9	Sc/R/Sa	E7 2	horn, healing.ring
Striukir	4/1/3/8	R/Sa	E4 3	majorSB, ring.protector

The first layer uses 18 GI. The Ice-rangers will be at Helloth. They are two sages to riddle your enemies with the 17 different names for snow. Both are Rangers. Los'pindel will have Horn of Anor. You may have this company travel to Evermist later in the game. Striukir will have the major spell bead to cancel several types of attacks. This company will travel to sites to play the factions and items.

Snow Masters				
Ukkojalka	3/0/5/8	W	U3 0	
Marin	4/0/4/8	W/R	U4 0	
Karvainen	4/1/3/8	Sa/D	M4 2	ivory, Namer

The Snow-Masters are to invade into dangerous sites for items of power. Karvainen is the Man who becomes a Spirit-Namer with Spear of Ivory. He is the Sage and Diplomat. Two Umli will face strikes. Ukkojalka has 6 prowess in the Northern Waste. Marin has 4 prowess. They will play the Reforging, and Anglachel.

The second layer is three companies using 17 GI. The Vision-masters will accomplish the quest. Nestador's company, The Vision-masters of Evermist, will sit at the haven recycling cards. The main elf for this player is Nestador. Staying at Evermist allows +1 to hand size. Nestador will have the light enchantment, When I Know Anything and minor spell bead to give +3 to a corruption check. Nestador has two followers. Kenwe is the Ranger and likely to have the animal ally. Karhunkasi is the Man with 6 prowess to face tough strikes when using Spear of Ivory.

Vision-masters		Evermist			
Nestador	3/6/4/8 Sa/D	E8	1	minor SB, R.healing, Keeper	
Kenwe	3/0/3/9 R	E3	1	R.protector,	<u>Seagull</u>
Karhunkasi	2/0/4/8 W	M2	3	ivory	

Visionaries		<Skis and Furcoats>			
Morvran	6/5/4/9 W/Sc/D	M6	3	greater.SB	
Nuorilintu	3/0/3/8 Sc/R	M3	2	major.SB	

The Visionaries are two men who know hardships. This is the company to find the Tears. Skis and Furcoats is played on this company of two Scouts and one Diplomat. Morvan controls a Greater Spell-Bead that has a special ability for each of his skills. He will have 4 DI to have Nuorilintu as a follower. Nuorilintu has Major Spell Bead. Morvan will take the big strikes with his 10 body to spare the tear-bearer. Morvran has 5 DI and can also control Karhunkasi when not needing to play Stealth, Ukkojalka then be played with Nestador.

Voteli	3/3/3/6 R/Sa	M3	5	palantir, Align, Friend	
Handmaid	2/0/1/7 Sa	E2	1	Anything	

Voteli will use the palantir. Elven Handmaid will also have When I Know Anything. Voteli will have 5 CP carrying Align Palantir and the Palantir of Osgiliath. She does not need to tap to use the palantir, but most likely not tap to play anything else. If Fate of the Ithel-stone is stored, then Voteli will only be carrying 4 CP.

NESTADOR & EVERMIST

The teacher of Elrond in the healing arts, Nestador, has a home in Evermist. He is a powerful healer and wise sage. He will move in the early turns, and then stay at Evermist when others are able to find the Tears. He is able to control up to 6 mind of elves or 3 mind of non-elves. Keeper of the Lodge grants +1 to CC. Bear may tap at the END phase to fetch a ritual. The resource is discarded if bearer is more than three regions from Evermist.

Evermist is in the Northern Waste. A trip from Rivendell is dangerous, but a sail to the Grey Havens is safe. Play three Hall of Fires to allow quick healing and untapping characters. You will only use another haven when needing to draw cards, and this will be the Grey Havens. There will be many corruption checks. Three copies of New Friendship should help. Halls of Fire is great to untap heroes at Evermist who use a palantir or assist with CC during the site phase.

ITEMS

A few items other than the Tears are in the deck. All three spell beads are found along with a treasure item, a palantir, and two other minor items.

Minor Spell Bead has a nice DI bonus and non-tap ability for a Sage. **Major Spell Bead** also cancel non- auto attacks (Orcs, Trolls, Dwarves, Giants, Men) in the Northern Waste if used by a Ranger and provides a +4 to prowess if discarded. Both are only playable at a non-Lair in the

Northern Waste. **Greater Spell Bead** is the prize run item. It requires discarding for no effect a Lost Knowledge card to be played at a Ruins. Great abilities include: +2 DI against characters with a lower mind, Warriors have +1 prowess and body when facing an Animal, Wolf, or Awakened Plant attack. Scouts can shuffle a Scout skill card from the discard pile, and a Diplomat can give +3 to an influence check against an Animal, Ent, or Man faction playable in the Northern Waste. But it weights three corruption points force a check when tapped.

Horn of Anor is nice +2 bonus to influence attempts for each faction. **Ympyra's Insights** is the resource to play Land Reborn and Greater Spell Bead.

Pipe will be used to recycle Pipe Weed or Smoke Rings and thus resources from sideboard. **Pipe Weed** is a short-event playable by a non-Elf character bearing a Pipe. The character taps to look at the top 5 cards in the play deck, then makes a corruption check. This is good for when using riddle events.

Anglachel paired with Reforging is there just for 5 MP. It has to be played at Tol Morwen. But an elf can use this for a while before storing. It just gives 2 corruption points even reformed. Bearer makes a corruption check after every strike he faces. It normally gives +1 prowess to a max. 10. Reforged gives +5 prowess to a max. 12 and -3 to target's body. Visit Canadras or Gondring too if those wyrms bother you.

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

Ring of Healing is a unique ring only playable at Evermist. It is 1 MP with 1 CP. Tap during the organization phase on an Elf Sage with a 6 mind to heal a wounded character in the company. Make a roll with a result greater than 9 fully heals else to tapped. Bearer makes a corruption check makes a corruption check modified by -1.

Ring of the Protector is a special item only played at Malgolodh's Cave. This 1 MP and 1 CP dual item allows help facing an attack. A non-overt bearer may have a strike be made ineffectual, but then the bearer faces a strike with original prowess modified by -1 of type same as bearer's race. A successful strike takes bearer prisoner at his current or new site.

The **palantir** will be played at Kylematalo, but you will need four heroes to move the orb back to Evermist. This is a prized item with three corruption points. This palantir has the ability to discard any hazard permanent event or duplicate any other palantir in play.

Far-sight will be used to fetch mainly a Tear of Yavanna. However, you can also fetch Major Spell Bead if it is discarded.

Wielded Twice is a Ritual and Sage event that will untap an item. Several items can tap (palantir, R.Healing, Greater SB, Pipe).

TEARS OF YAVANNA

First, you will need to play **Land Reborn**. This requires to flip by discarding a Lost Knowledge resource or tapping Keeper of the Lodge Elf at Evermist.

The last four tears are not easy to find. Yavanna has sent a vision to the **Keeper of the Lodge**. Then the Keeper will share it with an elf at Evermist. You can tap Keeper of the Lodge to take **Vision Path** from the discard pile or sideboard to hand. This Ritual is played on an Elf at Evermist or on any Sage if Keeper of the Lodge is present.

This elf may tap once per turn to reveal three cards from the top of his playdeck. A revealed Tear is taken to hand with the ritual inverted.

The vision will lead the elf to a clue on the location of a Tear, which is a Ruins or Lairs in the

Northern Waste. The benefits of the Tear will is +1 to corruption points. All plant attack's against his company are detainment. Bearer can heal during his untap phase. Lure of Nature will give double corruption points. Store a Tear when **Great Song of Awakening** is in play.

The ritual Vision Path should be a priority to recycle at the end of your turn with Master of the Lodge.

Forodwaith Revived is a dual resource environment. It can only be played if Great Song of Awakening is in play. This card affects all players.

ALLY

This animal is an unique **Great Seagull**. He has a convenient home site of tapped or untapped non-haven site in a Northern Waste Coastal Sea or adjacent region. Only an elf, dunadan, or wizard can play this item. This ally can tap to cancel a strike directed against him. However, his best ability reveals all the hazards from your opponents hand, which can be done every two turns or so. A 1 prowess is low, but 9 body is nice. This animal ally is also a Scout.

FACTIONS

Lossidil has the nice ability to target Snow-elves to overt companies in the Northern Waste. An attempt of 11 is needed (elf +1, NW elf +3, dwarf -2, men -2). Los'pindel will have +7 to the attempt with Horn of Anor.

Helechoth has the ability to cancel animal, wolf, and giant attacks keyed to Lindalf or Thorenaer by type or name. An attempt of 8 is needed (men +1). Los'pindel will have +4 to the attempt with Horn of Anor.

Elves of Evermist can untap Keeper of the Lodge if the elf is at the site. An attempt of 13 is needed (elf +1, elf NW +3). Los'pindel will have +7 to the attempt with Horn of Anor.

Aerfaroth can cancel an attack to either Bay of Forochel, which will be a constant pathway for your characters. An attempt of 9 is needed (men +1, NW elf +1, dwarf -1). Los'pindel will have +5 to the attempt with Horn of Anor.

Lossoth are the most southernmost faction playable in Forochel. It is playable at Leiri and Ruskea Vene. An attempt of 9 is needed (men +1). Los'pindel will have +4 to the attempt with Horn of Anor.

Merikoirat is an Animal ally worth 2 MP. Play it at any site in a Coastal Sea region in the Northern Waste if the influence attempt is greater than 9 (Elves +1). Use the Horn and New Friendship by an elf for +6. Tap the faction to cancel the effects of Drowning Seas, Noose of the Sea, and/or Storms of Osse for your companies this turn. Faction does not untap normally during untap phase.

Horn of Anor and New Friendship are your only bonuses for influencing factions. Confidence is present with influencing all the factions except for the Elves of Evermist.

Normally, the elves do not need aid from the inhabitants of the Northern Waste. **Friends of Winter** is a quest resource that must start the game. You may play rune minor items at any tapped Border-hold or Free-hold in the Northern Waste. When you play a Man faction at such a site you may take Skis and Furcoats, a rune minor item, or an Information resource from sideboard or discard pile. You can then flip the card.

As flipped you see **Friends of the Snowmen**. You can play and store Information resources at any Border-hold in the Northern Waste. Resource is flipped when an opponent plays Burning

Rick, Cot, and Tree at such a site. When you have three or more Man factions in play at sites in the Northern Waste this card gives 3 MP and all Man characters in the Northern Waste receive +1 to corruption checks.

HEALING

Nestador's own ability can get a damaged company out again on the next turn. Hall of Fire will also provide healing for a company, if of course three copies of the event are in play.

GATES OF MORNING

You are playing Gates of Morning. You have some resources with alternative purposes with **Gates of Morning**.

Not At Home reduces the number of strikes of any automatic-attack by two (min. 1). Several sites you plan to visit can profit from this event.

Quiet Lands treats a Shadow-land as a Wilderness or a Shadow-hold as a Ruins&Lairs. Likely, you will not use the event when visiting a Shadow-hold to change its type, but to reduce the strikes if Not at Home is hand. Use both to walk with dwarven boots on stone and not make disturb the dust.

NORTHERN WASTE & UNDER-DEEPS

The Waste has double wilderness, shadow-lands and coastal sea regions. Three dragons and a drake roam the Waste. Other worms will tap or kill your characters. You will need be safe and use hidden paths to complete your quest.

Helecthil, Light of the North will discard nasty hazard long-events and almost guarantee allowing your companies to move, but resource long-events will get discarded too. You don't have any resource LE. Play this event whenever possible. This will help you nullify Snowstorm.

Not at Home will cancel troll, drake and dragon AA. You might visit such sites or with Gates of Morning, reduce any AA strikes. There are four sites with those AA types. Use this event to visit such sites on multiple occurrences for Vision Path and Tear of Yavanna. This will be frequently used – 6/9.

Quiet Lands can reduce Narthalf to a wilderness if Gates of Morning is in play. This means that Torque of Hues can be used for creature attacks. Else reduce the attacks from a site to half. Not at Home is more useful since the attack is cancelled or likely reduced to one strike.

Banishment is a Sage, Ritual event that cancels all Undead attacks at a site with the Sage making a corruption modified by -2. If a Ruins & Lairs the site now contains a hoard. This event stays in play until an item is played or the site leaves play. You will visit three Undead sites.

Spring of Arda is another environment. This resource discards one Arda Marred in play. The resource is tokened for every spell or hero environment resource played. You have five other such resources. Discard two tokens to make a hazard creature cost two against the hazard limit. Discard the event and four tokens to cancel an opponent to fetch from his sideboard or discard pile.

Skis and Furcoats will allow you to move during the play of specific environmental hazards. It is playable at a Border-hold. A ranger taps to cancel one Fell-Winter, Long-winter, Snowstorm, or Snow in the Mountains for the company. But every character makes a roll modified by his body stat; failure results in the character being wounded. Previous deck versions had two copies.

Lossoth Sentinels is a permanent-event played if you have a Man faction playable at a site in the Northern Waste. Tap faction when an overt company moves in a region when this faction is playable, to look at 3 random cards from opponent's hand, tap 2 such factions to shuffle a card

from discard pile into playdeck, tap 3 such factions to grab a sideboard card to hand.

Peace and Beauty Never Beheld is a long-event allowing each untapped hero character at or moving to a site in the Northern Waste receives +1 to corruption checks and rolls to remove corruption cards. Character can tap during end-of-turn phase to remove corruption cards. Discard this event when Mordo comes into play.

Winter Lost Its Bite is a permanent-event to tie some hazards. This Environment makes Bonds of Winter, Fell Winter, Long Winter, Snow in the Mountain, and Snowstorm costs two against the hazard limit. These also are nullify outside Northern Waste. Also, discarding one of the hazards puts the hazard with this card.

AGENTS

You have no anti-agent resources in the deck.

RIDDLING

Riddling seems like a great strategy when you can recycle cards, have lots of sages, ability to see your opponent's hand and room in the deck to play Wit. Karvainen has a normal +1 to Riddles.

First, you can recycle cards with Smoke Rings and with Palantiri of Annúminas & Orthanc. You will have five sages out of 12 characters, but your riddling company will have 2 sages. You will know what is in your opponent's hand or soon to be with: Crebain, Palantiri of Amon Sûl & Minas Tirith. With the resource Wit, any riddling attempt will always be at a minimum of +5.

What Have I Got in My Pocket is there to discard Tear of Yavanna in hand by Durlach. If you win, then you see the hand. If the named item is in the hand that card is discarded and you can play that item from hand, discard pile, or sideboard. **Wit** gives +3 to riddling rolls. But use this card to see the hand before using the next riddle card.

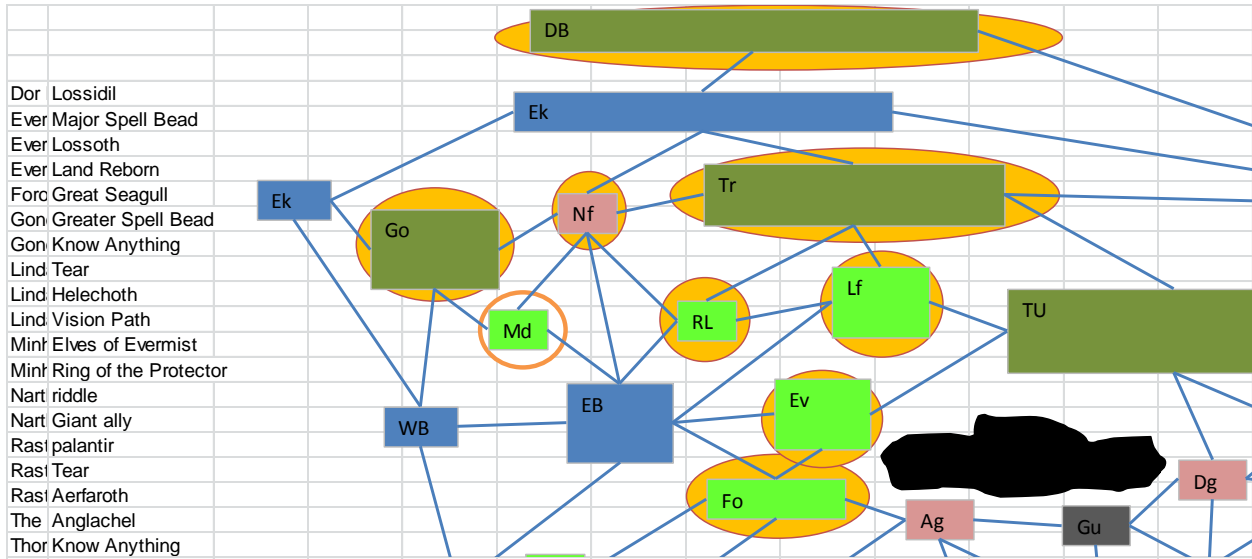
Your riddle attempt card is **The Riddle Game**. You want to discard cards from Durlach's hand. Participants gain +2 if a Sage and +1 if a hobbit. The winner names two cards and the loser reveals hand. Any of the named cards are discarded from the loser's hand.

Visiting Eithel Morgoth should not be left from the candidate movements. A Master of Dread and Fear Durlach has the stats 5 prowess and 8 body. Then play the hazard short-event Glance of Arien to have Durlach's MDF stats to be 3 prowess and 7 body or (Durlach+MDF+Glance+Gates = 1/6).

The cards you can discard from Durlach's hand include hazard creatures. Use this event 4-6x in the game. You might want to send Karvainen to Eithel Morgoth on his own. *Not at Home* will cancel the Troll attack. Wit will grant him +4 advantage to the Balrog.

SPIRIT-NAMER

Ympyra's Insights is played on a spirit-namer. Any light enchantment in the company gives one less corruption point. When a rune item must be discarded from the company either discard the item or tap target spirit-namer and take the item to hand.



Dor	Lossidil			
Ever	Major Spell Bead			
Ever	Lossoth			
Ever	Land Reborn			
Forc	Great Seagull			
Gon	Greater Spell Bead			
Gon	Know Anything			
Lind	Tear			
Lind	Helechoth			
Lind	Vision Path			
Minr	Elves of Evermist			
Minr	Ring of the Protector			
Nart	riddle			
Nart	Giant ally			
Ras	palantir			
Ras	Tear			
Ras	Aerfaroth			
The	Anglachel			
Thor	Know Anything			
Minheldolath	H	Evermist	evermist	.
Minheldolath	R	Maglgolodh's Cave	evermist	Undead, D
Gondalf	R	Achrod	evermist	Wolves
Gondalf	R	Ei Missa	evermist	Wolves
Narthalf	S	Eithel Morgoth	evermist	Trolls
Narthalf	S	Pendrath na-Udûn	evermist	Drake
East Bay of Forochel	B	Jääkylät	evermist, imrahil	Men
Rast Lornaeth	R	Kylmätaalo	evermist	Trolls
Rast Lornaeth	R	Linnarthurras	evermist	.
Rast Lornaeth	B	Pieni Satama	evermist	.
Thorendaer	R	Orod Certhas	evermist	Spirits of I
Lindalf	B	Hyvät Kalat	evermist	
Everdalf	R	Bernastath	evermist	Men
Everdalf	B	Leiri	evermist	.
Everdalf	F	Puolihmisten Satama	evermist, radagast	.
Dor Bendor	F	Helloth	evermist	.
Forochel	B	Lossadan Camp	evermist	
The Sundering Sea	R	Tol Morven	evermist	Undead
Underdeeps	R	Ancient Maze	evermist	Spawn

SITES

The Waste has several isolated ruins for denizens and towns for the natives. All of the 21 sites you intend to visit are within the normal four region movement turn except for one site. All sites are in the Northern Waste. The sites in Forochel have Rivendell as the nearest haven. Twelve sites have automatic-attacks ranging from spawn, spirits/undead (2), wolves (2), drakes (2), men (2), and troll (2). All your movement will be in the Northern Waste except when you start the game. Using Friends of Winter is key to use Border-holds as Information sites for Vision Path.

Three Double Wilderness, a Shadow-land, and five Wildernesses are on the map for this player. Only four sites are shared. None shared have an automatic-attack.

Free-holds on your list include Helloth that has an elf faction. You plan to visit Radagast at the distant site Puolihmisten Satama – a home site for one of your characters. A nest of a Great Seagull is found there too. Just use another site to visit Radagast if already tapped.

There are seven border-holds in the Northern Waste. **Hyvat Kyvat**, **Pieni Satama** and **Leiri** have man factions for you to recruit. Ligr Wodaize Berne, Ruskea Vene, Leiri, and **Jääklät** have Vision Path once Friends of Winter is worth MPs. Moving to Forochel will be perilous with a Coastal Sea used.

Ruins are important for the Elves. Northern Waste west of the Illuin Mountains have 14 Ruins and Lairs. Nine of your sites are Ruins. Tears of Yavanna must be played at a Ruins or Lairs. Two tears, two Light Enchantments, a palantir, two rings, and two runes require nine sites. When I Know Anything is found through a Shadow-land in a Double Wilderness at Orod Certhas. Its weak automatic-attack will help an Elven Handmaid tap for the event. Another copy of the Light Enchantment is found at El Missa. Two Ruins are designed for the Tears: Linnarthurras, and Amon Anlug. One site requires the hazard player to supply a special automatic-attack. Listed below is movement from Evermist to a site to invert Vision Path, then to a site to play the tear followed by movement to Evermist.

W-SL-C-CC	Ligr Wodaize Berne	CC-WW-W	Amon Anlug	W-C-W
W-C	Jääklät			
W-C-W	Leiri	W-C-W	Linnarthurras	W-C-W

Malgolodh's Cave is the keeper of Ring of the Protector. Kylematalo is where you will play the palantir. Bernastath has Major Spell Bead. Archond has Greater Spell Bead. Only one of the four Shadow or Dark-holds in the Northern Waste you will visit is Pendrath na-Udûn. Visit Eithel Morgoth to use The Riddle Game against Durlach. Use Not At Home to cancel the site attack.

Not that a different site will invert a Vision Path; no site is tapped. This means that Orod Cesthas should be used first allowing Far-sight to be played later for fetching a Tear. Cirdan the Shipwright can tap Gondring's Lair after you use it for the second Vision Path.

A few other Northern Waste sites are present and used by other avatars. Thorin will tap Vasarn Ahjo, Thauraug, Lossadan Cairn, Thilgon's Tomb, Gondring's Lair, and Mornost. Elrond will tap Urdic Camp. Alatar will tap Canadras.

HEROS & MINIONS

You are in the Northern Waste division, but you may encounter those in the Eriador Division. Cirdan may give you aid, but don't count on it. Elrond will help you if the Witch-king bothers

you. Lomaw and Throkaw may bother you since both are in the Northern Waste, but you do not need to visit east of Talath Uichel except for one site and only once to visit Radagast.

DURLACH

This Balrog is trapped for the moment. But his minions are roaming outside the Well. They can do very little on the surface, but you need to slow them down and prevent MPs going into his pile. You do not need to visit the under-deeps...yet.

MARSHALLING POINTS

- C=9 This is a high amount. You have three 2+MP heroes and eight 1 MP characters. You just need a two 2 MP and five 1 MP to survive.
- I=9 Items MP are important. Four items give 10 MP. Expect Greater Spell Bead to have been discarded after bearer fails a corruption check. One Tear of Yavanna is counted.
- F=7 Five factions give 9 MP. Expect to have both elf factions and Lossoth in play.
- A=1 Great Seagull is the only ally.
- M=4 These points are Align Palantir and both WIKAs.
- K=2 You are not expected to kill creatures unless Not at Home helps. A second stored Tear of Yavanna puts these needed Kill MPs to zero.

GAME POINTS: The Doom of Choice

PLAYDECK MANAGEMENT

This deck is very resource-recycling heavy. You will have the master palantir-The Palantir of Osgiliath. Drawing cards will be a problem with having small and weak companies. Recycling resources for protection and playing the Tears require a sophisticated strategy. The first play deck will be getting the quest started. This is a dangerous time for your heroes. The Northern Waste is perilous and many fell creatures roam its unforgiving landscape.

You will be playing a riddling strategy. It requires holding cards in your hand. This will slow your card drawing. Try to always have a company moving to draw cards. Many of your heroes are sages and this will greatly help in riddling. There is a sequence to follow to play and store a Tear, if this sequence is disrupted, you will be slowed you down. The heroes know of the risks and you should be willing to pay the price of losing characters.

With the recycling abilities of the palantir, your deck will be slow to exhaust. You need to store 3 Tears by the end of the White Council. The main characters will be in play early after the first exhaust. Then, you should have the recycling system in full-motion.

No normal ability is present to access the sideboard outside exhaustion. Use Smoke Rings and other means to shuffle sideboard cards. Pipe will shuffle Smoke Rings on several occasions. Keeper of the Lodge will shuffle rituals either in the sideboard or playdeck. Hall of Fire is key to untap Keeper of the Lodge.

This player has 10 cards needed a skill. Four can use Gates of Morning. Eight cards are Environments. Riddling is found in six cards. Another seven are Rituals. There are two Light Enchantments. Half of the 52 events are either permanent-events or recycling.

1ST DECK

You want to have Master of the Lodge in play by turn 9. With a weak starting company and little room for general influence, you should have your core companies almost complete and eight of the 20 sites tapped in the first ten turns. Expect to exhaust on Turn 10. It is essential to play Torque of Hues and the palantir this deck. Try to get a faction on your side too. Take risks

with Maran for playing resources.

Use Longbottom Leaf to get the right resources in the playdeck near the end. First shuffle Ympyra's Insights and Far-sight. You can fetch a rune item when Ympyra's Insights is in hand ready to satisfy Lost Knowledge requirements. Then shuffle Greater Spell Bead and When I Know Anything. Finally, shuffle Align Palantir and Hall of Fire.

Smoke Rings will shuffle resources that must wait to be successfully played including: Elves of Evermist, Vision Path, and two Hall of Fire. Pipe will shuffle the recycler at least once.

An Unexpected Outpost shuffles An Article Missing x2 and Never Seen Him. These hazards will allow your grey agent to slow Durlach's minions. The consequence will have the minions sped turns playing the items again and staying away from Eithel Morgoth.

First Exhaust

Remove from the sideboard 5 resources: Kirruako, Ring of Healing, Friends of Winter, and two Helecthil.

Place resources in the sideboard that are little use: Keeper of the Lodge x2, Vision Path, Skis and Furcoats, Elven Handmaid.

2nd DECK

Get Land Reborn before the Warlord Phase. Assume here Turn 16. On turn 13, play Vision Path on an elf at Evermist. Store the Tear on turn 17. Your deck should exhaust on Turn 17. Now you can have a full rack of sites to play the other three Tears. Other than Land Reborn for this deck, influence two more factions for a total of four in play.

There are 5 Ruins in the Northern Waste allowing Information, so that gives you plenty of options to play three Tears. You should start getting your final companies in order and the Palantir should be being used at the start of this deck.

Smoke Rings will shuffle two Tear of Yavanna cards, Major Spell Bead, and Lossidil. Pipe should shuffle the recycler once. Land Reborn will come into play on its own. Keeper of the Lodge will shuffle rituals including Wielded Twice and Vision Path.

An Unexpected Outpost shuffles Boars x3. Hazard Events will be ready to play by then to boost the prowess.

Second Exhaust

Remove from the sideboard the 5 hazards: Snow Blindness x2, Death Wind x2, and Stay Her Appetite. These hazards will damage Durlach.

Place Rituals in the sideboard to be shuffled by Keeper of the Lodge.

3rd Deck

Play the remaining tears. Send another company to harass Durlach with The Riddle Game. If a company is on the surface without wounded, then move to Eithel Morgoth for riddling. Else move to the site of the minions. This may allow the minions to later be wounded instead of healing at the Darkhaven.

Keeper of the Lodge will shuffle rituals in the sideboard.

Smoke Rings will shuffle Marvels Told, Withdrawn to Mordor, and New Friendship from the discard pile.

An Unexpected Outpost shuffles the remaining 4 hazards: Cursed Spell-Bead x2, Fled into Darkness x2.

SIDEBOARD MANIPULATION-25

1	Kirrauko		ex11	
1	Ring of Healing		ex12	
1	Tear of Fire			smoke2
1	Tear of Air			smoke2
1	Major Spell bead			smoke2
1	Greater Spell bead	Leaf-2		
1	Elves of Evermist	smoke		
1	Lossidil			smoke2
1	Land Reborn			Radagast
1	When I Know Anything	Leaf-2		
1	Align Palantir	Leaf-3		
1	Friends of Winter		ex13	
1	Far-sight	Leaf-1		
1	Marvels Told	Keeper		
2	Wielded Twice			Keeper, Keeper
1	Ympyra's Insights	Leaf-1		
2	Helecthil, Light of the North		ex14, ex15	
3	Hall of Fire	Leaf-3, smoke, smoke		
3	Vision Path	smoke		Keeper, Keeper
E1 x	Keeper of the Lodge			
E2 x	Keeper of the Lodge			
E3 x	Vision Path			Keeper
E4 x	Skis and Furcoats			
E5 x	Elven Handmaid			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	-	-	-	-
SB to DP	-	-	-	-	-	-
Smoke	4	0	4	0		
Leaf	6	0	-	-	-	-
avatar card	-	-	-	-	-	-
other	1	0	5	+4	-	-
exhaust	5	0				

HAZARDS

The hazard strategy pins Durlach and his minions to the Darkhavens. Some creatures only affect the Bay of Forochel realm. Agent hazards will target Durlach. Expect to use on-guard cards against every company until the Warlord Phase.

CREATURES

There are 22 creatures/events. They are animals, giants, men and elves. Some of the creatures can be keyed to Wilderness or Coastal Sea. Almost all the other regions and sites can be hit. Even though some of your creatures can only be keyed to NW, those that venture in NW are in for a hard time. Kelvar Enraged gives +1 strikes and -2 body to some of your creatures. Worm's Stench will help your 10 Animal creatures. Everdalf and Lindalf are keyed by three of your creatures by name.

There are giant, man, and elf creatures. Ice-Giant is another NW creature. It is a hard single strike with 14 prowess at 6 body. Its range is in the far north. Doors of Night greatly expands its range.

Snow-elves is a lethal creature of four strikes with 10 prowess at 6 body attacking in Dor Bendor, Thorenaer, Everdalf, Lindalf, and Talath Uichel, Talath Oiohelka. That is Durlach will have his minions threaten. Helecthil, Light of the North expands these elves to the entire NW. Companies must return to its site of origin if all strikes succeed.

Lossadan Hunters is the man creature most commonly found near Forochel. It is a weaker version of the elves with four strikes but with 8 prowess. Keying to border-holds against overt companies has +2 prowess and +1 strike. These three creatures cover the entire Northern Waste west of Talath Oiohelka.

Berning Huntsman is a Man creature of 1 strike of 14 prowess with 8 body. It has one strike detainment against hero companies. It is playable only to Everdalf, Lindalf, Rast Losnaeth or Talath Uichel and at non-Haven sites in the regions. A character with a home site in the region may tap to cancel the attack. It is worth 2 MP.

Three other animals are included. Crebain is present for its card-viewing ability. You might discard this creature to play later so to use a riddling event. Its 5 prowess is low, but Worm's Stench and Full of Froth and Rage can make it 10 prowess.

Boars will have +1 strike if Spring of Arda played by Alatar. Boars are common in Borderlands and Wildernesses. It is weak at 2 strikes with 7 prowess, but with Kelvar Enraged, Worm's Stench and Full of Froth and Rage makes it: 3s11p.

Demon Whale is an animal and demon. Its single strike with 12 prowess and 7 body is not the best, but it chooses defending characters. It has +2 prowess if the company's size is 5 or more. It is keyed to any Coastal Sea region in The Northern Waste. Doors of Night expands it to Dor Benor and Elven Shores.

Canadras Ahunt is a dragon creature hazard for Durlach's minions. It also affects you, but you can plan movement around this worm. The event creates three nasty strikes of 13/6 in Narthalf, Lindalf, Rast Losnaeth, and Talath Uichel. It will surprise Durlach. Doors of Night expands to Dor Bendor, Ekkaiia, and Hub Uichel. You can also bother Lomaw. This attack has +2 prowess against Dwarves.

Leucaruth at Home is an anti-dragon hazard. This hazard allows only one unique Dragon manifestation played per turn. This will help your companies avoid a swarm of flying scales. That attack are two strikes with 17 prowess and 8 body.

True Spirits is more of insurance against Eloeko. This maia creature has 3 strikes of 13 prowess with 5 body. Attacker chooses defending characters. It can be keyed to any non-Shadow-

land region in the Northern Waste. The event can be used as a resource canceling any attack with any manifestation of Eloeklo.

Aamunenen Isa is Animal/Maia creature or long-event. Likely will not be played as a creature. Its long-event effect forces a company moving in the Northern Waste with a Coastal Sea in its site path to return to its site of origin. Use this hazard to protect your company with such a site preventing a visit by minions.

Creatures

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

- FD:
3 BL: Boars
6 W Crebain Boars
- WWW
3 SL Crebain
3 DD Crebain
- CS

* non-SL NW True Spirits
* Numeriador
3 Forochel Lossadan
6 Dor Bendor Ice-giant Snow-elves
3 Gondalf Ice-giant
6 Minheldolath Ice-giant Lossadan
3 Narthalf Ice-giant
3 Thorenaer. Ice-giant
9 Lindalf Ice-giant Snow-elves Lossadan
6 Rast Losnaeth Ice-giant Lossadan
9 Everdalf Ice-giant Snow-elves Lossadan
3 West Bay of Forochel Lossadan
3 East Bay of Forochel Lossadan

HAZARD-33

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption/Permanet-events-6

Cursed Spell-bead is corruption on a Rune item. One corruption point is awarded. The only item you foresee is Runeknife of Risinth, which already has two corruption points. You want that item to be discarded. That is why two copies are in the sideboard ready for the last eight turns. The hazard receives a token when the item is used and bearer makes a corruption check by -1. One token on RoR results in a CC-4. Failure of these only results in one non-unique Undead creature may be played on the company from hand or discard pile. There are only four such creatures in your Division, but use this hazard for the Power Decks. At least one copy should be played for each rune item in play during the last eight turns.

Main Theme-6

Your hazard theme is to slow down NW and wilderness companies. Snow in the Mountains can send a company back to its site of origin. Angmar and Dragon-country is affected by snow.

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

Death Wind is an Environment threatening tapping or killing. The hazard is only playable on a company moving in the Northern Waste if Gates of Morning is not in play. A ranger can tap to cancel the hazard in the chain of effects. All make a body check for each region moving in the Northern Waste. Either the character is wounded or killed. This can cause trouble for characters from Wilderland. This hazard will be sent to the third deck after the second exhaustion. Play it 1/2.

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

Snow in the Mountains, environment, affects those in mountain regions or near them. Angmar and Gundabad count too. Withered Hearth and Grey Mountains are included to bother Dragon-lords. Iron Hills are affected with Bonds of Winter or Fell Winter in play. This does not affect elves. This hazards may tap minions and may be sends the company back to site of origin. This hazard starts the game in the deck, so expect to play it 4/6.

Secondary Theme-6

The secondary theme is enhance the play other creatures. Worm's Stench will boost not only your animals by two prowess but others such as spiders. The animals will usually be played after the drakes. Doors of Night gives +1 strikes to Animal, Spider, and Wolf attacks and +2 prowess to Wolf attacks. This can help Boars to have 3 strikes with 9 prowess. The key is to have another character play a drake before you. Play this event 3/9.

Kelvar Enraged is the enhancer for many animals (apes, bears, boars, eagles, and whales)

adding a strike. You have seven such creatures. Play this event 1/3.

Incite Minions is a short-event played on a Shadow-hold or Dark-hold. Each automatic-attack is duplicated on the site. The heroes of the Northern Waste have little black holds to enter. But Durlach may enter a few in the Under-deeps.

Tertiary Theme: Udeeps Minions - 7

These hazards target the minions underground. The Way is Shut sends a company back to the site of origin. It cancels Secret Passage and Secret Entrance; no one in your Division is playing these resources.

Fled into Darkness will tap a balrog. He must be facing a strike greater than his prowess. Only a Flame of Udun Durlach has a prowess greater than 7. Candidates include Fell Bear, Ice-Giant, Snow-Elves, and Lossadan Hunters. Boars even have a chance. This hazard taps the balrog, and then taps him again when he would untap. This card stays in the sideboard until the third deck. This hazard will be shuffled into the third deck. Play it 1/2.

Glance of Arien is played on a balrog at or moving to a surface site. For the turn the target's prowess is modified by -2 and body -1. Gates of Morning in play doubles the modifiers. Demon characters are affected by this hazard. This card starts the game allowing to move to Eithel Morgoth for The Riddle Game modifying Durlach's stats to 5/9. The hazard starts in the deck. Play it once per deck for 3/6.

Stay Her Appetite forces an ally to attack the controller if a roll is successful. The ally will be killed or later discarded. Play it on an ally with a high prowess to wound. Everyone has an ally so play this once in the last two decks.

Support Cards-6

Rolled Down the Sea will allow you to see your opponent's hand if there is no ring special item in play.

Lost in Wilderness increases the HL of those in such lands such as Northern Waste.

You have one grey agent. Gollum's Cave will be played on Unor when he is at a surface site such as Pendrath na-Udûn. Move him to the Under-deeps to steal items.

He has no benefit tapping to make creatures playable. Move him under early in the second deck, else keep him on the surface to play creatures. His Diplomat skill seems to be of no use in this deck.

Never Seen Him is for him too. He might be able to bother those around Mordor.

Press-gang will keep a discarded orc minion with this card. This is painful for minions since that minion is vital to the player. Likely, the player like a balrog can simple get the character to hand from the discard pile.

Aware of Their Ways

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

Utility-3

Outpost is a staple.

7				Play Land Reborn
7				Play Master of the Lodge
8	13	18	23	Play Vision Path on Elf at Evermist; Ice-rangers heal or play faction.
9	14	19	24	Play Far-sight to fetch Tear; send Elf to information site to invert Vision Path
10	15	20	25	Elf with inverted Vision Path plays Tear at Ruins in NW
11	16	21	26	Store Tear <Rotate Land Reborn 90>
27	28	29	30	Great Song of Awakening. Tap your six elves to always rotate this event.

Palantir of Amon Sûl

Unique. Palantir. If the bearer's company is ever below 2 characters and the company moves, discard the Palantir. 5 marshalling points if stored in a Haven [H]. With its bearer able to use a Palantir, tap Palantir of Amon Sûl to look at your opponent's hand or tap it to use the abilities of either the Palantir of Annunias or the Palantir of Elostirion if either one is in play. Bearer makes a corruption check.

Palantir of Annunias

Unique. Palantir. With its bearer able to use a Palantir, tap Palantir of Annunias to search through your play deck and discard pile for a "sage only" card. Put this card in your hand. Reshuffle your play deck. Bearer makes a corruption check.

Palantir of Minas Tirith

Unique. Palantir. Playable only at Minas Tirith. With its bearer able to use a Palantir, tap Palantir of Minas Tirith to look at the top five cards of your play deck; shuffle these 5 cards and return them to the top of your play deck. do the same to your opponent's play deck. Bearer makes a corruption check.

Palantir of Orthanc

Unique. Palantir. Playable only at Isengard. With its bearer able to use a Palantir and with at least 5 cards in your play deck, tap Palantir of Orthanc to choose one card from your discard pile to place in your play deck (reshuffle the play deck). Bearer makes a corruption check.

Palantir of Osgiliath

Unique. Palantir. If the bearer's company is ever below 4 character and the company moves, discard. 5 marshalling pts. if stored in a Haven [H]. With its bearer able to use a Palantir, tap Palantir of Osgiliath to force the discard of any hazard permanent-event or to duplicate the effect of any Palantir in play. Bearer makes a corruption check.

Nestador	3/6/4/8	Sa/D	E	1	minor SB, Keeper, Anything
Voteli	3/1/3/6	R/Sa	M	1	Anything
+Handmaid	2/0/1/7	Sa	E	5	palantir, Align

upper case = untapped after the action, lower case = tap after the action.

N M V H P Marvels Told, SB fetch, (SB fetch or +3 CC)

N M	V h P	tap Handmaid to grant +1 CC this turn to elves in her company
N M	V h p	tap palantir, Handmaid needs to make a [CC -5]
N m	V h p	tap minor spell bead instead of Nestador for When I Know Anything, Nestador needs to make a [CC -1] Handmaid +3 to CC due to Nestador tapping Handmaid +1 to CC due to Handmaid tapping earlier in turn Handmaid makes a CC+4 [CC-1] Nestador +1 to CC due to Handmaid tapping earlier in turn Nestador makes a CC+1 [CC-0]
n m	V h p	tap Nestador to put 3 resources into your discard pile
N m	V h p	tap Elves of Evermist to untap Nestador
n m	V h p	tap Nestador to put 3 resources into your discard pile or give +3 to a CC {Voteli is untapped}

N m	V H p	Hall of Fire untaps three characters at end of MHP
N m	v H p	tap Voteli to play Marvels Told and make a [CC -3]
N m	v h p	tap Handmaid to grant +1 to CC by Voteli Voteli makes a CC+1 [CC-2]
n m	v h p	tap Nestador to fetch a ritual during ETP.

use palantir x1, play Marvels Told, one sage untap at end of ORG phase.
make 3 CC.

*[card in hand at start of turn]

*[Marvels Told] + tap a palantir (Tirth, Orthanc, Osgiliath, Elostirion).

*[Marvels Told] + *[Secret News] + Annuminas(Riddle)

*[Marvels Told] + *[Riddle] + Sûl to look at hand.

Nestador	3/6/4/8	Sa/D	E	1	minor SB, Keeper, Anything
Voteli	3/1/3/6	R/Sa	M	1	Anything
+Handmaid	2/0/1/7	Sa	E	5	palantir, Align

upper case = untapped after the action, lower case = tap after the action.

N M V H P

- N M V h P tap Handmaid to grant +1 this turn to elves in her company
N M V h p tap palantir, Handmaid needs to make a [CC -5]
N m V h p tap minor spell bead instead of Nestador for When I Know Anything,
Nestador needs to make a [CC -1]
Handmaid +3 to CC due to Nestador tapping
Handmaid +1 to CC due to Handmaid tapping earlier in turn
Handmaid makes a CC+4 [CC-1]
Nestador +1 to CC due to Handmaid tapping earlier in turn
Nestador makes a CC+1 [CC-0]
n m V h p tap Nestador to put 3 resources into your discard pile
N m V h p tap Elves of Evermist to untap Nestador
n m V h p tap Nestador to put 3 resources into your discard pile or give +3 to a CC
{Voteli is untapped}

- N m V H p Hall of Fires untap three characters at end of MHP
n m V H P tap Nestador to play Wielled Twice and untap palantir.
Nestador +1 to CC due to Handmaid tapping earlier in turn
Nestador makes a CC+1 [CC-0]
n m V H p tap palantir, Handmaid needs to make a [CC -5]
n m v H p tap Voteli for When I Know Anything
Handmaid +3 to CC due to Voteli tapping
Handmaid +1 to CC due to Handmaid tapping earlier in turn
Handmaid makes a CC+4 [CC-1]
Voteli makes a CC+1 [CC-0]
{Handmaid is untapped}

use palantir twice, play Wielled Twice; Make 5 CC.

- *[Wielled Twice] Two of (Tirith, Orthanc, Osgiliath, Elostirion, Sûl)
- *[Wielled Twice] + *[Wit] + Annuminas(Riddle) + Sûl to look at hand
- *[Wielled Twice] + *[Wit] + *[Riddle] + Sûl + (Tirith, Orthanc, Osgiliath, Elostirion)
- *[Wielled Twice] + *[Wit] + *[Secret News] + Annuminas + (Tirith, Orthanc, Osgiliath, Elost)
- Tirith to look at playdeck
- Orthanc to recycle
- Sûl to look at hand
- Elostirion to discard corruption
- Annuminas to fetch Riddle
- Osgiliath to discard hazard

MOVE.1-Desert

Shaman, -,haven.

HL2+1(GtWR), Evermist plays Kelver Enraged.

HL2, Evermist has Snow-elves as Onguard OG

HL1, Alatar plays An Unexpected Outpost to shuffle Last Threads Loosed

Nazog, -sl-t,bh.

HL4+1(GtWR), Evermist plays Dwalin as OG.

HL4, Alatar plays An Unexpected Outpost to shuffle Birth-spot.

HL2, Thorin plays An Unexpected Outpost to shuffle Deftness of Agility.

WATTAN shuffles Voices of Malice.

MOVE.1- Adunaphel

Bereth, -sl-j-bl-bl,fh

HL5, Thorin-x

HL4, Evermist-x

HL3, Alatar-x

HL2, Dain-x

HL1, Imrahil-x; has Lost at Sea in hand.

No hazards played:

HL1, Thorongil, plays Arouse Defenders on the site

MOVE.1-Black

Gastmorgath, -dd-w-bl-w,bh

HL5, Dain-x; Dragon Blood in hand; no Light-drake in hand,

HL4, Thorin-x

HL3, Evermist-x

HL2, Alatar-x

TURN01, @Evermist, U

U	Los'pindel	7	4	4	9	Na		Sc	R	Sa		0	
U	<i>Elven Handmaid</i>	2	0	1	7	sv				Sa		1	Minor Spell Bead
U	Heledwen	4	0	5	8	Na	W	Sc				0	
U	Taivasta	4	1	3	8	Man			R		D	0	
U	Kuunkoira	3	0	3	8	Man		Sc	R			1	Pipe

Aamumeren Isä	Incite Minions			
Behind the Hedge	Keeper of the Lodge			
Gates of Morning	Longbottom Leaf			
Ice Giant	Palantír of Osgiliath(H)			
Snow elves	0			
Turn: 1	Hand: 8	MP: 5	SP: 0	PD: 77
Desert	Adunaphe Black	Akhorahil	DURLACT	

Tidings of Death

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

When as main Hazard Player: Evermist grabs Snow-elves using Master of the House.

UNTAP

ORG

Keeper of the Lodge played on Los'pindel. Longbottom Leaf shuffles Align Palantir, Hall of Fire. Los'pindel, KoL, taps to shuffle from sideboard When I Know Anything. Los'pindel, Handmaid stay. Others move to Leiri for the site's special ability.

MOVE.1-Evermist

Los'pindel, -,haven

HL2, Desert plays An Unexpected Outpost to shuffle Hurling Rocks.

HL1, Desert plays An Unexpected Outpost to shuffle The Back Door

Plays Gates of Morning.

Heledwen, -w-cs-w,bh; Special: +2w+2sc=4

Top 4 cards: An Unexpected Outpost, Ring of the Protector, Gollum's Cave, Smoke Rings

HL3, Desert plays So You've Come Back on Heledwen.

HL2, Desert plays Minions Stir

HL1, Desert keys Orcish Marauders to W, orcs.2s7p, MStir+ThorkmawHome=4s9p

Kuunkoira taps to fetch to hand Skis and Furcoats from discard pile.

Heledwen, 5p+4sroll=9, ineff

Taivasta, 3p+7sroll=10, fail

Kuunkoira, 3p-1t+1.card+3sroll=6, success, 4.broll=wounded

Handmaid taps to play Marvels Told targeting So You've Come Back, -2.rit-1.item+10croll=7.

Spring of Arda played

SITE

Leiri entered. No aa.

Play Skis and Furcoats.

END

Evermist grabs Snow-elves using Master of the House.

Punakäsi in hand for Akhorahil. Black has Marsh-Drake in hand.

MOVE.2- Adunaphel

Bereth, -bl,rl

HL5, Evermist-x

HL4, Dain-x

HL3, Thorin plays ENV Choking Shadows on Ruins site.

HL1, Alatar-x

MOVE.2- Akhorhail

Akhorahil, -,haven

HL3, Dain uses OG Without a Second Glance of Longing

HL2, Evermist-x

HL1, Alatar-x

Hador, -bl,fh

HL3, Dain-x

HL2, Evermist-x

HL1, Alatar-x

MOVE.2-Desert

Shaman, -,haven

HL2, Alatar uses OG Lassaraukar

HL1, Thorin-x; no hazards played = starting HL of two minus 1 given to Thorongil.

HL1, Thg-x

Nazog, -t-sl,haven

HL4, Alatar plays Summons From Long Sleep; Winged Cold-Drake placed with hazard.

HL2, Thorin-x

HL1, Evermist-x

TURN02-2.3

@ Evermist, U

T	Los'pindel	8	4	4	9	Na		Sc	R	Sa		1+	Keeper of the Lodge
T	<i>Elven Handmaid</i>	2	0	1	8	sv				Sa		1	Minor Spell Bead

@ Leiri, U

T	Heledwen	4	0	5	8	Na	W	Sc				0	
T	Taivasta	4	1	3	8	Man			R		D	0	
W	Kuunkoira	3	0	3	8	Man		Sc	R			1	Pipe
													Skis and Fur-coats

Aamumeren Isä	Palantír of Osgiliath(H)				
Behind the Hedge	Quiet Lands				
Ice Giant	Snow elves				
Incite Minions	The Riddle Game				
Worm's Stench	0				
Turn: 2	Hand: 8	MP: 5	PD: 74	SP: 0	
Adunaphe Akhorahil	Desert	Black	DURLACT		

Gates of Morning Spring of Arda

Tidings of Death

, Wardens of the Woodland Realm, Lord of the Woods, Summons from Long Sleep, Summons From Long Sleep, Alatar the Hunter, Merkampa at Home, Traitor
, Mordor in Ruins, Echoes of Númenor's Fall

UNTAP

Rogrog is at Leiri. Would stay to play Riddle Game targeting avatar card. Avatar in play.

ORG

All move to or stay at Evermist.

MOVE.2-Evermist

Heledwen, , -w-cs-w, haven

HL3, Adunaphel plays Drowning Seas. Pipe discarded, Ice Giant and Snow Elves discarded.

HL2, Adunaphel uses Nobody's Friend to fetch Sakalthôr

Los'pindel, -,haven

HL2, Adunaphel-x

HL1, Akhorhail moves agent Ôm-buri-Ôm first time from Amon Hen(adj to home region Anórien) to Hermit's Hill.

SITE

END

Move to Eithel Morgoth next turn for palantir.

MOVE.3- Adunaphel

Bereth, -bl-bl-j-sl, haven

HL5, Alatar-x

HL4, Evermist uses An Unexpected Outpost to shuffle Stay Her Appetite

HL2, Dain-x

HL1, Thorin-x

MOVE.3-Black

Gastmorgath, bh

HL5, Evermist uses OG Aamumeren Isä

HL4, Thorin-x

HL3, Alatar-x

HL2, Dain-x

HL1, League-x

MOVE.3- Akhorahil

Akhorahil, -, haven

HL3, Thorin uses OG Deftness of Agility

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

Hador, -bl-t-sl, haven

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

TURN 3.3.3 {Durlach is at Eithel Morgoth with minions; others at Iron-Deeps}

@ Evermist,U

T	Los'pindel	8	4	4	9	Na		Sc	R	Sa		1+	Keeper of the Lodge
U	<i>Elven Handmaid</i>	2	0	1	8	sv				Sa		1	Minor Spell Bead
U	Heledwen	4	0	5	8	Na	W	Sc				0	
U	Taivasta	4	1	3	8	Man			R		D	0	
W	Kuunkoira	3	0	3	8	Man		Sc	R			0	
													Skis and Fur-coats

Behind the Hedge	Not at Home		Broad-headed Spear
Incite Minions	Palantír of Osgiliath(H)		Gleaming Gold Ring
Lossadan Hunters	Quiet Lands		0
Not at Home	The Riddle Game		Lost at Sea
0	0		Marsh-Drake
0	0		Ninevet
Turn: 3	Hand: 8	MP: 5	PD: 71
			SP: 0
Black	Adunaphé Akhorahil	Desert	DURLAC
			Dunadan Explorers
			Lyharg

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep, Merkampa at Home, Traitor, His Own Master
 , Mordor in Ruins

UNTAP

ORG

Handmaid transfers Minor Spell Bead to Los'pindel; croll=auto.

Handmaid stays. Others move to Eithel Morgoth – go for it!

MOVE.3-Evermist

Lospindel, -w-sl,sh

HL4, Black keys Marsh-Drake to SL. Plays Quiet Lands changing SL to W.

HL2, Adunaphel-x

HL1, Akhorahil reveals Punakäsi at Eithel Morgoth; plays Seek without Success.

Handmaid, -,haven

HL2, Black-x

HL1, Adunaphel-x

HL1, Smg-x

SITE

END {bad luck}

MOVE.4- Akhorahil

Akhorahil, -,haven.T Bozisha-Dar

HL3, Evermist uses OG Crebain

HL2, Dains plays An Unexpected Outpost shuffles from SB: [Bring Our Curses Home x2]

Hador, -sl-t-j,bh Kadar an-Khâradun

HL3, Evermist uses OG Incite Minions

HL2, Dain-x has Scorba, Dragon's Breath, Rumor of Wealth in hand.

HL1, Alatar-x

HL1, Thg-x

MOVE.4-Black {Weary to have a big HL with coastal sea in spath.}

Gastmorgath, -sl-w-cs-bl, RL; Harbâz

HL5, Alatar plays Redoubled Force

HL3, Thorin-x {dragon, Frenzy of Madness, Orc-watch in hand}

HL2, Evermist-x

HL1, Dain plays Rumor of Wealth {no dragon played}

MOVE.4- Adunaphel

Lomelinde, -cs-cs,bh Urezayan

HL2, Dain uses OG Dragon's Breath

HL1, Evermist-x

HL1, Thg-x

WATTAN shuffles Black Sails.

Bereth, -sl-t-tt-t-w-w-sl,haven Minas Morgul

HL3, Dain-x

HL2, Evermist-x

HL1, Thorin-x {has dragon, Frenzy of Madness, Orc Watch in hand}

Forced March played to move to Chey Goumal

+

Bereth, -sl-w-w-bl,bh Umbar

HL3, Dain-x

HL2, Evermist-x

HL1, Thorin-x

TURN04-1.3
 @ Evermist, U

U	Los'pindel	8	4	4	9	Na		Sc	R	Sa		0	Keeper of the Lodge	Minor Spell Bead
U	Heledwen	4	0	5	8	Na	W	Sc				0		
U	Taivasta	4	1	3	8	Man			R		D	0		
T	Kuunkoira	3	0	3	8	Man		Sc	R			0		
													Skis and Fur-coats	

U	<i>Elven Handmaid</i>	2	0	1	8	sv				Sa		0		
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Align Palantír	Not at Home				Deeper Shadow
Behind the Hedge	Palantír of Osgiliath(H)				Eyes of the Well
Karhunkäsi	The Riddle Game				Herion
Not at Home	Twilight				Hold Rebuilt and Repaired
0		0			Nehvaari
0		0			Poison of His Voice
Turn: 4	Hand: 8	MP: 5	PD: 66	SP: 0	0
Akhorahil	Adunaphe Black		Desert	DURLAC	Veils of Shadow
					Spying Out the Land

Gates of Morning Spring of Arda[1]

, Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, Summons From Long Sleep, Merkampa at Home, Traitor, His Own Master
 , Mordor in Ruins
 , Clouds

**UNTAP
 ORG**

Karhunkäsi played at Evermist.

Taivasta, Handmaid stay. Lospindel+ move to Eithel Morgoth.

MOVE.4-Evermist

Taivasta, -,haven Evermist

HL2, Akhorahil moves agent Om-buri-Om from Bandit Lair to Dead Marshes

HL1, Akhorahil uses OG Nehvaari

Los'pindel, -w-sl, sh Eithel Morgoth

HL4, Akhorahil plays Speak Friend and Enter on the Shadow-hold.

[has many creatures but only for Sun-lands]

HL2, Adunaphel plays Despair of the Heart on Karhunkasi.

Twilight played to target Clouds.

SITE

Evermist, none

Taivasta taps to play Ring of Healing, taps site.

Eithel Morgoth. (1)Trolls---3 strikes with 9 prowess

Redoubled Force, 6s11p

Not at Home cancels AA

Heledwen taps to play Palantír of Osgiliath(H), taps site.

Free minor item: Kuunkoira taps to play Horn of Anor

Los'pindel taps to play The Riddle Game, selects Shaman.

Los'pindel, +2.sage+9droll=11

Shaman, +2.sage+6droll=8

Voices of Malice not played by Durlach yet.

Names Voices of Malice and Doors of Night.

Crept Along Cleverly	Orcs of the Bleak Mountains		
Great Fissure	0		
Great Fissure	Orc Captain		
Iron Shield of Old	Pride		
Crossing the Borders	0		
0	0		

END

Smoke Rings shuffles from SB New Friendship

Spring of Arda played; other copy now has two tokens

Handmaid taps to play Marvels Told to target Despair of the Heart, -2.res+8croll=6.

CVCC, Eithel Morgoth. Elves of Evermist.

T	Los'pindel	8	4	4	10	Na		Sc	R	Sa	0	Keeper of the Lodge	Minor Spell Bead
T	Heledwen	4	0	5	8	Na	W	Sc			3	Palantir of Osgiliath(H)	
U	Karhunkäsi	2	0	4	8	Man	W				1		
T	Kuunkoira	3	0	3	8	Man		Sc	R		1	Horn of Anor	
												Skis and Fur-coats	
T	Durlach		x	4	7	10	balrog	W				Sa	x
U	<i>Mountain-maggot</i>		1	0	3	7	orc	W					0
U	<i>Goblin-Miner</i>		2	0	2	7	orc	W					0
U	<i>Orc Captain</i>		5	3	5	8	orc	W					0
U	Nog		3	0	4	8	Orc	W					0
													Pursuit Through Barren Land
													Residue of an Evil Will
													The Prisons Spell is Fading

Karhunkäsi vs. Captain

Nog vs. Heledwen

Maggot vs. Kuunkoira

Miner vs. Los'pindel

Evermist

Durlach

1	2	3	4	1	2	3	4
9	10	5	4	8	2	7	9
10	4	8	9	10	10	5	6

Evermist

Durlach

1	2	3	1	2	3
7	9	6	12	9	6
11	8	10	12	7	6

Karhunkäsi, $4p+9sroll=13$

Captain, $5p+8sroll=13$

Nog, $4p+2sroll=6$, fail. Bc. $4broll+1.\delta=5$, wounded

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

Maggot, $3p+7sroll=10$

Kuunkoira, $3p-1t+1.\text{card}+5sroll=8$, fail. Bc. $5broll=wounded$

Miner, $2p+9sroll=11$

Los'pindel, $4p+4sroll=8$, fail. Bc. $6broll=wounded$

MOVE.5-Dwar

Ufkral, -,haven. Minas Morgul

HL3, Thorin uses OG Dis

HL2, Evermist-x

HL1, Alatar-x

Gorfaur, -sl-w-w-bl,RL. Vamag

HL4, Thorin plays Dragon's Desolation on new site.

HL3, Thorin keys to new site Ando-anca. Cold dragon.3s16p8b

Uchel taps using MR Savagery to cancel

HL1, Evermist-x

MOVE.5- Hoarmûrath

Gurthlug, -,dh. Barad-dur

HL2, Evermist-x

HL1, Alatar-x Were-worm only hazard.

HL1, Thg-x

Gorbag, -dd-dd-sl-dd,fh. Rhosgobel

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Hoarmurath taps to play Voices of Malice to target Summons From Long Sleep with True Fire-drake owned by Dain.

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

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Shaman, -sl-dd,dh. Barad-dur.

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

TURN05-4.3 {Durlach at Eithel Morgoth, Forges, Leas}

@ Evermist, T

T	<i>Elven Handmaid</i>	2	0	1	8	sv					Sa		0	
T	Taivasta	4	1	3	8	Man				R		D	1	Ring of Healing

@ Eithel Morgoth, T

W	Los'pindel	8	4	4	10	Na		Sc	R	Sa		0	Keeper of the Lodge	Minor Spel
T	Heledwen	4	0	5	8	Na	W	Sc				3	Palantír of Osgiliath(H)	
T	Karhunkäsi	2	0	4	8	Man	W					1		
W	Kuunkoira	3	0	3	8	Man		Sc	R			1	Horn of Anor	
													Skis and Fur-coats	

Align Palantír	Not at Home			A Nice Place to Hide	
Anglachel	The Riddle Game			0	
Behind the Hedge	Ukkojalka			Endless Whispers	
Helecthil Light of the North	Ulkûs			Ghouls	
0	0			Helm of Fear	
0	0			Hold Rebuilt and Repaired	
Turn: 5	Hand: 8	MP: 9	PD: 52	SP: 0	Iron-Road
Hoarmura Dwar	Uvatha	Ren	DURLAC	Like Shreds of Cloud	
				Orc-liquor	

Gates of Morning Spring of Arda Spring of Arda
 , Wardens of the Woodland Realm, Redoubled Force, IceDrake, Summons From Long Sleep,
 Traitor, His Own Master
 , Corlagon At Home, It Stinks, Mordor in Ruins
 , Awaken Denizens

UNTAP

ORG

Helecthil Light of the North played. Spring of Arda with no tokens, now with 1 token.

(No env long events to discard)

Taivasta+ stay,

Los'pindel+ return to Evermist.

MOVE.5-Evermist

Taivasta, -,haven. Evermist

HL2, Hoarmurath uses OG Iron-Road

HL1, Dwar-x

HL1, Smg plays Drawn to Its Master on Taivasta

Handmaid taps to give +1 sup.

-1.ring-1.haz+1.sup+croll=auto.

Los'pindel, -sl-w,haven. Evermist

HL4-1, Hoarmurath keys Ghouls to SL. Undead.5s7p.

Spring of Arda with 2 tokens uses them to have this creature cost 2 against HL

Los'pindel, 4p-2w+4sroll=6,success. 9broll+1w=10,wounded

Heledwen, 5p+10sroll=15

Karhunkäsi,4p+11sroll=15

Kuunkoira,3p+1.card-2w-1e+7sroll=8

HL2, *Hoarmurath plays Endless Whispers on Los'pindel

HL1, Dwar-x

SITE

END

Align Palantír played on palantir

Longbottom Leaf drawn and played to shuffle from SB: [New Friendship x2]

MOVE.6-Ren

Ologong, -w-bl-w,bh. Thraath

HL3, Dain uses OG Velocity of Haste

HL2, Evermist-x

HL1, Alatar-x

Ren, -,haven Chey Goumal

HL2, Dain uses OG Pathfinder

HL1, Evermist-x

MOVE.6-Dwar

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

HL2, Evermist plays The Way Is Shut

HL1, Evermist plays Ulkûs as agent. Use Game Point for Draw Swords Together

Ufkral, -sl-dd-dd-sl,SH. Thuringwathost Tap Orc-tracker to reveal site.

HL3, Evermist plays Behind the Hedge on Ulkus agent; does agent need to be revealed?

HL2, Evermist uses OG Demon Whale

HL1, Dain-x

Above the Abyss untaps Orc Tracker

Gorfaur, -bl-w-w-sl, SH. Thuringwathost Orc-mounts

HL4-2, Evermist-x

HL1, Dain-x

Thorin has Frenzy of Madness, Bairanax in hand

MOVE.6- Hoarmurath

Gurthlug, -,dh. Barad-dur

HL3, Alatar uses OG Many Foes He Fought

HL2, Thorin-x

HL1, Evermist-x

TURN06-2.3 {Durlach at Eithel Morgoth, Mount Gundabad, Maglgolodh's Cave}
 @ Evermist, T

T	<i>Elven Handmaid</i>	2	0	1	8	sv					Sa	0				
U	Taivasta	4	1	3	8	Man			R		D	1	Ring of Healing			
W	Los'pindel	8	4	4	10	Na		Sc	R	Sa		0	Keeper of the Lodge	Minor Spe	Endless Whispers	
T	Heledwen	4	0	5	8	Na	W	Sc				5	Palantír of Osgiliath(H)	Align Palantír		
T	Karhunkäsi	2	0	4	8	Man	W					1				
W	Kuunkoira	3	0	3	8	Man		Sc	R			1	Horn of Anor			
													Skis and Fur-coats			

Anglachel		Ring of the Protector		0
New Friendship		The Riddle Game		Black Rider
New Friendship		When I Know Anything		Death Carrying Vermin
Not at Home		Wit		Plague
0		0		Pûkel-men
0		0		Riven Gate
Turn: 6	Hand: 8	MP: 9	PD: 44	SP: 0
Dwar	Ren	Hoarmura	Uvatha	DURLAC
				Leeches
				Orcs of the Red Eye

Gates of Morning Spring of Arda Spring of Arda Helecthil Light of the North
 , Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long
 Sleep
 , Corlagon At Home, It Stinks, Mordor Rebuilt

**UNTAP
 ORG**

Handmaid taps to remove Endless Whispers, 10hroll-7.base=3,pass.
 Taivasta transfers Ring of Healing to Kuunkoira, -1.item+croll=auto.
 Heledwen transfers aligned palantir to Handmaid using New Friendship(Taivasta) and Taivasta
 and Karhunkasi support, -3.item-2.align+2.new+2.sup+croll=auto.
 All stay.

MOVE.6-Evermist

Lospindel, -,haven. Evermist, Helecthil Light of the North
 HL6-1, Dwar uses OG Pûkel-men
 HL4, Ren-x only one agent in play; played this turn
 HL3, Hoarmurath plays An Unexpected Outpost shuffles from SB: [Exhalation of Decay]
 HL2, Hoarmurath plays Like Shreds of Cloud
 HL1, Hoarmurath plays Sleepless Malice

**SITE
 END**

Few But Elvish Eyes played on Heledwen.
Spirit-namer played on Los'pindel.

MOVE.7-Ren

Ologong, -w-bl,bh. Samarth

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thorngil plays Weariness of the Heart on Aknazeh, -1prowess

Aknazeh taps to play Voices of Malice, Power Built By Waiting, 12croll-2.res-2.item+2.RW=10.

MOVE.7- Uvatha

Uvatha, -dd-sl,sl,bh. Iorag Camp

HL2, Evermist uses OG Not at Home

HL1, Thorin-x

HL1, Thg-x

Pon Opar, -sl-sl-sl,bh. Medloshad

HL2, Evermist plays An Unexpected Outpost to shuffle from SB: [Press-gang]

Ulrac, -w-dd,haven. Chey Goumal

HL2, Evermist-x drew Not at Home

HL1, Thorin keys Orc-Watch to DD. Orcs.3s9p; has 3 more Guard/Watch in playdeck

Uvatha, 9p-2.mode-2e-3x+7sroll=9,ineff

MOVE.7-Dwar

Ufkral, -sl-dd,haven. Dol Guldur

HL3, Alatar-x

HL2, Evermist-x

HL1, Dain-x

HL1, Thg-x

Dwar, -sl-dd-dd-sl-sl-dd,haven. Chey Goumal

HL2, Alatar-x

HL1, Evermist-x

HL1, Thg-x

Gorfaur, -sl-dd,DH. Cirith Gorgor

HL4, Alatar-x

HL3, Evermist-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

TURN07-3.3

{Durlach at Eithel Morgoth, Maglgolodh's Cave, Orod Certhas }

@ Evermist, T

T	<i>Elven Handmaid</i>	2	0	1	7	sv				Sa	5	Palantir of Osgiliath(H)	Align Palantir
T	Kuunkoira	3	0	3	8	Man		Sc	R		2	Horn of Anor	Ring of Healing
T	Los'pindel	8	4	4	10	Na		Sc	R	Sa	1+	Keeper of the Lodge	Minor Spe Spirit-name
U	Heledwen	4	0	5	8	Na	W	Sc			0	Few But Elvish Eyes	
T	Taivasta	4	1	3	8	Man			R		0		
T	Karhunkäsi	2	0	4	8	Man	W				1		
												Skis and Fur-coats	

Major Spell bead	The Riddle Game		Asdriags
New Friendship	Vôteli		Black Steed
Not at Home	When I Know Anything		Boars
Ring of the Protector	Wit		Choking Shadows
0	0		Little Snuffler
0	0		Seized By Terror
Turn: 7	Hand: 8	MP: 9	PD: 36
SP: 0			Tros Hesnef
Uvatha	Dwar	Ren	Hoarmura DURLAC
			Well Aimed

Spring of Arda Spring of Arda Helecthil Light of the North

Grinding Ice

, Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long Sleep

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Andonca At Home, Near to Hear a Whisper, The Moon is Dead, It Stinks, Bairanax at Home, Drought, Mordor Rebuilt, Like Shreds of Cloud

, Itangast aHunt

, Out of the Swamps

UNTAP

ORG

{no riddle this turn; move to play major item; if you attract Durlach's minions then riddle}

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

Los'pindel transfers Minor Spell Bead to Taivasta, +2.cc+1.maid-1.item+croll=auto.

Kuunkoira, Taivasta, Karhunkasi move to Kylmätaalo.

Los'pindel+ stay.

MOVE.7-Evermist

Taivasta, -w-**W**-w,RL. Kylmätaalo, Helecthil Light of the North

HL3-1, Uvatha keys OG Tros Hesnef

Discard 2 tokens to cause this creature to count as 2 against HL.

Taivasta, 3p+10sroll=12

Karhunkäsi, 4p+7sroll=11

Kuunkoira, 3p+2sroll=5, success. 3broll=wounded

Bairanax at Home +1 HL

Lospindel, -,haven. Evermist.

HL3-1, Uvatha uses OG Tros Hesnef

HL1, Dwar-x

HL1, Smg-x

SITE

END Denethor.Alatar

Elven Handmaid uses palantor of Osgiliath to discard The Moon is Dead,

New Friendship played, Heledwen supports

-3.item-2.align+1.maid+2.new+1.sup+croll=auto

MOVE.8-Ren

Míonid, sl-dd-dd,sh. Núrniag Camp.

HL2, Evermist plays Canadras Ahunt

HL1, Evermist uses OG Pipe Weed

Ren, -sl-dd-dd-sl-sl-dd,Chey Goumal, Fell Rider, flying

HL2, Evermist -x

HL1, Alatar-x

Ologong,-bl-w-dd,Chey Goumal.

HL3, Evermist -x

HL2, Alatar-x

HL1, Thorin plays An Unexpected Outpost to shuffle from SB: Deftness of Agility

MOVE.8-Hoarmurath

Gurthlug, -sl-dd-dd,dh. Urlurtsu Nurn

HL3, Thorin keys Orc-Guard to DH. Orcs.5s8p

Brawler, Shaman taps to face two strikes

Gúrthlug, 5p-3x+2sroll=4, taps.

Orc brawler, sroll, taps, sroll

Orc Shaman, sroll, taps, sroll

HL1, Evermist-x

Hoarmurath, -sl-dd,dh. Barad-dur

HL2, Thorin uses OG Bairanax

HL1, Evermist-x

HL1, Thg-x

TURN08-2.3 {Palantir of Minas Ithil played by Necromancer}
 {Durlach at The Under-forges, Orod Certhas, Pendrath na-Udûn}

@ Evermist, T

T	<i>Elven Handmaid</i>	2	0	1	7	sv				Sa	5	Palantir of Osgiliath(H)	Align Palantir
U	Los'pindel	8	4	4	10	Na		Sc	R	Sa	2+	Keeper of the Lodge	Spirit-name
U	Heledwen	4	0	5	8	Na	W	Sc			0	Few But Elvish Eyes	

@ Kylmätaalo, U

T	Taivasta	4	2	3	8	Man				R	D	1	Minor Spell Bead
T	Karhunkäsi	2	0	4	8	Man	W					1	
W	Kuunkoira	3	0	3	8	Man		Sc	R			2	Horn of Anor

Ring of the Protector	The Riddle Game		Crooked Promptings
Snow elves	When I Know Anything		Deeper Shadow
Spring of Arda	Wit		Fell Rider
The Riddle Game	Wit		Lure of the Senses
0	0		0
0	0		Nobody's Friend
Turn: 8	Hand: 8	MP: 9	PD: 26
SP: 0			Sojourn in Shadows
Ren	Hoarmura	Uvatha	Dwar
			DURLAC
			Well-preserved
			0

Spring of Arda Spring of Arda Helecthil Light of the North
 , Wardens of the Woodland Realm, The Watchful Peace, Power Built By Waiting, IceDrake,
 Summons From Long Sleep
 , Angurth at Home, Great Army of the North, Khuzadrepä at Home, Ando-anca At Home, It
 Stinks, Heart Grown Cold, Mordor Rebuilt, Like Shreds of Cloud, The Black Gate Closes
 , Angurth aHunt, Canadras Ahunt

UNTAP

ORG

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

{Like to visit Durlach's minions for riddle game}

Los'pindel+ stay at Evermist.

Taivasta+ move to Evermist; too weak for Riddle anywhere.

MOVE.8-Evermist

Taivasta, -w-cs-w, haven. Evermist

HL3, Ren plays Lure of the Senses on Taivasta.

HL2, Ren uses OG Shadow-cloak

HL1, Hoarmûrath plays Out of the Swamps

Spring of Arda played

Los'pindel, -, haven. Evermist

HL3, Ren-x

HL2, Hoarmurath-x

HL1, Uvatha plays An Unexpected Outpost to shuffle from DP: Bairanax at Home

SITE

END Theoden.Dain

Handmaid taps Palantir of Osgiliath using Align Palantir to target Ando-anca at Home.

Taivasta, Heledwen, Karhunkäsi support. +3.sup+1.maid-5.pal+croll=auto.

MOVE.9-Ardagor

Ognor, -sh, Creb Durga.

HL3, Dain uses OG Enruned Shield

HL2, Thorin-x

HL1, Evermist

MOVE.9-Dark

Nain, -,haven. Carn Dum.

HL4, Thorin-x

HL3, Evermist plays An Unexpected Outpost to shuffle from SB: Never Seen Him

HL1, Evermist has agent Ulkûs revealed at Lossadan Cairn; moves to Dead Man's Dike.

Move to Creb Durga.

Thulin, -w-w-w,RL. Ruined Signal Tower, Hidden Ways

HL4, Thorin-x; need a dragon in hand.

HL3, Evermist-x

HL2, Alatar plays Something Has Slipped

{Winged Cold-drake, Were-worm in hand}

MOVE.9-Wking

Rogrog, -fd-w-sl,haven. Carn Dum.

HL4, Evermist plays Leucaruth at Home

HL3, Evermist uses OG Ring of the Protector

HL2, Alatar plays from Summons From Long Sleep, Ice-drake, $\text{drake.2s15} = 2s17p$

{hoped to draw Nice Place or Voices}

Shaman supports Rogrog.

Rogrog, $8p+2wp+1.sup+6mroll=17$

Forest-Troll, $4p-3x+9mroll=10$, success. $9broll+1.delta=10$, killed.

Shaman plays Freeze the Flesh, Sniffler supports, $-4.res+1.sup+8croll=5$.

Chief, -sl,sh. Mount Gram

HL2, Evermist plays Unor as agent.

HL1, Evermist uses OG Wit

Wking, -sl, dh. Litash

HL2, Evermist plays Rolled down to the Sea; discards Troth-ring.

TURN09-4.4

@ Evermist,T

T	<i>Elven Handmaid</i>	2	0	1	7	sv				Sa	5	Palantir of Osgiliath(H)	Align Palantir
U	Los'pindel	8	4	4	10	Na		Sc	R	Sa	2+	Keeper of the Lodge	Spirit-name
T	Heledwen	4	0	5	8	Na	W	Sc			0	Few But Elvish Eyes	
T	Taivasta	4	2	3	8	Man			R	D	3	Minor Spell Bead	Lure of the Senses
T	Karhunkäsi	2	0	4	8	Man	W				1		
												Skis and Fur-coats	
W	Kuunkoira	3	0	3	8	Man		Sc	R		2	Horn of Anor	Ring of Healing

Friends of Winter	The Riddle Game		A Nice Place to Hide
Incite Minions	The Riddle Game		A Nice Place to Hide
New Friendship	Wit		Barrow-wight
Smoke Rings	Wit		Deeper Shadow
0		0	Fell Rider
0		0	Heed Not the Defence
Turn: 9	Hand: 8	MP: 9	PD: 17
SP: 0			Hounds of Sauron
Witchking Dwarf	ardagor	Necro	DURLAC
Old Cache			
Orod Certha Ancient Maz	Ancient Maz		17 MPs
			0

Helecthil Light of the North

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, The Watchful Peace, Leucaruth at Home, Power Built By Waiting, IceDrake, Summons From Long Sleep, Gostir at Home

, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, In Darkness Bind Them, The Reach of Ulmo, Summons From Long Sleep, Land-drake, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes

, Canadras Ahunt, The Way Is Shut

Dark Designs of Mordor, Fell Winter

{palantir Amon Sul, Minas Ithil in play}

{ERROR: Friends of the Snowmen put into PD; should be Friends of Winter; fixed}

{ERROR: Friends of Winter can only start a game. Thus, this card is now put into play

{as though it started the game. Thus, its copy in hand will be replaced with Pipe

Helecthil Light of the North discard upon start of Turn 9; Necro had Skies of Fire in play.

UNTAP

Handmaid taps for +1 to cc.

Taivasta makes hazard cc, -1.item-2.haz+1.maid+4croll=2.

ORG

Kuunkoira transfers Ring of Healing to Los'pindel, -2.items+1.maid+croll=-1,pass.

Smoke Rings shuffles from DP: Vôteli, to transfer the palantir to her.

Durlach has minions at Orod Certhas.

Handmaid uses palantir by tapping it to discard Terror From the Deepes,

New Friendship played by Taivasta, -3.item-2.align+2.res+1.maid+5croll=3.

Los'pindel,Heledwen, Taivasta, Karhunkasi move to Orod Certhas.

Handmaid, Kuukoira stays at Evermist.

LONG

Wking. Dark Designs of Mordor discarded.

MOVE.9-Evermist

Handmaid, -,haven. Evermist,T

HL2, Wking uses OG Heed Not the Defence

Dark has Dror at Amon Anlug.

HL1, Dark-x

HL1, Smg-x

{to move through a SL or CS?}

Los'pindel, -w-sl-w,RL. Orod Certhas.

HL4, Wking keys Barrow-wight to SL. Undead.1s12p

Wking plays Turning Hope to Despair with company facing non-detainment undead attack.

Heledwen, 5p+5sroll=10,success. 9broll=killed. {frees-up GI}

Los'pindel, 7m+1.keeper+7hroll-11.base=4,pass

Taivasta, 4m+8hroll-11.base=1,pass.

Karhunkäsi, 2m+7hroll-11.base=-2, splits.

+

Karhunkäsi, -w-sl-w,RL. Orod Certhas. Turning Hope to Despair

HL1, Wking plays Faces of the Dead discarding from hand: Wisp of Pale Sheen

2m+4hroll-13.base=-7,fail. Returns to site of origin.

+

HL3, Wking plays as agent Taladhan; all 3 shadow-mage agents now in play.

HL1, Dark plays, from Summons From Long Sleep, Land-drake, 1s10p,attacker.

Taivasta, 3p+8sroll=11,killed creature.

Gates of Morning played.

SITE

Orod Certhas, RL. (1)Spirits of Ice and Cold---2 strikes with 7 prowess

No.

END Theoden.Dain(next turn)

Hall of Fire played on Evermist.

Twilight played to discard Fell Winter .Ardagor.

SITE.10-Durlach

Pendrath na-Udûn, sh. (1)Drake---1 strike with 12 prowess; Ordered to Kill (Unor.Evermist)

Crept Along Cleverly, Crook(Ranger) cancels drake attack.

Ordered to Kill (Unor.Evermist) has Unor attack.

Unor, 3p+1.card+10sroll=14,

Hill Troll, 5p+4mroll+9,fail. 8broll=killed.

Face Out of Sight take Unor to hand.

MOVE.10-Necro

Calendal, -dh. Barad-dur.

HL3, Dain-x
HL2, Thorin-x
HL1, Evermist plays Press-gang

Tarcil, -fd-c-w,RL. Cairn of the Colruh Hazurbal
HL4, Dain-x
HL3, Thorin keys Orc-Guard to Harondor using IDBT; orcs.5s8p
Orc Quarrels played to cancel Orc attack.
HL1, Evermist plays Never Seen Him on agent Unor.

MOVE.10-Ardagor.

Ognor, -,sh. Ognor.
HL3, Thorin uses OG Bilbo.
HL2, Evermist moves agent, first time, Unor, FD first from Kylmätaalo, adjacent to home region then to Pendrath na-Udûn; a surface site. Turn face-up and tap.
HL1, Evermist plays Gollum's Cave from discard pile on agent Unor.

Ardagor, -w-w-w,RL. Ettenmoors. Redoubled Force in play.
HL3, Thorin-x {Frenzy, Daelomin, Dragon Desolation, Choking S in hand!}
HL2, Evermist-x
HL1, Alatar keys Winged Cold-drake to www. Drake.2s13p,attacker
Old Troll plays Bold Thrust.
Old Troll, 5p+3.res+2mroll=10, success. 3broll=wounded
Ulkaaur, 6p-2w+7mroll=11, success, 4broll=wounded
WATTAN shuffles Voices of Malice.

MOVE.10-Dark

Nain,-,haven. Carn Dum
HL4, Evermist plays as agent Unor
HL3, Evermist plays from discard pile on agent Unor, Gollum's Cave.
HL1, Alatar-x

Thulin, -w-w,haven. Geann a-Lisch. Hidden Ways
HL4, Evermist-x
HL3, Alatar plays Lost in the Wilderness; +2 to hazards
HL4, Alatar-x; has Were-worm in hand.
HL3, Dain-x; has True Fire-drake and Corlagon in hand.
HL2, Thorin-x
HL1, Cirdan-x

MOVE.10-Evermist

Handmaid, -,haven. Evermist

HL2, Dark uses OG Hold Rebuilt and Repaired

HL1, Ardagor-x

HL1, Smg-x

Hall of Fire untaps Handmaid.

Los'pindel, -ww-sl-w,haven. Evermist

HL2, Dark keys Light-drake to W. drake. 2s8p

Los'pindel, 4p-3x+12sroll=13

Taivasta, 3p-1t+9sroll=11, killed creature; no tapping to help Handmaid later.

HL1, Dark plays Behind the Hedge on scout agent Fori.

Hall of Fire untaps Taivasta.

Karvainen, -w-c-w-w-w,haven. Rivendell

Saw Further and Deeper played.

HL3, Dark keys Light-drake to W. drake. 2s8p

HL2, Dark plays Dragon's Terror;

HL1, Dark uses/discards Dragon's Terror to target Karhunkasi, 7hroll=taps.

Kuunkoira, 3p+7sroll=10

Karvainen, 2p+9sroll=11,killed creature

SITE

Evermist, haven. Hall of Fire

Handmaid uses Palantir of Osgiliath to discard Redoubled Force, Los'pindel, Taivasta support,
-3.item-2.align+2.sup+1.maid+8scroll=6.

Winter Lost Its Bite is played.

END

<Evermist deck exhaust on eot; 9.2 cards drawn/turn; 11 cards reshuffled

Tokens to Show discarded.

Cards moved from SB to DP: [Helechoth,Aerfaroth,Lossoth,Elves of Evermist,Lossidil]

Cards moved from DP to SB: [Longbottom Leaf, Nestador,Dwalin,Anglachel,Wit]

69 cards in 2nd deck.

90	46	36	12	0	7	1	0
h1	p1	d1	r1	v1	o1	g1	b1

<Dark Dwarf deck exhaust on eot; 8.7 cards drawn/turn; 10 cards reshuffled

Cards moved from SB to DP: [Arthadan Rangers x3, Capricious Spirit, I Dont Like It]

Cards moved from DP to SB: [We Have Come to Kill x2, Poison x2,

Hold Rebuilt and Repaired]

78 cards in 2nd deck.

87	49	35	9	1	4	0	3
h1	p1	d1	r1	v1	o1	g1	b1

MOVE.11-Necro

Celedhring, -,dh. Barad-dur

HL3-1, Thorin uses OG Dragon's Hunger

HL1, Evermist moves agent, first time, Unor, FD, from Leiri to Thaurung.

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

HL4-1, Thorin-x

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

MOVE.11-Wking

Rogrog, -sl-w, RL. Lossadan Cairn.

HL4, Dain plays An Unexpected Outpost to shuffle from DP: Summons from Long Sleep

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

<so Lucky for this resource player

Shaman taps to play Voices of Malice, Summons From Long Sleep (Daelomin)-Thorin,

+1.orders-2.res+croll=auto.

TURN.11-Dark

Thulin II, -w-c-c, RL. Isle of Ulond.

HL4, Alatar-x were-worm in hand

HL3, Dain-x; True fire-drake in hand

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

MOVE.11-Ardagor

Ognor, -,sh. Creb Durga

HL3, Evermist plays Incite Minions on site

HL2, Evermist plays Whole Villages Roused on site.

Ardagor, -,RL. Ettenmoors

HL4, Evermist uses OG Lossadan Hunters

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

MOVE.11.Evermist

Los'pindel, -,haven. Evermist

HL4, Ardagor uses OG Where the Wargs Howl

HL3, Necro-x; Twisted tales in hand; this Division has no factions in play but Dain.

HL2, Wking-x

HL1, Dark-x

HL1, Smg-x Would use Only Four He Has; now at Lossadan Cairn

Karvainen, -w-w-w,RL. Lossadan Cairn

HL3, Ardagor plays War-wolves

HL1, Necro-x

SITE

Lossadan Cairn, RL. (1)Undead---2s 8p; each character wounded must make a corruption check

Karhunkasi taps to face both strikes

Karhunkasi, 4p-3x+8sroll=9

Karhunkasi, 4p-3x-1t+7sroll=7,success. 10 broll=killed

Plays Secret News

Ardagor: [A Few Recruits,Cave Trolls,Diversion,Swordmaster,Pierced By Many Wounds]

Necro: [Awaiting the Call,Bright Gold Ring,A Little Gold Ring,Twisted Tales,

Not Slay Needlessly]

Wking[A Nice Place to Hide,Bone Dragon,Deadly Laughter,Deeper Shadow,Feagwath]

Dark [Crooked Promptings,Gleaming Gold Ring,Long Forgotten Gold,Not Slay Needlessly, Old treasure]

@ Lossadan Cairn; Wking

U	Lieutenant of Angmar	9	11	10	10	olog-hai	W	Sc					3	By the Ringwraith's Word	Black Mace	
														War-lord	Trophy2	Smart and
T	Orc Shaman	4	0	3	8	orc	W			Sa			1+	Morgul Apprentice		
T	Forest-Troll	2	0	4	7	troll	W		R				1	Freeze the Flesh	Saw-toothed Blade	
U	Orc sniffer	1	0	2	10	orc	W	Sc					1	Black-hide Shield		
														Orders from Lugbúrz		

Kuunkoira taps to play The Riddle Game using Wit. Shaman

+3.wit+8roll-8.shaman-1.sage=2

Names Bone Dragon, A Nice Place to Hide; Ice Giant in hand now.

Karvainen taps to play The Riddle Game using Wit. Shaman

+3.wit+1.card+5roll-11.shaman-1.sage=-3,fail

Wking names Smoke Rings, Nestador; =nothing.

END

MOVE.12-Wking

Rogrog, -,RL. Lossadan Cairn

HL4, Thorin plays Threat of Many Feet

HL4, Thorin plays Choking Shadows on RL.

HL3, Thorin uses OG Dragon's Desolation

HL1, Evermist plays An Unexpected Outpost to shuffle from SB: Aware of Their Ways

Wking, -w-sl,haven. Carn Dum

HL2, Thorin-x

HL1, Evermist plays An Unexpected Outpost

Wking plays Deeper Shadow to reduce hazards to HL by one.

Chief, -sl,haven. Carn Dum

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x; River is useless

MOVE.12-Dark

Thulin, -c-c-c-fd,fh. Grey Havens. +2 to HL

HL4+2, Dain plays Summons From Long Sleep; Corlagon placed on it.

HL5, Dain plays An Unexpected Outpost to shuffle from SB: Birth-spot, At Their Throats

HL3, Thorin-x

HL2, Evermist taps agent Ulkûs using Behind the Hedge to shuffle from DP: Secret News.

Uses Never Seen Him to move from Dead Man's Dike to Grey Havens.

HL0, Alatar has Alatar the Hunter and Ice-Drake in hand.

Nain, -ud,darkhaven. Carn Dum

HL3, Dain-x

HL2, Thorin-x

HL1, Evermist-x HL1, Thg-x

CVCC Evermist Get a prisoner for Interrogation for Necromancer

U	Lieutenant of Angmar	9	11	10	10	olog-hai	W	Sc				3	By the Ringwraith's Word	Black Mace
													War-lord	Trophy2 Smart and
U	Orc Shaman	4	0	3	8	orc	W			Sa		1+	Morgul Apprentice	
U	Forest-Troll	2	0	4	7	troll	W		R			0	Freeze the Flesh	Saw-toothed Blade
T	Orc sniffer	1	0	2	10	orc	W	Sc				1	Black-hide Shield	
													Orders from Lugbúrz	

T	Kuunkoira	3	0	3	8	Man			Sc	R			1	Horn of Anor
T	Karvainen	4	1	2	8	Man			Sc			D	0	

Rogrog vs. Kuunkoira

Forest vs Karvainen

Rogrog, $8p+2wp-3x+9mroll=16$

Kuunkoira, $3p-1t+4mroll=6$

Rogrog taps to take Kuunkoira prisoner.

Forest, $4p+1.wp-1.freeze+6mroll=10$

Karvainen, $2p-1t+7mroll=8$, $9broll=killed$

Wking

Evermist

1	2	1	2
9	6	4	7
12	9	2	7

MOVE.12-Necro

Calendal, -,dh. Barad-dur

HL2, Evermist has agent Ulkûs untap at Grey Havens where Dark Dwarves are located.

Tarcil, -sl-w-fd-fd,fh. Pelargir

HL4, Evermist keys Crebain to W. animal.each.5p

Eye Never Sleeping cancels attack.

HL2, Alatar keys Alatar the Hunter to Lebennin. Maia.2s13p9b,attacker

Eye Never Sleeping cancels attack.

+

Carambor taps to move agent to Dol Amroth.

Tarcil, -fd-fd,fh. Pelargir

HL4, Evermist plays The Way Is Shut

HL2, Alatar-x

HL1, Dain-x

Plays An Untimely Whisper;

Evermist: Great Seagull,Ice Giant,Marvels Told,New Friendship,Pipe

Alatar: Bifur,Focused Staff,Ford,Ice-Drake,Many Foes He Fought

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

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x Fake is no use

Calendal plays Messenger of Mordor using Eyes of the Tower on Evermist;

Names item: Pipe, which is in hand of Evermist. Item discarded.

MOVE.12-Evermist

Taivasta, -,have. Evermist

HL3, Necro plays Thrice Outnumbered

HL2, Necro reveals first time Golodhros with Inner Cunning at Gaurblog Lug.

Moves to Shrel-Kain, taps agent. Uses Never Seen Him to untap.

HL1, Necro plays Twisted Tales on Men of Dorwinion (Lord Dain)

+6.tales+4.di+9roll=19

+8.di+6.base+5roll=19,tie.

Los'pindel, -w-c-w, fh. Puolihmisten Satama

HL2, Necro plays An Unexpected Outpost,

Evermist plays Gates of Morning.

Shuffle Mouth of Sauron from SB to PD.

HL1, Necro plays Pilfer Anything Unwatched on first reveal agent Deallus

With Nobody's Friend at Lossadan Camp; home site of Striuk'ir

3hroll-4mind.-5.base=-6,fail

END: Necro uses Dark Designs of Mordor to grab from SB: In the Grip of Ambition

SITE

Puolihmisten Satama, fh. AA-none

Striuk'ir taps to play Great Seagull, tap site.

Evermist, Voteli taps to use palantir, discard The Moon is Dead,

And Taivasta plays New Friendship, Tavista taps to support

-3.item-2.align+2.new+1.sup+7croll=5,pass

END

Necro uses Thrice Outnumbered to shuffle from DP: Goblin-faces

Thrice Outnumbered: Necro discards Dunlending Raiders

MOVE.13-Bolg

Shaman, -sh. Mount Gunabad

HL3, Alatar uses OG Marin

HL2, Thorin-x

HL1, Evermist moves agent Ulkûs, FU, from Grey Havens to Eldanar. Use Never Seen Him
To move to Mount Gram

Bolg, -dd-bl-w-w,sh. Moria

HL3, Alatar-x

HL2, Thorin plays Frenzy of Madness on new site using Orc-Watch

MOVE.13-Felagrog

Felagrog, -,dh. Under-courts

HL5, Dain uses OG Snow-lion

HL4, Evermist plays Stay Her Appetite on Abomination Nursed in Darkness
3hroll+2.mind-14.gi-1.di-5.base=-15, fail

HL3, Evermist plays An Unexpected Outpost to shuffle from SB: Glance of Arien

HL1, Thorin-x

Umagaur, -,haven.

HL3, Dain uses OG Friendship of Old Renewed

HL2, Evermist -x

HL1, Thorin-x

HL1, Thg-x

MOVE.13-Khamul

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

HL2+1, Evermist uses OG Ice-giant

HL2, Dain-x

HL1, Alatar-x

HL1, Thg-x

Woedwyn, -dd-w,bh. Strayhold

HL4+1, Evermist plays Rolled Down to the Sea. Cham-en-Faroth discarded.

HL3, Dain-x

HL2, Alatar-x

HL1, Thorin-x

WATTAN shuffles Cham-en-Faroth

Grimburgoth, -,haven. Dol Guldur

HL2, Evermist uses OG Canadras Ahunt

HL1, Dain-x

TURN13-4.3

@ Evermist, U

T	Võteli	3	1	3	6	Man			R	Sa	5	Palantír of Osgiliath(H)	Align Palat
T	Taivasta	4	2	3	9	Man			R		D	0	
T	<i>Elven Handmaid</i>	2	0	1	7	sv				Sa			

@ Puolihmisten Satama, T

T	Los'pindel	8	4	4	10	Na		Sc	R	Sa	1+	Keeper of the Lodge	Spirit-nam	Ring of Healing
T	Striuk'ir	4	1	3	8	Na			R	Sa	1	Minor Spell Bead		
U	Great Seagull	1	0	1	9			Sc			a	Skis and Fur-coats		

Elves of Evermist	Ring of the Protector			Bitter Cold
Escape	Smoke Rings			Brigands
Major Spell bead	Snow elves			Huorn
Not at Home	Worm's Stench			The Tormented Earth
0	0			Troll-purse
0	0			Veils of Shadow
Turn: 13	Hand: 8	MP: 12	PD: 40	SP: 0
Khamual	Felagrog	Bolg	Scatha	DURLAC
Mornost	The Under-ft	Eithel Morgo		22 MPs
				0
				0

Saw Further and Deeper Safe From the Shadow The Doom of Choice
, Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace,
Devouring Wyrms, Rammas Pelennor, Leaguer of Pelargir
, Shadow of Mordor, Doors of Night, Monstrosity of Diverse Shape, Great Army of the North,
Khuzadrepá at Home, Gostir Roused, Mordor Rebuilt, The Black Gate Closes
, Host of Bats, Drums

UNTAP

ORG

Smoke Rings shuffles from SB: Ympyra Insights
Los'pindel+ move to Pendrath na-Udûn
Taivasta+ stay.

MOVE.13-Evermist

Los'pindel, -w-c-sl,sh. Pendrath na-Udûn

HL2+1, Khamul reveals agent Konihrabn at home site Ruskea Vene.

Plays Pilfer Anything Unwatched; selects Taivasta with same home site +5.samehome-4.mind -5.base+7hroll=3, character to hand.

<New Friendship was drawn; was going to tap palantir to discard SoM>

HL2, Khamul keys Huorn to W. plant.1s10p

Great Seagull taps to cancel strike.

HL1, Khamul keys Brigands to W. men.2s8p

Striuk'ir plays Escape to cancel attack

Voteli, -,haven. Evermist

HL2, Khamul uses OG Men of the Woods

HL1, Felagrog plays Threat of Many Feet

SITE

Pendrath na-Udûn, sh. Drake.1s12p

Not At Home cancels attack.

Los'pindel taps to play Ring of the Protector, taps site

END

Turn13 Review

Carnage. Gained 13 MPs to Durlach's 20.

Tapped five sites including Eithel Morgoth to play palantir.

Good card draw. 3 characters killed and one captured.

Rolled 6 body checks on 21 strikes one out of three is average.

Played 30 hazards (9 were agent actions); faced 37 hazards (8 were creatures)

Faced Harad Division first; only played 2 hazards; faced 13. Played the palantir on Turn 4 with Redoubled Force that seemed the trolls were Not at Home. Also that site phase Riddle Game played with a result of a win. Durlach was not happy; he CvCC next turn. Heledwen wounds Nog. Kuunkoira wounded by Maggot and Miner wounds Los'pindel.

Agent Ulkûs begins moving.

Then faced Mordor Division. Faced 9 hazards. Played 5 hazards.

Stay mostly at Evermist to transfer items and play characters.

Then faced Eriador Division. Faced 15 hazards. Played 20 hazards.

Unor attacks as agent due to Ordered to Kill at Pendrath na-Udûn; he kills Hill troll.

Company moves towards Rivendell to play riddling events against minions near there.

Three move to Lossadan Cairn to riddle with Rogrog – none would return. Karhunkasi killed by automatic-attack. Secret News played. Two copies of Riddle Game played with Wit. Wins one, loses other. The olog was not happy. He takes Kuunkoira prisoner. Forest-troll kills Karvainen.

Pipe is discarded from hand from Eyes of the Tower. This players' Way is Shut stalls Felagrog for a turn.

Sites: start to new site.

<i>Nestador</i>			Nestador			MP	PD	SB
Evermist		Evermist	Evermist		Leiri	5	82	0
Evermist		Leiri	Evermist		Evermist	5	76	0
Evermist		Evermist	Eithel Morgoth		Evermist	5	72	0
Evermist		Evermist	Eithel Morgoth		Evermist	5	68	0
Eithel Morgoth		Evermist	Evermist		Evermist	9	58	0
Evermist			Evermist			9	50	0
Evermist	Evermist		Evermist	Kymätalo		9	42	0
Evermist	Kymätalo		Evermist	Evermist		9	32	0
Evermist	Evermist		Orod Cert	Evermist		9	23	0
Orod Cert	Evermist	Evermist	Evermist	Evermist	Rivendell	8	10	0
Evermist	Rivendell		Evermist	Lossadan Cairn		12	69	0
Evermist	Lossadan Cairn		Evermist	Puolihmisten Satama		11	59	0