
THE ARDA INTRO GAME

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A SIMPLIFIED INTRODUCTION TO ARDA
ADAPTED FROM THE "COMPILED ARDA RULESET – HERO"
WHICH IS
BASED ON "MIDDLE EARTH: THE ARDA GAME" BY JOE BISZ AND ERIC DANÉ
AND
"ARDA REVISED" BY RYAN LOYAL STUEVE
AND
"GANDALF GENE'S ARDA DECK" BY GANDALF GENE
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CONCEPT

The Arda Intro Game is a streamlined version of Arda specifically designed to introduce new players to the Middle Earth CCG. Cards are more accessible and easier to play, complicated rules are ignored or simplified, and there's no need for deck, site, or discard pile management. All cards are part of a shared pool, so new players don't need to own any cards before they can play, nor do they need to be concerned about balance issues or power discrepancies among individual constructed decks.

The Arda Intro Game can be played with as few as two players, or as many as five.

ARDA DECK CONSTRUCTION

A complete Arda deck is composed of multiple distinct, specialized decks.

- **Play Deck:** All hazards and any non-MP resources (events). There should be more hazards than resources, as any resources worth MP are in their own deck.
- **Marshalling Points (MP) Deck:** Any resources that potentially offer MP (items, allies, factions, certain events). Each resource is paired with a site where it may be played, with the two cards facing opposite directions in a single clear sleeve. Under-deeps sites are not used in the introductory game.
 - Certain resource events that don't offer MP but are still played like cards that do, like Ringlore, can also be included in the MP deck.
 - If including Cracks of Doom or Gollum's Fate, those cards must be in the MP Deck and paired with Mount Doom. If they were in the Play Deck instead, players would have no way to reach Mount Doom (as the site wouldn't be in the MP Deck, since no other resources are playable there).
- **Character Deck:** A single copy of each of the Hero characters from across all sets. Folco Boffin, Fram Framson, and Strider are not included.
- **Minor Item Deck:** A selection of minor items, with no more than three of each non-unique item.
- **Ring Deck:** All "Special Item" rings (to replace tested Gold Ring Items); untested "Gold Ring Item" rings should be in the MP Deck instead. When an untested ring is tested, the testing player draws cards from this deck until a ring with a type matching the roll is found. That ring is played, and the rest are shuffled back into the Ring Deck.
- **Haven Deck:** Havens for players to use as needed (at least five of each).
- **Avatar Deck:** One copy of each of the five Wizards.

For convenience, each deck can be sleeved in a different color (including additional variations or designs for each avatar, if desired). The MP deck must be in fully clear sleeves, with the site considered the "back" of the card. Because this arrangement is used instead of a location deck, sites cannot be discarded or returned to the location deck; treat all such references as though they instead read, "when no companies are at this site."

The Character Deck and Minor Item Deck are used to provide a shared pool of cards for all players to draw and play from. To accomplish that, four cards from each deck are placed face up in the center of the table for anyone to use, maintaining a left-to-right ordering to indicate the newest and oldest cards drawn. When a card is played from one of these pools, the cards to the left of it slide down to fill the gap. When the pool is replenished from the deck, cards are added one by one from the rightmost empty space to the leftmost until there are four cards in the pool again.

The Play Deck, MP Deck, and Ring Deck remain in single face down piles, with cards being drawn from the tops of each when needed. The Haven deck can be face up, and may be searched as needed. The Avatar deck is unused once game setup is finished and play has begun.

If playing with only two players, limit each card to a maximum of two copies; otherwise, no more than three copies of a given card should be included in any of the decks. Unique cards should always be restricted to a single copy.

GAME SETUP

- 1) Determine player turn order through any random method. Arrange players clockwise around the table in that order, and place the decks and a large game map in the center of the table.
- 2) Each player drafts avatars, then determines their starting company, then drafts starting items as follows. Note that the avatar and minor item drafts may instead be agreed-upon selection (that is, players simultaneously pick the cards they like, rather than going in order) if the players so choose.
 - **Avatars:** In reverse turn order, players select their desired avatar from the available ones.
 - A player may include his avatar in his starting company, or keep it face down to be revealed and played (to his home site or any Haven) at a later time.
 - Avatars may be dealt out randomly if desired; if playing with two players, each player is dealt two avatars and keeps one.
 - **Starting Company:** Separate characters with 7 or more mind (“major characters”) from the character deck, then shuffle those and deal each player two major characters. Shuffle the remaining major characters back into the character deck, and then deal each player another eight characters. From their pool of ten characters, each player chooses a starting company, respecting standard limits of five characters and twenty total mind. Each player’s unused characters are shuffled back into the character deck.
 - Gimli may be included with the major characters despite having a mind of 6.
 - If playing without rare cards, deal each player one major character and nine additional characters.
 - **Minor Items:** Each player is dealt four minor items and chooses two to keep, shuffling the others back into the deck.
 - Both hoard minor items and unique minor items are included when dealing out the starting minor items.
- 3) Draw four character cards from the Character Deck and place them face up in a row on the table. Any player may play a character from this pool of cards (as though from their hand), but not until every player has completed a resource turn.
- 4) Draw four minor item cards from the Minor Item Deck and place them face up in a row on the table. As with the characters, players may play cards from this pool (as though from their hand) any time they could play a minor item.
- 5) Each player draws a play hand of eight cards from the Play Deck and an MP hand of five cards from the MP deck. These are distinct hands, and any rules or game text specifying the “hand” (hand size, discarding, etc.) always refer to the play hand and never to the MP hand.
 - *Exception:* Any card that searches or reveals an opponent’s hand applies to both their play hand and their MP hand. Also, any card that cannot reasonably refer to the play hand (such as Alert the Folk, which targets factions), should be interpreted to refer to the MP hand instead.
- 6) Each player marks their company’s starting location with a token on the central map. Companies start the game in Rivendell or their avatar’s home site, taking the appropriate site from the Haven Deck.

PLAYING THE GAME

Play begins with the first player taking a normal resource turn, with the other players taking on the hazard role when it is not their turn. A turn summary follows; where there are no explicit changes to the phases, assume the usual actions are available and the **starter** rules of MECCG apply.

- **Untap Phase:** At the start of the Untap step, add cards to the Character and Minor Item pools, filling in right to left until each pool contains four cards. The phase then proceeds as normal.
- **Organization Phase:** The normal organization actions are available, with the following changes:
 - Your avatar never needs to be present at a site for characters to be played there.
 - Characters and avatars may always be played to a Haven, regardless of their game text.
 - Characters may not be played to a non-Haven unless a company is already at that site.
 - Characters with a mind of four or less may be brought into play at any Free-hold, Border-hold, or Ruins & Lairs (again, as long as a company is already there). All other characters must be played at a Haven or their home site.
 - No characters may be played until every player has taken a resource turn.
 - A player may control no more than three companies.
 - Any wizard at Rivendell may tap to test a ring held by a character in his company (no “Test of X” card required).

For each moving company, its player selects a resource from his MP hand, playing it near the company with the site side facing down.

- Havens are played from the Haven Deck, rather than from the MP hand.
 - Sites are always played untapped, even if a resource has already been played at that site earlier by another player or company.
 - A non-Haven site may not be chosen as a company’s destination if that company already controls a resource paired with that site.
 - **Region movement may be used if desired**, though starter movement is always allowed.
- **Long-Event Phase:** All long-events that were played on your previous turn, whether they were resource long-events played by you or hazard long-events played by one of your opponents, are discarded. You may then play resource long-events as usual.
- **Movement/Hazard Phase:** For each company, do the following:
 - 1) If the company is moving, flip the resource card over to show the destination site. The turn player and the first hazard player (the player who most recently had a resource turn) each draw cards according to the values printed on the site card. No cards are drawn for a company that is not moving.
 - 2) If the company is at a Haven and is not moving, no hazards may be played. Otherwise, the first hazard player may play hazards up to the hazard limit.
 - 3) If a hazard player has finished playing hazards and the hazard limit has not been reached, the hazard limit is reduced by one and the next hazard player (the one sitting to the current hazard player’s right) may continue playing hazards of his own, though he draws no cards for the site. Continue around the table until all desired hazards have been played or the hazard limit is reached.
 - 4) All players discard down or draw up to eight cards in their play hand, and five cards in their MP hand. Unlike the End-of-Turn Phase, players may not discard any additional cards first.

If a company is forced to return to its origin, its destination site card is returned to where it came from (either the Haven Deck or the player’s MP hand). Otherwise, move the player’s company tokens on the central map to their new locations and proceed to the Site Phase.

- **Site Phase:** For each company, follow these steps to obtain the resource at their site:
 - 1) Declare that the company is entering the site.
 - 2) The company faces and resolves any listed automatic-attacks.
 - 3) A character in the company attempts to play the resource associated with the site (this usually requires tapping the character).
 - 4) If unsuccessful, the site/resource is discarded.
 - 5) If successful, flip the site to its resource side and assign it to the character that tapped (as you would any other resource played during the site phase).
 - i. The site for that resource is now considered **tapped for that company and only that company** as long as the resource is carried by the company. If companies are reorganized or resources are transferred such that a new company is now in control of that resource, its site is considered tapped for the new company.
 - ii. A company may no longer visit any non-Haven site that matches a card they carry.
 - 6) After successfully playing a resource, another character in the company may tap to play a minor item from the Minor Item pool. The player chooses one of the four cards in the Minor Item pool as though it was in his hand. Slide the cards to the left of the chosen card over to fill the empty spot (leaving the leftmost spot empty), but do not draw a replacement card at this time.
 - 7) If a player has not yet played a character this turn, they may now play one to the site (following the restrictions mentioned above).

Players may not influence characters or resources away from their opponents during the site phase.

- **End-of-Turn Phase:** Every player may discard a single card from **both** his MP hand and play hand, then draws or discards from each to bring them up to their size limit (usually five cards for the MP hand and eight cards for the play hand). Then, for each of the shared card pools containing four cards, discard the rightmost (oldest) card and shift the remaining three to the right so the empty spot is on the left side. The empty space is filled at the start of the next turn.

WINNING THE GAME

There are two ways to win the Arda Intro Game.

- The Free Council is called and you have the most Marshalling Points.
- You move The One Ring to Mount Doom and destroy it with Cracks of Doom or Gollum's Fate.

A player is NOT eliminated if their Wizard is lost; instead, that player suffers a permanent -5 penalty to their total MP.

The Free Council may only be called by a player with 20 or more MP. It is never called automatically, as it is unlikely that the Play Deck will be exhausted over the course of the game. (If any deck IS exhausted, simply shuffle its discard pile and place the shuffled pile face down to form a new deck to draw from.)

When the Free Council is called, every other player gets one final turn, then final MP counts are totaled. Prior to calculating MP, each character (including avatars) must make a corruption check; characters failing the check (along with any non-followers those characters control) no longer contribute their MP to the total.

Next, each player's MP are totaled as per the **starter** rules – simply add up all MP the player has collected to find their total. MP are not doubled if no other players have MP from that source, a single source may account for more than half of a player's total MP, and players may not reveal unique cards to reduce opponent's MP.

Once the totals are counted, whichever player has the highest amount of MP wins the game.

LIST OF NOTABLE DIFFERENCES FROM THE STANDARD MECCG GAME

- The game uses several shared decks: Play Deck, MP Deck, Character Deck, Minor Item Deck, Ring Deck, Haven Deck, and Avatar Deck. Two of these, the Character and Minor Item decks, provide a pool of cards for all players to use. These are managed as follows:
 - Each shared pool contains up to four face up cards, and no more. This limit never changes.
 - The order of the cards in the pool is significant, with the rightmost card being the oldest one drawn from the corresponding deck and the leftmost card being the newest one.
 - Cards may be played from these pools as though they were in the turn player's hand.
 - When a card is removed from the pool due to being drawn or discarded, it is not immediately replaced. Instead, the cards to the left of the removed card are shifted over to fill its spot, leaving the empty space on the left side of the pool rather than in the middle.
 - At the beginning of each turn, if there are fewer than four cards in a shared pool, cards are drawn one by one from the corresponding deck and added to the pool (filling the rightmost gap first) until there are four cards again.
 - At the end of each turn, if a shared pool still contains four cards, the rightmost (oldest) card is discarded, and the remaining cards shift over.
- Characters may always be played to their home site as long as a company is already present, even if your avatar is revealed but at a different site.
 - Characters (even Hobbits) may always be played at a Haven, even if no company is present.
 - A character may be played at the end of the site phase if one has not been played that turn.
- Sites are paired with resources, rather than coming from any unique deck. If a character successfully enters the site, that card is flipped to its resource side and given to the character. An additional character may still tap to play a minor item.
 - A company may not visit a site already paired with a resource held by that company.
- Discarded cards go to a shared pile near the deck they came from. Players do not have discard piles, and cards cannot be retrieved from discard piles. Any card that is eliminated is discarded instead.
- None of the decks are searchable, and neither is any discard pile. There are also no sideboards. If a card's text contains a reference to searching the deck, discard pile, or sideboard, ignore that text.
 - **Saruman is an exception to both of the above guidelines.** A player may still tap Saruman to take any spell card from the Play Deck discard pile into his hand.
- A player may not control more than three companies.
- **Simplified Palantir Use:** Text on Palantirs that reads "with its bearer able to use a Palantir" becomes "if its bearer is a sage." Align Palantir and Use Palantir are not included in this variant.
 - The Palantirs of Annúminas, Minas Tirith, and Orthanc all have effects that search decks or discard piles. They may still be included for their MP values, but their text is ignored.
- **Simplified Ring Testing:** Any Wizard at Rivendell may tap during the Organization Phase to test a ring held by a character in his company (no "Test of X" card required).
 - Events that test rings may still be included in the Play Deck, as they offer alternate options for testing rings beyond using your Wizard.
- A ring item does not need to be in your hand in order to test a ring, as all "Special Item" rings are kept in the Ring Deck. After determining the result of a test, draw cards from the Ring Deck until you have drawn one that matches the result. Replace the untested ring with that card, discard the untested ring, and shuffle the ineligible rings back into the Ring Deck.
 - When using Ringlore, a player may search the Ring Deck for a ring, rather than drawing.
- **If a Wizard is eliminated, its owner continues playing, but suffers a -5 penalty to his MP total.**
- Opponents' characters and resources may not be influenced away during the site phase.

SAMPLE LIST OF CARDS BY DECK – METW AND METD ONLY, NO RARES

Play Deck – Resource Events (141)

3x A Chance Meeting	3x A Friend or Three	3x And Forth He Hastened	3x Block
3x Bridge	3x Concealment	3x Dark Quarrels	3x Dodge
3x Escape	3x Fellowship	3x Ford	3x Gates of Morning
3x Great-road	3x Horses	3x Kindling of the Spirit	3x Lordly Presence
3x Lucky Strike	3x Many Turns and Doublings	3x Marvels Told	3x Master of Esgaroth
3x Muster	3x New Friendship	3x Not at Home	3x Old Friendship
3x Persuasive Words	3x Quiet Lands	3x Risky Blow	3x Secret Passage
3x Star of High Hope	3x Stars	3x Stealth	3x Sun
3x Tales of the Hunt	3x Tempering Friendship	3x Test of Form	3x Test of Lore
3x The Cock Crows	3x The Evenstar	3x The Old Thrush	3x Trickery
3x Vanish in Sunlight!	3x Vanishment	3x Warm Now Be Heart and Limb	3x Washed and Refreshed
3x Wizard Uncloaked	3x Wizard's Flame	3x Wizard's Test	

Play Deck – Hazard Events (93)

3x Arouse Denizens	3x Arouse Minions	3x Awaken Denizens	3x Awaken Minions
3x Awaken the Earth's Fire	3x Choking Shadows	3x Despair of the Heart	3x Doors of Night
3x Dragon-sickness	3x Fell Winter	3x Foul Fumes	3x Gloom
3x Long Winter	3x Lure of Creation	3x Lure of Expedience	3x Lure of Nature
3x Lure of the Senses	3x Minions Stir	3x Muster Disperses	3x New Moon
3x Peril Returned	3x Plague of Wights	3x River	3x Sleepless Malice
3x The Burden of Time	3x The Ring's Betrayal	3x Times are Evil	3x Twilight
3x Wake of War	3x Weariness of the Heart	3x Worn and Famished	

Play Deck – Hazard Creatures (96)

3x Ambusher	3x Barrow-wight	3x Brigands	1x Bert
3x Cave-drake	3x Corpse-candle	3x Dire Wolves	3x Ghosts
3x Ghouls	3x Giant	3x Half-trolls of Far Harad	3x Hobgoblins
3x Land-drake	3x Lesser Spiders	3x Light-drake	3x Marsh-drake
3x Olog-hai (Trolls)	3x Orc-guard	3x Orc-lieutenant	3x Orc-patrol
3x Orc-raiders	3x Orc-warband	3x Orc-warriors	3x Orc-watch
3x Slayer	3x Thunder's Companion	1x Tom	3x True Fire-drake
3x Wargs	3x Watcher in the Water	1x William	3x Winged Cold-drake
3x Winged Fire-drake	3x Wolves		

Marshalling Points Deck (49)

Beornings Beorn's House	Blue Mountain Dwarves Blue Mountain Dwarf-hold
Dunlendings Dunnish Clan-hold	Ents of Fangorn Wellinghall
Hillmen Cameth Brin	Iron Hill Dwarves Iron Hill Dwarf-hold
Knights of Dol Amroth Dol Amroth	Lossoth Lossadan Camp
Men of Anfalas Lond Galen	Men of Anorien Minas Tirith
Men of Dale Dale	Men of Dorwinion Shrel-Kain
Men of Lebennin Pelargir	Men of Northern Rhovanion Lake-town
Rangers of Ithilien Henneth Annun	Rangers of the North Bree
Riders of Rohan Edoras	The Great Eagles Eagles' Eyrie
Wood-elves Thranduil's Halls	Woodmen Woodmen-town
Woses of the Druadan Forest	Beautiful Gold Ring Gladden Fields
Beautiful Gold Ring Caves of Ulund	Beautiful Gold Ring The Lonely Mountain
Book of Mazarbul Moria	Durin's Axe Zarak Dum
Fair Gold Ring Ost-in-Edhil	Fair Gold Ring Bandit Lair
Fair Gold Ring Irerock	Glamdring Barrow-downs
Great-shield of Rohan Glittering Caves	Hauberk of Bright Mail Isle of the Ulond
Hauberk of Bright Mail Ruined Signal Tower	Hauberk of Bright Mail The Wind Throne
Narsil Dead Marshes	Orcrist Mount Gundabad
Precious Gold Ring Goblin-gate	Precious Gold Ring Isengard
Precious Gold Ring Dancing Spire	Red Arrow Ovir Hollow
Red Book of Westmarch Bag End	Scroll of Isildur Lossadan Cairn
Sword of Gondolin Sarn Goriwing	Sword of Gondolin Mount Gram
Sword of Gondolin Buhr Widu	Torque of Hues Himring
Dreams of Lore Amon Hen	Dreams of Lore Dimrill Dale
Dreams of Lore Weathertop	

Character Deck (57)

Adrazar	Anborn	Annalena	Aragorn II
Arinmir	Balin	Bard Bowman	Barliman Butterbur
Beorn	Beregrond	Beretar	Bergil
Bifur	Bofur	Bombur	Boromir II
Brand	Celeborn	Damrod	Dori
Dwalin	Elladan	Elrohir	Eomer
Eowyn	Erkenbrand	Faramir	Fili
Forlong	Galdor	Gamling the Old	Ghan-buri-Ghan
Gildor Inglorion	Gimli	Gloin	Glorfindel II
Halbarad	Haldir	Hama	Imrahil
Ioreth	Kili	Legolas	Mablung
Merry	Nori	Oin	Ori
Orophin	Peath	Pippin	Robin Smallburrow
Sam Gamgee	Theoden	Thranduil	Voteli
Wacho			

Minor Item Deck (34)

3x Athelas	3x Cram	3x Dagger of Westernesse	3x Elf-stone
3x Elven Cloak	3x Healing Herbs	3x Horn of Anor	3x Miruvor
3x Potion of Prowess	3x Shield of Iron-bound Ash	3x Star-glass	1x Sting

Ring Deck (10)

1x Dwarven Ring - Thelor	1x Dwarven Ring - Thrar	3x Lesser Ring	1x Magic Ring of Courage
1x Magic Ring of Lore	1x Magic Ring of Nature	1x Magic Ring of Stealth	1x Magic Ring of Words

Avatar Deck (5)

Alatar	Gandalf	Pallando	Radagast	Saruman
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Haven Deck (20)

5x Edehellond	5x Grey Havens	5x Lorien	5x Rivendell
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SAMPLE LIST OF CARDS BY DECK – ALL RARITIES AND SETS

Play Deck – Resource Events (156)

3x A Chance Meeting	3x A Friend or Three	3x Block	3x Bridge
3x Concealment	3x Dark Quarrels	3x Dodge	3x Elf-song
3x Escape	3x Fellowship	3x Flatter a Foe	3x Ford
3x Gates of Morning	3x Great Ship	3x Great-road	3x Halfling Stealth
3x Halfling Strength	3x Hiding	3x Horses	3x Kindling of the Spirit
3x Lapse of Will	3x Lucky Strike	3x Marvels Told	3x Master of Esgaroth
3x Narya	3x Nenya	3x New Friendship	3x Not at Home
3x Old Friendship	3x Old Road	3x Praise to Elbereth	3x Quiet Lands
3x Risky Blow	3x Secret Entrance	3x Secret Passage	3x Stealth
3x Sun	3x Tales of the Hunt	3x Tempering Friendship	3x Test of Form
3x Test of Lore	3x The Cock Crows	3x The Old Thrush	3x Trickery
3x True Fana	3x Vanishment	3x Vilya	3x Wizard Uncloaked
3x Wizard's Fire	3x Wizard's Flame	3x Wizard's River-horses	3x Wizard's Test

Play Deck – Hazard Events (107)

3x Angmar Arises	3x Awaken Denizens	3x Awaken Minions	3x Awaken the Earth's Fire
3x Choking Shadows	3x Despair of the Heart	3x Doors of Night	3x Dragon's Desolation
3x Eye of Sauron	3x Fell Winter	1x Fury of the Iron Crown	3x Greed
3x Lure of Creation	3x Lure of Expedience	3x Lure of Nature	3x Lure of Power
3x Lure of the Senses	3x Minions Stir	3x Morgul-horse	3x Morgul-knife
3x Muster Disperses	3x New Moon	3x Pierced by Many Wounds	3x Peril Returned
3x River	3x Scimitars of Steel	1x The Balance of Things	3x The Burden of Time
3x The Ring's Betrayal	3x Twilight	3x Two or Three Tribes Present	1x Agburanar at Home
1x Bairanax at Home	1x Daelomin at Home	1x Earcaraxe at Home	3x Foolish Words
1x Itangast at Home	1x Leucaruth at Home	3x Many Sorrows Befall	1x Scatha at Home
1x Scorba at Home	1x Smaug at Home	3x Times are Evil	

Play Deck – Hazard Creatures (97)

1x Agburanar	1x Adunaphel	1x Akhorahil	3x Ambusher
3x Assassin	1x Bairanax	1x Bert	3x Cave-drake
3x Cave Worm	3x Corsairs of Umbar	1x Daelomin	1x Dwar of Waw
1x Earcaraxe	3x Giant Spiders	1x Gothmog	3x Half-trolls of Far Harad
1x Hoarmurath of Dir	3x Hobgoblins	1x Indur Dawndeath	1x Itangast
1x Khamul the Easterling	1x Leucaruth	1x Mouth of Sauron	3x Olog-hai (Trolls)
3x Orc-guard	3x Orc-lieutenant	3x Orc-patrol	3x Orc-raiders
3x Orc-warband	3x Orc-warriors	3x Orc-watch	3x Pick-pocket
3x Rain-drake	1x Ren the Unclean	1x Rogrog	1x Scatha
1x Scorba	3x Slayer	1x Smaug	1x The Great Goblin
3x Thief	1x Tom	3x True Fire-drake	1x Uvatha the Horseman
3x Uruk-Lieutenant	1x William	1x Witch-king of Angmar	3x Were-worm
3x Wild Trolls			

Marshalling Points Deck (88)

Bill the Pony Bree	Gollum Goblin-gate
Gwaihir Eagles' Eyrie	Lindion the Oronin Stone-circle
Nenselde the Wingild Dol Amroth	Quickbeam Wellinghall
Roac the Raven Dale	Shadowfax Dunharrow
Tom Bombadil Old Forest	Beornings Beorn's House
Blue Mountain Dwarves Blue Mountain Dwarf-hold	Dunlendings Dunnish Clan-hold
Easterlings Easterling Camp	Elves of Lindon Grey Havens
Ents of Fangorn Wellinghall	Hillmen Cameth Brin
Hobbits Bag End	Iron Hill Dwarves Iron Hill Dwarf-hold
Knights of Dol Amroth Dol Amroth	Lossoth Lossadan Camp
Men of Anfalas Lond Galen	Men of Anorien Minas Tirith
Men of Dale Dale	Men of Dorwinion Shrel-Kain
Men of Lake-town Lake-town	Men of Lamedon Vale of Erech
Men of Lebennin Pelargir	Men of Northern Rhovanion Lake-town
Rangers of Ithilien Henneth Annun	Rangers of the North Bree
Riders of Rohan Edoras	Southrons Southron Oasis
The Great Eagles Eagles' Eyrie	Variags of Khand Variag Camp
Wood-elves Thranduil's Halls	Woodmen Woodmen-town
Woses of Old Pukel-land Wose Passage-hold	Woses of the Druidan Forest
Beautiful Gold Ring Gladden Fields	Beautiful Gold Ring Moria
Beautiful Gold Ring Isles of the Dead that Live	Book of Mazarbul Moria
Bow of Dragon-horn Dancing Spire	Durin's Axe Glittering Caves
Emerald of the Mariner Caves of Ulund	Enruned Shield Gold Hill
Fair Gold Ring Ost-in-Edhil	Fair Gold Ring Bandit Lair
Fair Gold Ring Gondmaeglom	Glamdring Barrow-downs
Great-shield of Rohan Shelob's Lair	Habergeon of Silver Gondmaeglom
Habergeon of Silver Zarak Dum	Hauberk of Bright Mail Haudh-in-Gwanur
Hauberk of Bright Mail Ruined Signal Tower	Hauberk of Bright Mail The Wind Throne
Magical Harp The Lonely Mountain	Narsil Dead Marshes
Necklace of Girion The Lonely Mountain	Orcrist The Stones
Palantir of Amon Sul Lossadan Cairn	Palantir of Elostirion The White Towers
Palantir of Osgiliath Minas Morgul	Precious Gold Ring Goblin-gate
Precious Gold Ring Isengard	Precious Gold Ring Dancing Spire
Red Arrow Geann a-Lisch	Red Book of Westmarch Bag End
Scroll of Isildur Tolfalas	Sword of Gondolin Sarn Goriwing
Sword of Gondolin Mount Gram	Sword of Gondolin Buhr Widu
The Arkenstone Mount Gundabad	The Iron Crown Dol Guldur
The Mithril-coat Cirith Ungol	Torque of Hues Himring
Valiant Sword Ovir Hollow	Valiant Sword Isle of the Ulond
Wizard's Ring Rivendell	Wizard's Ring Lorien
Wizard's Ring Edhellond	Wizard's Staff Irerock
Wormsbane Carn Dum	Gollum's Fate Mount Doom
Dreams of Lore Amon Hen	Dreams of Lore Weathertop
Ringlore Dimrill Dale	Ringlore Stone-circle

Character Deck (71)

Adrazar	Anborn	Annalena	Aragorn II
Arinmir	Arwen	Balin	Bard Bowman
Barliman Butterbur	Beorn	Beregond	Beretar
Bergil	Bifur	Bilbo	Bofur
Bombur	Boromir II	Brand	Celeborn
Cirdan	Dain II	Damrod	Denethor II
Dori	Dwalin	Elladan	Elrohir
Elrond	Eomer	Eowyn	Erkenbrand
Faramir	Fatty Bolger	Fili	Forlong
Frodo	Galadriel	Galdor	Galva
Gamling the Old	Ghan-buri-Ghan	Gildor Inglorion	Gimli
Gloin	Glorfindel II	Halbarad	Haldalam
Haldir	Hama	Imrahil	Ioreth
Kili	Legolas	Mablung	Merry
Nori	Oin	Ori	Orophin
Peath	Pippin	Robin Smallburrow	Sam Gamgee
Theoden	Thorin II	Thrain II	Thranduil
Voteli	Vygavril	Wacho	

Minor Item Deck (41)

2x Adamant Helmet	2x Arrows Shorn of Ebony	3x Athelas	1x Black Arrow
3x Cram	3x Dagger of Westernesse	3x Elf-stone	3x Elven Cloak
1x Emerald of Doriath	3x Healing Herbs	3x Horn of Anor	3x Miruvor
2x Necklace of Silver and Pearls	3x Potion of Prowess	2x Scabbard of Chalcedony	3x Shield of Iron-bound Ash
1x Sting			

Ring Deck (21)

1x Dwarven Ring - Barin	1x Dwarven Ring - Bavor	1x Dwarven Ring - Druin	1x Dwarven Ring - Durin
1x Dwarven Ring - Dwalin	1x Dwarven Ring - Thelor	1x Dwarven Ring - Thrar	3x Lesser Ring
2x Magic Ring of Courage	2x Magic Ring of Lore	2x Magic Ring of Nature	2x Magic Ring of Stealth
2x Magic Ring of Words	1x The One Ring		

Avatar Deck (5)

Alatar	Gandalf	Pallando	Radagast	Saruman
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Haven Deck (20)

5x Edehellond	5x Grey Havens	5x Lorien	5x Rivendell
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REVISION HISTORY

March 2024 – Initial document created.