

Corruption

Vôteli has a +2 modifier to all corruption checks for this scenario. If Vôteli fails a corruption check, the game is over (She has lost heart, and left her quest in shame.) If any other character (including a wizard) fails a corruption check, he is removed from the game, taking with him any items he bears. In this scenario, a wizard being corrupted does not end the game.

Gates of Morning/Doors of Night /Twilight Doors of Night may be duplicated for this scenario. *Gates of Morning* is considered to be in play until the first *Doors of Night* is revealed from the Witch-king deck. A *Doors of Night* may be removed by *Gates of Morning* (or *Twilight*)—that single *Doors of Night* is shuffled back into the Witch-king deck. If more than one *Doors of Night* is in play when *Gates of Morning* is played, one *Doors of Night* is shuffled back into the Witch-king deck, and the *Gates of Morning* is discarded. The other *Doors of Night* remains in play.

Factions

Each faction in play at the time of the assault on Cam Dûm reduces the strikes and prowess of the automatic-attack at Cam Dûm by 2.

Strike Sequencing

For attacks labeled "Attacker chooses defending characters," strikes must be assigned in the following order: to Vôteli (regardless of status), to wounded characters, then to tapped characters, then untapped characters. Other attacks may have strikes assigned in any order, provided that all untapped characters are assigned strikes first.

If an attack has more strikes than there are characters in the company, the additional strikes must be assigned as -I modifications to characters' prowess. Assign these modifications evenly among all characters in the company, then follow the order indicated above for "Attacker chooses" strikes for the remainder of the modifications. (Thus, if Vôteli and Dori face an attack with 5 strikes, each would face one strike. Vôteli's prowess would be modified by -2 and Doris by -1.)

Long-events

Resource and hazard long-events last for 2 turns in this scenario, except *Fell Winter* in the Witch-king deck. This long-event, once revealed, remains in play for the remainder of the game.

VICTORY CONDITIONS

You win if Vôteli succeeds in destroying the Witch-king, thereby breaking his grip of sorcery on her land. You lose if Vôteli is killed or corrupted.

A SAMPLE DECK

Resources (25 cards)	Hazards (30)	Characters	Primary Sites
Blue Mountain Dwarves	Wilderness Creatures (10):	starting:	Lossadan Camp
Elves of Lindon	Carion Birds	Vôteli with Black Arrow	Carn Dûm
Lossoth	Cave-drake (x2)	Beretar with Dagger of	Grey Havens
Rangers of the North	Dire Wolves (x2)	Westernesse	Lórien
Wood-elves	Hobgoblins	Wizard	Rivendell
Black Arrow	Ore-patrol	Radagast	Barrow-downs
Habergeon of Silver	Orc-warriors	rest of character pool:	Blue Mountain Dwarf-hold
Orcrist	Ore-raiders	Thorin II	Bree
Shield of Iron-bound Ash	Wolves	Boromir II	Hunting
Sword of Gondolin	Free-domain/Borderland	Glorfindel II	Moria
Torque of Hues	Creatures(5):	Kili	Mount Gram
Barrow-blade	Brigands	Celeborn	Tharbad
Concealment	Crebain	Witch-king deck	Thranduils Halls
Dark Quarrels	Slaver	Witch-king of Angmar	Zarak Dûm
Dodge (x2)	Wargs (x2)	Doubled Vigilance	
Fellowship	Shadow-land/Dark-domain	The Pale Sword	
Lapse of Will	Creatures(5):	Redoubled Force (x2)	
Marvels Told	Corpse-candle	Rogrog	
Muster	Ghouls	Doors of Night (x2)	
	Orc-lieutenant	Fell Winter	
	Orc-warband	Angmar Arises	
	Ore-watch		
	Despair of the Heart (x2)		
	Hoarmûrath of Dîr		
	Lure of Expedience (x2)		
	Minions Stir		
	Muster Disperses		
	Ren the Unclean		
	Scorba Ahunt		
	Wake of War		