

REN-INFLUENCE

50avatar

C	11	Chey Goumal	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 14 characters in deck 7 starting cards 18 creatures 141 total cards DC: 8.char + 20.res + 23.haz
I	8	Ered Harmal	
F	4	vs. Saruman	
A	1	Gondor Division	
M	4	Shadow-magic	
K	4	Corruption	

The Eighth mortal to take a Ring of Power from Sauron has returned to his ash-ridden abode in Chey Sart. Ren the Unclean will purge his own people for either entry into war or into slavery. He returns as the Fire-King on his throne of Chey Goumal. Powerful magic of illusion will marshal disenchanting warriors enough to lay hold of his old Chey realm. His presence spreads ill and darkness all about. Shadow-magic is natural to the former king. Dark spells will be casted to terrorize or kill enemies of the Red Eye. The Ringwraith needs to guard Eastern Mordor from any entry by either a wizard or atani-lord. His minions will find lost rings, information, rally orc tribes, and hunt heroes from the Ered Harmal to the Great Desert.

Ologong is an olog from Shapôl Udûn. Sauron bred this nimble, cold-immune troll to aid the Snow-Lord to raid the Northern Waste. Now, this Iron Troll is tasked to remove a wizard in another mountain range. He will hunt for any spies near Ered Harmal even following them to the Bay of Ormal. A spirit-ring granting shadow-magic will be won by this counterfeit. As a Warlord he will lead orcs and men to fulfill missions or combat the enemy.

Bharâm is a native of the Ringwraith's homeland. This man was been marked to be the High General of the Chey armies. Gorovod was the high priest of Dol Guldur. Now, he is the high priest for Ren the Unclean using his knowledge of shadow-magic to dispel resistance from the Free Peoples of Ered Harmal.

The fire-demon's war chief Gorshûk is the leader of the Arigagna or Followers of the Evil Spirit.

What I like about this deck:

Hazards have a strong theme to the location and for the Ringwraith. Nice to have a heavy shadow-magic strategy. Always pleasant to have a roaming Ringwraith.

What I do not like about this deck:

Starts game in Northern Waste risking movement to Chey in three turns.
Few low mind characters forcing means to increase direct influence.

Resources/Hazards not found in any other minion deck = 51 non-site cards

Ring of the Dispossessed

Shadow-Cloak

Three Tears of Manah

Ren Unleashed

Fireblade of Sen Jey

FirePriest of Chey

The Fiery Blade

Forged Below

Mace-master

Ered Hamal

Faster Than the Winds

Earth-tremors

Near to Hear a Whisper

Something Else at Work

Eyes in Their Service

Lost in Dark-domains

An Article Missing

Rabies

SITES

Add - Ruins of Anaoshak, Quarries of Nosharud

Remove - Bulchaden Marches, Tenolkachyn

Char

Add - Raîsha, Wormtongue, Savgak

Remove - Eun, Ullis

RESOURCES(40/25)

- 1** **Three Tears of Manah**
- 3** **Ring of the Dispossessed**
- 2** Magic Ring of Shadows
- 2** Minor Ring
- 2** Trifling Ring
- 2** Perfect Gold Ring
- 1** Troth-ring
- 1** Thrall-ring
- 1** binding ring
- 2** Black Mace
- *** Fizzling Torch
- 1** Records Unread
- 2** Shadow cloak
- 1** **Siaken**
- 2** **Chey.8**
- 3** **Chyans**
- 1** **Merkampa Roused**
- 2** **Trained Falcon**
- 1** **Creature of an Older World**
- 2** That's Been Heard Before Tonight
- 2** That's Been Heard Before Tonight

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- 3** Orc Quarrels
- 1** **Ered Harmal** R
- 3** Crooked Promptings D
- 3** Voices of Malice Sa
- 2** Long Forgotten Gold
- 1** **Faster Than the Winds**
- 2** Deeper Shadow shadow3
- 2** Well-preserved shadow3
- 2** Sojourn in Shadows shadow4
- 1** Phantom Devised by Wiz shadow5
- 1** A Malady wo Healing shadow5
- 2** Symbol of Malice shadow4
- 1** Freeze the Flesh shadow4
- 2** Above the Abyss
- 3** Weigh All Things to a Nicety
- *** Whispers of Rings pe
- 1** I'll Be At Your Heels pe
- 1** No More Nonsense pe
- 1** Awaiting the Call pe
- 1** Forged Below pe
- 1** Captain No More s1
- *** Fire-Priest of Chey s1
- 1** By the Ringwraith's Word rw
- 3** Ren Unleashed rw
- 1** **Fireblade of Sen Jey** rw
- 1** The Fiery Blade rw
- 2** Fell Rider rw

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HAZARDS(40/15)

3	Tâmpac	animal	1	2	9	x		
3	Uiendarlaif	animal+wolf	1	5	5	x		
3	Vuk	animal+wolf	1	7	4	x		
3	Wargs	wolf	1	2	9	x	BL,W,SL	
3	Wolves	wolf	1	3	8	x	BL,W	
3	War-wargs	wolf-L	1	2	9	4	rl(wolf)	
3	Ash-drake	drake	x	1	2	13	x	U,G,N
18/3								
1	Lure of Creation	P.corr-wizard					o1	
2	Lure of the Senses	P.corr-haven						
2	Lure of Expedience	P.corr-item						
1	Despair of the Heart	P.corr-wound						
1	Something Else at Work	P.avatar-ring					o1	
1	Ring's Betrayal	S.check-ring					x2	
2	Courtesy Lessened of Late	S.play-character						
2	Nobody's Friend	agent						
1	Great Need or Purpose	agent						
3	An Article Missing	agent					x111	
2	Tidings of Bold Spies	S.site-attack					x11	
1	Near to Hear a Whisper	agent					o1	
1	Eyes in the Service							
2	Lost in Dark-Domains	S.limit						
1	Drought							
1	Cursed Journey						o2	
1	Awaken Denizens	L.					o2	
1	Earth-Tremors	L.					o2	
1	Worn and Famished	L						
1	Wake of War	L.attack-WSA						
3	Rabies							
3	An Unexpected Outpost							

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SITES

BM	<i>Bozisha-Dar</i>	heal		
CS	Chey Goumal	heal		Fire-blade
EH	Azagarbhun	m, M, ring	dwarf	* <i>hidden</i>
EH	Arentaurr	m, M	elf.xw8	LFG=Perfect Gold Ring
HA	Elanthia	Info, m, M, G	trap.xw7, elf.3c9	LFG=Perfect Gold Ring
Cy	Pelepelpû	Info, m, M	men.4w9	Chyans
AB	Tenolkachyn-bg	m, M	men.xc9	*
Re	Relerindú-p	Info, m, ring	men.xc6	*
Nd	Medloshad	m	men.xc6	*
HA	Alkyad	m	men.3d6	Trained Falcon
Or	Thraath	Info*, m	men.xc6	Trained Falcon
Ay	<i>Maresh</i>	Info, m	men.3c6	Siaken
Cy	Samarth-p	Info, m	men.3c6	That Has Been Heard Before Tonight
Cl	Isvat	Info, m	rock.xw7	That Has Been Heard Before Tonight
Sk	<i>Ankruz</i>	m	men.xc6	*
Bu	Bulchaden Marches	Info	men.3c7	*
HP	Temple of Lokuthor	m, ring	undead.2w11	hidden: binding, R.dispossessed
EL	Oraishapek's Mound	m, M*	undead.1w12	* <i>hidden, hoard</i>
EH	Quarries of Nosharud	m, Mt	rock2w7, giant1w12	Three Tears of Manah
Nd	Nennurad	Info	BL,W, SL	*
Lu	<i>Kref Masar</i>	m, ring	undead.1w9	mind ring
Or	Dale of Long Silence	m, ring	undead.2w9	<i>hoard</i> - shadow cloak
Cy	Nevazar's Tomb	m, M, G	undead, trap	<i>hidden(SK)</i> – Black Mace
Cl	Poison Rock	m, M, ring	MERKAMPA	Roused
Bu	Ruins of Anaoshak	m, M*	animals.2w8	records unread
CS	Ulk Jey Ama		men.4c7	Chey
CS	Ulk Chey Sart	Info, m	lava.xw6	squat
Sh	Lava-Deeps	m, M%	lava.xw7	Forged Below

MINIONS-10

7-2-5-3-3

agent mind-18

4 Ren	10/4/8/10	Sa/D	sh,so	RW	Gorgoroth	-2DI.HL, +2P.FR
2 Bharâm	7/3/5/9+	W/R		Man	Ulk Chey Sart, Ulk Jey Ama	
3 Ologong	9/0/7/9	W/R/D	L	Olog	Shapôl Udûn	
1 Daurukh	4/0/5/8*	W/Sc		Man	Raider-hold, Nuriag Camp	
2 Shagrat	6/0/6/9	W/R	L	Uruk	Cirith Ungol	+4.DI.Orcs,d9
2 Savgak	5/1/6/8+	W	L	Uruk	Fhûl	+2DI.orcsL, +1P.M/dwf, d8
Veteran	2/0/4/8*	W		orc	Any DH	
Veteran	2/0/4/8*	W		orc	Any DH	
1 Míonid	4/0/5/8*+	W/R		Man	Variag Camp	
2 Gorovod	6/2/5/8+	W/Sa	sh	Man	Temple of the Kondri Odchi	
1 Hord	3/0/3/7*+	Sc/R		Man	Ankruz, Korondaj	
2 Melorak	6/2/4/8+	Sa/D	sh	Man	Bozisha-Dar	
1 Aknazeh	4/1/2/8*+	Sa/D	sh	Man	Naerphys, Samarth	
1 Bill Ferny	3/1/2/8a	W/Sc		Man	Bree, Cameth Brin	
1 Pôn-ora-Pôn	5/2/1/9a	Sc/R/D		Wose	Drúadan F, Wose Passage-hold, Stone-circle	
2 Wormtongue	5/2/1/8a	Sc/Sa/D		Man	Edoras, Dunharrow, Isengard	
2 Raîsha	5/1/5/9a	W/Sc		Man	Southron Oasis, EasterlingC, Variag Camp	

starting company: at Chey Goumal

<Fire-priest of Chey><Whispers of Rings>

1 Aknazeh	4/1/2/8	Sa/D				
1 Hord	3/0/3/7	Sc/R		Fizzling Torch		
1 Daurukh	4/0/5/8	W/Sc				
1 Míonid	4/0/5/8	W/R				
Veteran	2/0/4/8	W				
Veteran	2/0/4/8	W				

COMPANIES

Fell Rider	Ren	10-1-12-10	Sa/D	sh,so	Fireblade, Priest
Black Rider	Ren	10-4-08-10	Sa/D	sh,so	Fireblade, Priest
Heralded Lord	Ren	10-5-06-10	Sa/D	sh,so	Fireblade, Priest

19/25 (20+5) GI Hand-8 Mind-43

#1 The Fire Wraiths

[factions]

Bharâm-L	7/12/5/9	W/R	M7	2	LR.trifling, LR.minor, Word	
Gorovod	6/2/5/8	W/Sa	M6	0		[shadow]
Mélorak	6/2/4/8	Sa/D	M6	2	eye, cloak	[+2DI.faction][sh]

#2 Scorpions

[CvCC, allies, mission]

Ologong-L	10/13/8/9	W/R/D	Og9	1	Rdisposed, y3, Heels, Warlord, NMN	[shadow]
Savgak	5/1/10/8	W	O5	3	mace, Forged, Captain	
Míonid	4/0/5/8	W/R	M4	0	cloak	
Daurukh	4/0/5/8	W/Sc	M4	1+		

#3 Guard

[Sage]

Aknazeh	2/1/2/8	Sa/D	M4	2	GR.Shadows, Awaiting	[shadow*]
Hord	1/1/3/7	Sc/R	M3	4	troth-ring, thrall-ring	

OVERVIEW

Ren the Ringwraith is a supporter for his neighboring Ringwraith's Adûnaphel and Ûvatha who are marshalling factions against Gondor. Ren is to ensure no threat comes from the Bay of Ormal, Siryan, or Chy. However, a wizard is known to be politicking the free peoples of the Ered Harmal. Ren will attack heroes and hero factions in the bid to gain the favor of the Eye.

Ered Harmal is a mountain range causing movement issues. Deserts will cause further barriers to movement. Factions are many in the Great Central Plains. Some will join the Eye. Weapons will be needed to battle any Wizard or Lord. Proximity to Ered Lithui tempts the finding of a unique mind ring. Ren's own shadow-magic will provide the motivation to use that skill to either kill creatures or characters. The Ringwraith will roam attacking and use his Unleash. A covert company will play missions and an overt will play items.

The few characters in the territory allow a large part of the characters to be agents. Scouts will move as agents attacking and taking prisoners. Corruption of course is most of the hazard deck. Men creatures will tap many lost in the wild.

REN

This Ringwraith is key to the designs of Sauron east of Mordor. The Lord of Chey will be a moving Ringwraith for CvCC, yet will be staying too at a Darkhaven to use his ability. His skills are Sage and Diplomat. Sage is a nice skill to play Voices of Malice, but avoid tapping the avatar to use this resource. There might be an issue playing By the Ringwraith's Word on Bharâm while the avatar is sitting at Minas Morgul. You might have to move Bharâm there to bestow the title.

The Fire King's special ability is providing +2 to corruption checks to all characters in a company while the avatar is at a darkhaven. An orc will carry much with a forged weapon.

Fire-priest of Chey grants Ren a home site at Chey Goumal. He will be a Warlord and leader. However, these two abilities will not be used.

His weapon, **Fire Blade of Sen Jay** will make Ren a Warrior. He can tap this item to keep **The Fiery Blade** in play, which will aid in killing heroes. Two copies of the blade event are included in case the avatar faces two attacks during the same turn. Use Sojourn in Shadows to avoid facing a strike.

His **Unleash** event will be used to force corruption checks on heroes near Chey Goumal. You might move him to a site of heroes just to use his Unleash event. All the characters at the site are forced to make a CC modified by -2.

King of Chey Sart's mode of movement will be Fell Rider via two **Fell Rider** events and the ally Creature from an Older World. Bring him into play at Minas Morgul so you can play the ally. When you move for CvCC have one shadow-magic event in hand and his Unleash event. Anything less than an eliminated hero is failure. Ren will have 12 prowess in Fell Rider mode. Ren will stay at a Darkhaven the entire first deck manipulating the sideboard and using his RW ability. First play the ally at Minas Morgul, and then move to Chey Goumal for his item.

CHARACTERS

The Fire-priest will play a mix of covert and overt companies. Factions and opponent delay are the goals for this Ringwraith. Influencing, stealing, and combat will be common for you. Stealing will be done by four agents – each is a Scout. Your purpose will be fulfilled by playing factions and attacking your opponent. Overt minions and shadow-mages form the core of your companies.

There are three leaders and three shadow-mages in your pool of characters. Three are overt: Uruk, halftroll and halforc. The rest are 10 men. Four minions are used as agents. Each skill is represented in at least two minions. Seven minions have a home site close to Chey Goumal.

This player has the highest average mind, 5.14, of minion players and the most skills per character at 2.14. All characters are unique and 9 have a 5 mind or higher, which is the highest count among all players. A mind/DI change of 23 will be acquired from items and resources.

Bharâm is the main character for Ren, but one of the two 7-mind minions. He is a veteran from the Talathant wars using his Warrior and Ranger skills. His home sites are Ulk Chey Sart and Ulk Jey Ama. His prime stat is 2 DI, but 4 prowess and 9 body are positives too. This prowess is modified by +1 if either Ren or Uvatha are in play. He will become a leader with +1 to DI too. He hates wyrms giving them -1 body to strikes he faces from them. Play him late in the first deck at Chey Goumal.

Gorovod is the first magic-user. This man is a shadow-mage from Temple of Kondri Odchi in Nuriag. He leads the cult there with his 6-mind and 2 DI. He is also a Warrior along with his Sage skill. He can be a strong fighter with 5 prowess and 8 body. His special abilities include playing Freeze the Flesh on an eliminated horse ally, Zurafa or Oliphaunt. Or he can tap to make a corruption check by -2 to eliminate a horse ally to heal a character in his company from wounded to untapped. He will be in a core company.

Mélorak is the other 6-mind Man character. He is a Sage and Diplomat from Bozisha-Dar. He is also a shadow-mage. His special ability is to tap and play Black Breath on an opponent's wounded non-avatar character at the same site. His 4 prowess and 8 body make him a substitute to Gorovod. Mélorak starts the game and will stay until killed.

Aknazeh is a 4-mind shadow-mage from Naerphys and Samarth. This Man will use his Sage and Diplomat skills to squat since his 2 prowess and 8 body are poor to move him. His 1 DI can be used to have a 1-mind follower. He has +2 DI against Sons of Sadeh faction. You can wound Aknazeh to let him use sorcery until the end of the turn.

Míonid is a wise Warrior-Ranger from Variag Camp. This Man can be valuable to any company with his 5 prowess and 8 body. But he is in reserves that can join a covert or overt company. He can be killed by A Malady without Healing, and then brought back with Freeze the Flesh.

Hord is a dual Man character from the Desert sites Ankruz and Korondaj. He has mastered the trails of the sands with his Scout and Ranger skills. A 3 mind 3 prowess and low 7 body is below average, but his special ability is nice. He has +1 DI against Man factions playable at a site in a Desert. And he can tap during the organization phase at a site in a desert region to look at the top three cards on opponent's play deck (return them in the same order). He can join Nazog's company with Binding-Ring.

Daurukh is a Man of fire: 4 mind, 5 prowess, 8 body, and Warrior-Scout skills, but a dual character. He is from Iorag Camp and Raider-hold. The latter site can have its AA cancelled. He

has +2 DI against factions playable at his home sites. His special ability allows discarding a Blasting Fire, Liquid Fire, or Dwarven Fire to fetch Tempest of Fire or Burning Rick, Cot and Tree from your discard pile. He will be in a core company as the main fighter.

Savgak is from Fhûl. Savgak leads the Arigagna or Followers of the Evil Spirit. This Uruk has a mighty six prowess and 8 body. Only a Warrior is this 5 mind and 1 direct influence. He is a leader with +2 DI against Orcs with a lower mind and prowess. He has +1 prowess against Dwarves and Men. The Central and Eastern Spur of the Yellow Mountains will fall under his banner.

Ologong is a mighty troll from the Illuin Mountains. This 9 mind olog is a leader promised a dragon hoard by the Firepriest. His 7 prowess and 9 body are average. He will be good for combat, moving, and factions with this warrior, ranger, and diplomat skills. He has +5 DI against Orcs and Trolls. If played, the must be at his home site. This is why he starts the game.

Shagrat was enjoying raiding when a big boss spoiled the fun. This warrior and ranger Uruk is a captain of an orc-troop at Cirith Ungol. His 6 prowess and 9 body is stout. A +4 DI against Orcs is the highest of all non-balrog orcs.

COMPANIES

The starting company will play as many resources as possible and not be concerned with the corruption checks from the use of shadow-magic. **Aknazeh** is the minion using shadow-magic. He will travel with **Hord** to play factions. **Míonid** has Fizzling Torch. **Daurukh** is the scout. Two Orc Veterans start to provide fodder later in the game. You can discard them on the first two turns.

starting company: at Shapôl Udûn

<Fire-priest of Chey><Whispers of Rings>

1 Aknazeh	4/1/2/8	Sa/D	
1 Hord	3/0/3/7	Sc/R	Fizzling Torch
1 Daurukh	4/0/5/8	W/Sc	
1 Míonid	4/0/5/8	W/R	
Veteran	2/0/4/8	W	
Veteran	2/0/4/8	W	

#1 The Fire Wraiths

The Fire Wraith Company is led by Bharâm. He has By the Ringwraith's Word, Trifling Ring, and Minor Ring for 12 DI. By the Ringwraith's Word can be discarded if Ologong is in the same company. He will control Gorovod and Mélorak. Gorovod is a Sage and Shadow-mage with no corruption sources. His special ability of horse allies will not be used. His 5 prowess will help him stay unwounded. Bharâm also has a 5 prowess. Mélorak is the Diplomat with Shadow Cloak and Blazon of the Eye to have +4 to faction influence checks. He can use Shadow-magic too. This company will play factions. Mélorak is a substitute for Bharâm. You will likely form this company in the second deck since Bharâm must first be played.

#1	[factions]						
Bharâm-L	7/12/5/9	W/R	M7	2	LR.trifling, LR.minor, Word		
Gorovod	6/2/5/8	W/Sa	M6	0		[shadow]	
Mélorak	6/2/4/8	Sa/D	M6	2	eye, cloak	[+2DI.faction][sh]	

#2 Scorpions

The Scorpions are 4 minions: two men, a half-troll and orc. Two are normal leaders. Savgak will have Captain No More event on him to remove his leadership, reduce his mind by one, and provide +1 to corruption checks. This orc wields a Black Mace for 9 prowess. Later, play Forged Below on the weapon. That permanent-event provides an additional +1 prowess to the bearer for one more corruption point for a total of 10 prowess and 4 corruption points. Ologong wears the Ring of the Dispossessed to use shadow-magic. Ologong with three trophies and No More Nonsense has 13 DI (5 orcs, 3.ring, 2.trophy, 2.more, 3.warlord, -2.heels = 5.orcs/trolls, 8.other). This leaves him with 1 DI against orcs/trolls. His 8 prowess is nice. Allow him to use the -3cc magic cards. Ologong will have his company focus on CvCC, rings, playing missions.

Míonid is a Sun-land Man that brings his Ranger skill. That skill and home region allows including a Desert region in the site path with no limitations to movement. He wears Shadow-Cloak. Daurukh is a Scout; he can carry gold ring items with no fear.

#2	[CvCC, allies, mission]						
Ologong-L	10/13/8/9	W/R/D	Og9	1	Rdisposed, y3, Heels, Warlord, NMN	[shadow]	
Savgak	4/0/10/8	W	O5	3	mace, Forged, Captain		
Míonid	4/0/5/8	W/R	M4	0	cloak		
Daurukh	4/0/5/8	W/Sc	M4	1+			

#3 Guard

The third company is to fetch magic cards every turn. Thus, a non-darkhaven site is needed to visit. Select Ulk Chey Sart in Chey Sart. Keeping Aknazeh at the site will keep it in play and protect the company. He is Awaiting the Call. Aknazeh has Magic Ring of Shadows. This company will play Voices of Malice and fetch shadow-magic events. Hord has Troth-ring and Thrall-ring for one mind.

#3	[Sage]						
Aknazeh	2/1/2/8	Sa/D	M4	2	MR Shadows, Awaiting	[shadow*]	
Hord	1/1/3/7	Sc/R	M3	4	troth-ring, thrall-ring		

These three companies will use 19 of the 25 GI. A nice option will be Freeze the Flesh to see the silver screen. Binding-Ring, Hord, Míonid, Freeze the Flesh, and A Malady Without Healing will do this. First, bring Hord into play and put him in Ologong's company. This will likely happen late in the first deck.

ITEMS

There are 16 items. Types of items include a weapon, rings, and lost knowledge.

Black Mace is a non-unique greater item. It is a simple 2 MP, 3 CP weapon providing a warrior +3 prowess to max. 9 or +4 prowess maximum to 10 against Elves. This item was selected with a troll in the game that can handle corruption as Mace-Master. This combination of item and event is needed for the Power Deck; send a company to a hero haven to attack a Wizard's company.

There are six minor items. **Shadow-Cloak** will help your Diplomat stay untap moving in Shadow-lands and Dark-Domains.

Fizzling Torch is a minor item to lower prowess of attacks or cancels. The item is tapped to modify the prowess of an Animal, Spider, Wolf, or Awakened Plant attack by -2. There is one site with such automatic-attack types. Else tap a Ranger bearer to cancel a non-automatic attack Awakened Plant attack.

A special quest is laid upon you: To find the lost ring of Lokuthor. His ring is kept at his hidden temple. You must first find a Lost Knowledge resource, **Records Unread**, and then play the **Ring of the Dispossessed** the same site phase you discard Binding Ring from hand. That is why there are two mind rings in the deck. Records Unread will be used to untap a Shadow-hold in the second deck. Two Shadow-holds have two of your factions. Note that you may have to discard the unique mind ring. That means to use a Game Point for another **Binding-ring**.

Two other mind-rings are to be worn. **Thrall-ring** is a non-unique, minor mind ring. It carries the usually two corruption points and reduces the mind by one. This item gives +1 to direct influence. **Troth-ring** is a non-unique, minor mind ring. It carries the usually two corruption points and reduces the mind by one. This item reduces body checks by one.

Perfect Gold Ring will be played late in the first play deck to be stored at a darkhaven for testing and again in the second deck. Then you will first find a **Minor Ring** then a **Trifling Ring**. Then play **Magic Ring of Shadows** to recycle magic events. Place these special rings on **Whispers of Rings**. **Long Forgotten Gold** allows any gold ring item to be played at Elf-holds.

Three Tears of Manah is a jewel in the Ered Harmal. It is only playable at any Ruins in the Bay of Ormal or Ered Harmal if the company faced a Giant attack that turn. There is only one site with a Giant attack. Discard this item to automatically make an influence attempt against a faction in Chy, Clyan, or adjacent regions successful. Then bring a character into play from that site from hand or discard pile.

ALLIES

You have one ally, but two copies of it. **Trained Falcon** is there to fetch a troublesome creature that you can easily kill. It will also allow you to choose defending characters, especially those Ahunt dragons you want killed. Fram will play this ally. This animal ally can also tap to cancel a non-AA strike against itself. Its 1 prowess and 7 body is weak, but it's a bird. Its home site is common at any tapped Border-hold in the Great Central Plains. Use food items to tap the site. Place the allies in the sideboard so the ally can live longer and be more likely to be played once the characters are nearby.

Creature of an Older World is a drake Warrior ally for Ren. Its five prowess is nice along with its eight body. There is only one of this ally in the deck since it would mean two turns and a lucky draw to have Ren in the air again. Play the ally at Minas Morgul. It does put the avatar in a winged company. The ally can tap to either cancel a strike against the controller or assign the

avatar's strike in combat. This can keep The Fiery Blade in play. Then the avatar weapon can keep the event in play after the AA.

FACTIONS

Factions are not vital to your plans to prevent heroes invading Eastern Mordor, but it helps. Likely, the overt factions will move westward to attack Imrahil's factions blocking the mighty Mûmakanril.

You will play covert and overt factions. The Fire Wraith will play the four factions. Chey, Chyans, and Siaken factions can be played after moving from Chey Goumal.

The balance to play certain factions before others will not be difficult. You should be able to influence any faction with the standard modification penalty in effect, if any. **Crooked Promptings** modifies an influence check +3 by a character in a Diplomat's character. Mélorak will have +4 to his influence attempt without using events.

Chey grants a nice +3 to the attempt since you are Ren and needs a result greater than 8. Ren can automatically influence this faction ($4DI + 3 + 2roll = 9$).

Siaken played at Ankruz needs a result greater than 9. SM Variags of Khand -4, Chyans +2. Tap to bring one Horses or Steeds from your discard pile to playdeck.

Chyans is a nice 3 MP faction needing a check greater than 9 (men with a home site in Chy +2, Normads of Clyan +2). This faction can only be played by a covert company. The faction can tap to allow a covert company to play one Noble Steed, Mighty Steed, Zurafa, or Wild Horses at any Free-Hold or Border-Hold in Chy. None of these horses are included.

Merkampa Roused is a cold-dragon faction. An attempt of 12 is required. A discarded major item grants +3. This should be done for the attempt. In play, those in Chy, Clyan, Heb Aaraan, Orgothraath and Siakan face an attack of 3 strikes of 14/8.

MISSIONS

There are two missions to gain MP. That Has Been Heard Before Tonight is a nice 2 MP event. It requires Information at a Border-hold. There are six of such sites near Chey Sart. The bearer will stay tapped until the event is stored. Free-hold sites are too dangerous for other events like Seize Prisoners and To Satisfy the Questioner. Sites close to you requiring discarding a Stolen Knowledge card include Nevazar's Tomb. Use one Stolen Knowledge to play the greater item at the tomb.

Visit the Lava-Deeps to play Forged Below on Black Mace to give +1 prowess for one corruption point.

ERED HARMAL

Protection from creatures is paramount. The majority of the regions of your movement are Wilderness, Shadow-Lands, and Deserts. Half of the minions are warriors. Sites were selected to stay east and southeast of the Ered Harmal. Shadow-cloak is good for all the shadow-lands you are expecting to use.

Orc Quarrels will cancel many types of attacks such as Orcs and Men you may encounter. Visit sites with these AA types. There is one site with Orcs and several have Men.

Ered Harmal is played at the end of the Organization phase to make regions adjacent: Heb Aaraan/Khand, Heb Aaraan/Lurmsakun, Khand/Nurad, Lurmsakun/Nurad. Face an Orc attack of 2 strikes with 7 prowess. Else reduce the hazard limit by two if you move to a site in the region.

Desert movement will be common. The southwestern part of the Ered Harmal has two deserts.

Faster Than the Winds is a short-event allowing flying company to move to any site in the same or adjacent territory. Every four regions increases the hazard limit by one. Have in hand shadow-magic cards to torture a hero company. Getting back home will take some time.

~~—Harad can be used instead move from Khand to Bozisha Miraz. Harad affects the following regions: Ha Ck Hz Pz Kh Lu Ay Sk DS MF NT EP If KA BM. The hazard limit is modified by +2 using this resource. The resource can allow an easy move to play Lyharg.~~

SHADOW-MAGIC

You will have four companies and each company can use shadow-magic. You are only concern with corruption checks when Araudagul uses shadow-magic with the mind ring. Crooked Promptings aid with corruption checks.

Sojourn in Shadows is to in effect cancel any strike against a shadow-mage. This will help him stay untap for the site phase. Another method to have Ren at the same site as a hero character is to move the hero.

Use **Phantom Devised by Wizardry** to give a CC to a hero character. A failed check will move the hero to a site in the same or adjacent region. Why not move him to Chey Goumal? The Ring of the Dispossessed will fetch these events for you.

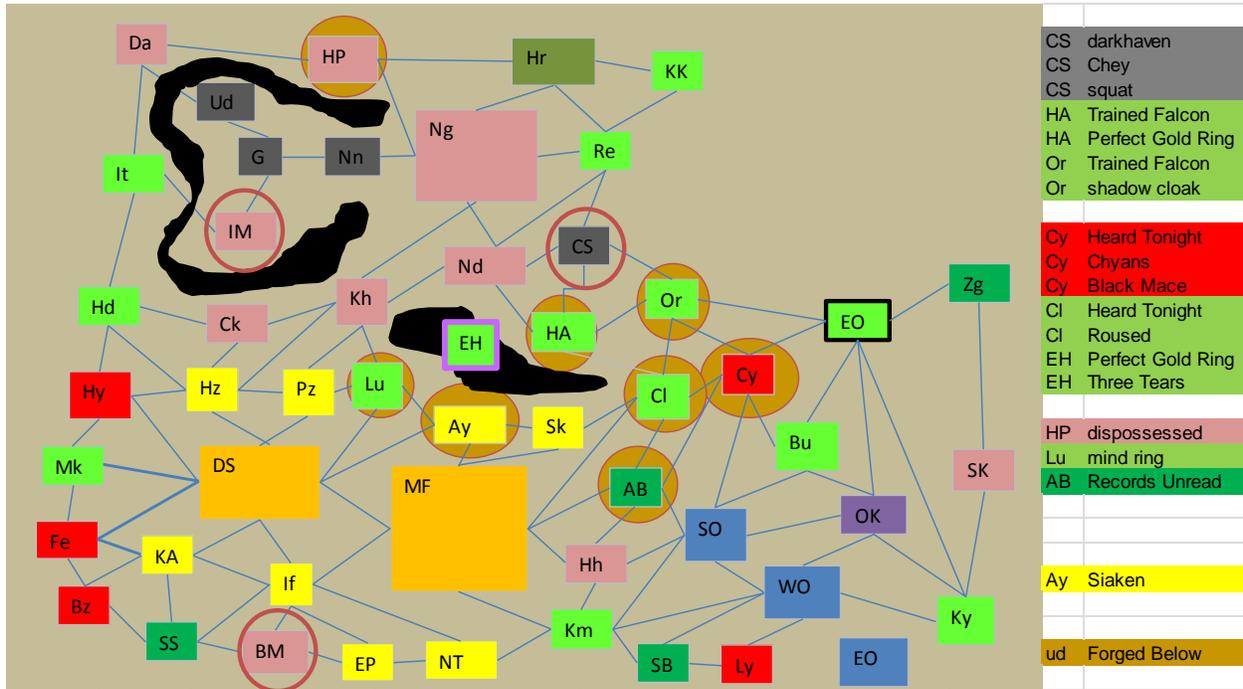
Symbol of Malice is to cause corruption issues to your opponent. You do have to keep the site in play and guess what sites your opponent needs. You might have to enter the affected site yourself just to discard the event and play it again elsewhere.

A Malady Without Healing is key. This event will force a corruption check by -1 followed by a body check with +1 to the roll. It carries a wicked CC modifier of -5 to the user. Crooked Promptings may be needed with Ren's ability. Play Phantom Devised by Wizardry to relocate a hero to Chey Goumal to allow the Ringwraith to play the event.

Deeper Shadow is expected to be fetched the most with the magic ring. This event decreases the hazard limit by one for the company.

Well-preserved will be fetched when you have a wounded minion far away from a darkhaven.

Freeze the Flesh is to keep a dead magic-user in play. The event is provided to lower the mind of either Mfonid or Aknazeh.



Chey Sart	H	Chey Goumal	ren	.	
Chey Sart	S	Ulk Chey Sart	ren		Lava Flow
Chey Sart	S	Ulk Jey Ama	ren		Men
Underdeeps	S	The Lava-Deeps	ren		Lava Flow
Heb Aaraan	B	Alkyad	ren		Men
Heb Aaraan	F	Elanthia	ren		Traps
Orgothraath	R	Dale of Long Silence	ren		Undead
Orgothraath	B	Thraath	ren		Men
Chy	R	Nevazar's Tomb	ren		Undead
Chy	F	Pelepelplû	ren		Men
Chy	B	Samarth	ren		Men
Clyan	B	Isvat	ren		Rock Fall
Clyan	L	Poison Rock	ren		Dragon
Ered Hamal	F	Arentaurr	ren		Elves
Ered Hamal	R	Quarries of Nosharud	felagrog,ren		Rock Fall
Lurmsakun	R	Kref Masar	ren		Undead
Horse Plains	R	Temple of Lokuthor	ren		Undead
Ammu Baj	F	Tenolkachyn	ren		Men
Arysis	B	Maresh	ren		Men

SITES

There is a good range of site types on your quest. The Ered Harmal divides your realm. Moving around it will take turns. Stay away from other Ringwraiths. Stay north of Harshadatt by the Bay of Ormal, stay east of Chelkar to be away from Adûnaphel, and stay south of Nuriag to limit contact with Ûvatha. All the region types are available except for Free-Domains. The non-overt companies will avoid Deserts. Moving in Double Wilderness should be avoided. This only happens when moving to Clyan to play a gold ring item, but it can be play too in Lurmsakan. Only one site is farther than four regions from Chey Sart (Maresh for faction).

This player has to visit 19 sites. One is a Darkhaven, three Free-holds, 5 Border-holds, 6 Ruins, a Lair, and 3 Shadow-holds. Only one site has no Automatic-attacks. The types and count of these accounts include: Men (6), Undead (4), Animals (1), Dragon (1), Elves (2), Giants (1), Traps (2), Rock Fall (2), and Lava Flow (2). Sites are found in Chey Sart or along the Bay of Ormal or south of Khand along the Ered Harmal. No sites are shared but for Quarries of Nosharud. Two sites are hidden and three contain a hoard.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	3	5	6	1	3	0	19

Chey Goumal is the only normal Darkhaven you expect to visit by the minions. [Pelepelpî](#) has faction Chyans is played there after the first deck. Its attack is tough at 9 prowess so you need a strong company to visit. ~~[Tenolkachyn](#) is a battle ground with another brutal automatic attack of Men with 9 prowess. Play a minor item there.~~ Use Long Forgotten Gold to play Perfect Gold Ring at [Arentaurr](#) and [Elanthia](#). The former has an Elf attack of 8 prowess against all. The latter site has Traps of 7 prowess and Elves of 3 strikes with 9 prowess.

Border-holds are ideal for playing minor items. Eleven examples of this site type are available to visit. Only one does not have Men AA. Ankruz, [Alkyad](#), [Maresh](#), and [Thraath](#) allow minor items. You can play a mind ring, Records Unread, and Shadow-cloak at these sites within three regions of Chey Sart. Six Border-holds have Information to play That Has Been Heard Before Tonight. [Samarth](#) is a Port with a Men attack of 3 strikes with 6 prowess. Go to Clyan to visit [Isvat](#), but it has Rock Fall against everyone at 7 prowess. Maresh has the faction Siaken after you face the weak Men 3 strikes with 6 prowess. Alkyad and Thraath is where you can buy a Trained Falcon. Both have attacks of Men with 6 prowess.

Several Ruins have factions or items. Horse Plains four regions away has the hidden site [Temple of Lokuthor](#). You must first discard a Lost Knowledge resource to reveal the site, reveal a mind ring, and then play Ring of the Dispossessed. The Undead attack of 2 strikes with 11 prowess is tough. Another mountain region has a site to tap. Ered Harmal houses [Quarries of Nosharud](#). Play Three Tears of Manah. Face two attacks of Rock Fall and Giants. [Poison Rock](#) has Merkampa Roused. [Ruins of Anaoshaki](#) has minor items. This lonely ruins is home to an Animal attack of 2 strikes with 8 prowess. [Nevazar's Tomb](#) is another hidden site, but has greater items. It has two attacks: Undead 1 strike with 12 prowess and Traps 2 strikes with 8 prowess. The site has a hoard, but play Black Mace here. [Kref Maser](#) and [Dale of Long Silence](#) have gold ring items. Play minor items here. Each has an Undead attack with 9 prowess.

Shadow-holds have resources to play too. Two of this site type will be visited by your characters. [Ulk Jey Ama](#) has the Man faction Chey. Its attack is a harsh Men 4 strikes with 7 prowess, but detainment. Nearby is [Ulk Chey Sart](#) to keep a company there Awaiting the Call. Play Symbol of Malice at Ulk Chey Sart and Mount Doom.

Under-Deeps must be visited to play Forged Below. [Lava-Deeps](#) has Lava AA.

BLACK PLAYERS

You are in the Gondor/Mordor Division. \hat{U} vatha is north of you. You can expect to be at the same site as his minions. This means you should ignore that Ringwraith. Dwar and Hoarmûrath are busy to the west. Neither should be seen by you. Adûnaphel's Realm is to the west of you south of Mordor. You may encounter her minions if you venture west of Khand. She will ignore you too. Akhôrahil will be south of the Great Desert. Desert Orcs will be seen in Arysis. If you are weak, they will make your trophies.

GREY PLAYERS

There are no Grey players near you.

WHITE PLAYERS

The only two Heroes that you should encounter regularly are Saruman and King Vidugavia. Keep Saruman from playing the gold rings and influencing his factions. Prince Imrahil is possible if you have nothing to do and he is vulnerable in one of the above regions. Hope no man in a pointy hat decides to visit Mount Doom for some quest. It'll never happen.

MARSHALLING POINTS

C=11 There are six 2MP minions. Try to have four in play. There is are four 1MP minions.

I=8 There are four items worth MP – mace and three rings.

F=4 Chey, Siaken will yield 4 MP.

A=1 There are Trained Falcon allies, but each has a body of 7.

M=4 Two mission events will yield easy 4 MP.

K=4 Ren in Fell Rider Mode and Not Slay Needlessly should allow you to kill some creatures.

A Malady Without Healing and Phantom Devised by Wizardry should kill a 2MP hero.

Game Points: Keepers of the True Flame, Fell Captain, Warlord, Dark Tryst

WARLORD PHASE

Assess where Saruman is with his strategy. If he has factions in play, then head to FvFC. Else include resources for better CvCC such as Warrior events. You might have to sabotage the resources of \hat{U} vatha to stay ahead of him. Indûr should at this time have his Mûmakil army already near Umbar. You might want to move your factions to Bellakar to attack any hero factions that might hinder the Mûmakaniril. Expect to exhaust on Turn 9.

FIRST DECK

The goal is to have Ring of the Dispossessed and a mind ring in hand to play on the next turn late in the first deck. Also get his RW item on him during the first deck too. Two magic rings will be moved by Whispers of Rings. The gold ring item is also in the sideboard since Whispers of the Rings is in the playdeck. Play Black Mace using a Stolen Knowledge event. Try to six seven sites.

The quantity of cards shuffled into the first deck will be average (e.g. ~10). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 4x to first shuffle By the Ringwraith's Word, then Creature of an Older World and next Fireblade of Sen Jey. Shuffle last Binding-ring when you are ready to play the unique mind ring. Whispers of Rings will grab four rings.

Consider using Weigh All Things to shuffle discarded cards like Black Mace. Shuffle Orc Quarrels.

An Unexpected Outpost shuffles *An Article Missing*, *Near to Hear a Whisper*, *Thrice Outnumbered*. You want to keep use the agents and recycle useful Man creatures.

First Exhaustion

Remove from the sideboard 5 hazards: *Ring's Betrayal* x3, *Mordor in Arms*, *Near to Hear a Whisper*. These will have targets available. The corruption hazard is used by the Ringwraith.

Place these resources in the sideboard: magic cards to be fetched by magic ring including: Phantom Devised by Wizardry, A Malady Without Healing, Symbol of Malice, Well-Preserved and Mace-Master.

Second Deck

Play the remaining factions and ring special items. Battle with the factions. Expect to exhaust on Turn 18.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar taps 1x to place Captain No More into the deck to use Shagrat.

Consider using Weigh All Things to shuffle main resources which were discarded from hand or maybe skill cards. Shuffle Awaiting the Call and Mace-Master.

An Unexpected Outpost shuffles *Thrice Outnumbered* x2 and *To Get You Away*. Note that using that agent hazards returns the agent to his home likely keeping the agent there for the rest of the game.

Second Exhaustion

Remove from the sideboard 4 hazards: *An Article Missing* x3, *To Get You Away* x1. Also remove a Game Point card.

Place these resources in the sideboard: 5 Ringwraith events.

Third Deck

Combat with Saruman's characters and those on the borders of the Great Desert.

SIDEBOARD MANIPULATION

Ren will be at a Darkhaven for the entire first deck either tapping to manipulate the sideboard or using his ability for CC on his minions. First shuffle the drake ally while the Ringwraith is at Minas Morgul. Then shuffle the item. Now, place the 15 cards into the discard pile. Finish with shuffling Binding-ring and ByRW.

1	Ring of the Dispossessed	whispers	
1	Magic Ring of Shadows	whispers	
1	Minor Ring	whispers	
1	Trifling Ring	whispers	
1	binding ring	tap14	
2	Trained Falcon		dp111, dp112
1	Chyans		dp113
1	Chey		dp114
1	Creature of An Older World	tap12	
1	Phantom Devised by Wiz.		dp121
1	A Malady wo Healing		dp122
2	Symbol of Malice		dp123, dp124
1	I'll Be At Your Heels		dp125
1	No More Nonsense		dp115
1	Awaiting the Call		dp131
1	Faster Than the Winds		tap
1	Forged Below		dp132
1	Captain No More		tap
3	Ren Unleashed		dp133, dp134, dp135
1	Fireblade of Sen Jey	tap13	
1	The Fiery Blade	tap	

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	4	+4	2	+1	-	-
SB to DP	15	+3	-	-	-	-
Weigh	-	-	0	0		
Whispers	4	0				
avatar card	-	-3	-	-		
other	-	-	-	-		

Ren needs to tap 4x in the first deck.

HAZARD

The hazard strategy is to quickly play corruption hazards while playing a meta-game of Scout agents and stealing Man creatures. There are 14 corruption hazards and 11 agent hazard events.

CREATURES

There are 15 wolf creatures and three animal cards. There are no coastal sea or deep wilderness creatures. The creatures are there to tap or imprison characters. Either the creature assigns strikes or has a nice prowess.

Wolves are common creature found in Border-lands and Wilderness. But there 3 strikes with 8 prowess can be defeated by three warriors of 2 prowess rolling 7s.

Wargs are stronger wolves with more playability extended to Shadow-lands. They are 2 strikes with 9 prowess. Play this creature on weak companies or against Theoden King.

War-wargs is a long-event and a creature. It is only keyed to Ruins with Wolf AA using 2 strikes with 9 prowess at 4 body. Else play as an event to give all wolf attacks 4 body or +1 body.

Uiendarlaif is a wolf and animal. Its five strikes will smother a company, but the five prowess is low. It does modify +2 against horse and animal allies. It is only keyed to non-Coastal Sea regions in Great Central Plains and adjacent regions. Each excess strike modifies defending prowess by -2. Worn and Famished in play extends the range to Southern Rhovanion.

Vuk are also animal and wolf creature. It has 7 strikes with 4 prowess. It is local to any region in the Sun-lands and regions adjacent (no CS or J). This includes Khand, Ered Harmal, Clyan, Ammu Baj, and Chy.

Tâmpac is Animal specific to Bay of Ormal and adjacent regions. Its two strikes of nine prowess is equal to Lawless Men. However, it is detainment until a strike is successful. This can keep this creature out of the Kill pile.

Ash-drake is at home among volcanoes. It chooses defending characters. It will be used to tap minions at Volcanoes or in Udûn, Gorgoroth, or Nurn at two strikes with 13 prowess. It can be keyed to any region affected by *Awaken the Earth's Fire*. Its range increases with Drought in play. The range adds Khand, Chelkar and adjacent regions (Harondor, Haruzan, Pezarsan, Lurmsakun, Ered Harmal, Nuriag, Nurad). Play this creature on Saruman through the use of your magic resources.

Creatures

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

- FD:
- 6 BL: Wargs Wolves
- 6 W Wargs Wolves
- WW
- 3 SL Wargs
- SLSL
- DD
- CS

hazard	Deck	Total	Type	Type
Great Need or Purpose	1	3	L	agent
Near to Hear a Whisper	1	1	P	agent
Nobody's Friend	2	10	S	agent
An Article Missing	3	3	S	agent
Wake of War	1	3	L	attack
A waken Denizens	1	2	L	auto
Tidings of Bold Spies	2	3	S	auto
Despair of the Heart	1	3	P	corruption
Lure of Creation	1	3	P	corruption
Lure of Expedience	2	3	P	corruption
Lure of the Senses	2	3	P	corruption
Earth-tremors	1	1	L	deep
Rabies	3	3	P	disease
Drought	1	3	P	environment
An Unexpected Outpost	3	72	S	hand
Lost in Dark-domains	2	2	S	HL
Something Else at Work	1	1	P	influence
The Ring's Betrayal	1	3	S	ring
Cursed Journey	1	3	S	roadblock
Courtesy Lessened of Late	2	3	S	site
Worn and Famished	1	3	L	tap
Eyes in Their Service	1	1	P	tap

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Tâmpac
BH	0	JJ	0	3	Ash-drake
RL	0	T	0	3	Uiendarlaif
SH	0	TT	0	3	Wargs
DH	0	TTT	0	3	War-wargs
UD	0	SL	3	3	Vuk
FD	0	SL2	0	3	Wolves
BL	6	DD	0		
W	6	CS	0		
W2	0	CS2	0		
W3	0	X	0		

HAZARD-34

Almost all the hazards are fast to play such as the 9 corruption hazards (most of the minions), and 7 agent hazards (second most). This will allow devotion to the resource strategy to combat those on the edges of the Great Desert.

Base cards-0

There are no Doors of Night or Twilight. Who cares about the sky when your head is bowed low from all the corruption?

Corruption-10

What other strategy to use? This is Ren's element. Two wizard hazards are waiting in the sideboard perfect to play on Saruman.

Lure of Creation is played on any wizard forcing a CC upon moving to haven. This check will not work on a squatting wizard, but the two corruption points are noteworthy. The removal roll is mild at 7. You have wizard as your main hazard opponent.

Lure of the Senses affects anyone forcing a corruption check at the end of the Untap phases if at a haven. Its removal roll is mild at 7. Combine this hazard with Lure of Creature to possible force two checks before the chance to remove. Your opponent will want to hide from you at havens.

Lure of Expedience tests the patience of many, including players against slow players. This hazard does not affect Hobbits or the immortal Wizards. A corruption check is made when a character in his company gains an item. This will hurt those moving away from a haven to play items. The removal roll of 6 is low.

Despair of the Heart is a double-bind. Target must make a corruption check when a character in his company becomes wounded. Again Hobbits and Wizards are not affected. This may prove useless on squatting companies, but the two corruption points can start a pile. Removal roll of 5 is low.

Ring's Betrayal is in the sideboard awaiting to fall from a player's hand. A ringbearer makes a corruption check modified by -2. Failure results in discarding the ring with the victim staying in play.

Weariness of the Heart is the mechanism to cause trouble if no other mechanism forces a corruption check. Else lower the prowess of a player by -1 for the turn. This hazard is in the sideboard awaiting release in the second deck.

Something Else at Work hurts the playing of unique rings. The target has -1 modifier to his testing of rings.

Courtesy Lessened of Late prevents any card or effect that would bring a character into play during the site phase. This hazard can only be played on-guard.

Main Theme-0

See above.

Secondary Theme: Agent Stealing - 10

Agents not only steal items, but also characters for the slave trade in Harad. Four Scout agents will sneak into taverns and near rest spots on the road to kindly unhinged travelers of goods. All the Scouts are playable near the Misty Mountains, but one. Something is needed to get

the agents elsewhere. **Nobody's Friend** is used to get the agents played in other Territories. Try to keep a Nobody's Friend in hand for a turn before fetching the agent to hand. In this case, keep move the agent to the closet part of the map of another Division for affect.

Great Need or Purpose will allow agents in the Division to have two actions per turn. Nine agents are in the Gondor/Mordor Division.

The Scout agent hazard to be played is **An Article Missing**. Try to have the agents at Ruins since your creatures can attack Free-holds and Border-holds. Each agent has a prowess at least two and this hazard modifies prowess +4. A face-down agent will have +2 prowess. This then is 8 prowess, but the agent chooses the defender. This should discard an item each time played.

Near to Hear a Whisper is a permanent-event. This hazard allows any agent to attack at the start of the site phase if the company does not enter the site. Opportunity will be taken so to not count against the agent limit or allow an agent to tap and move to the site.

Eyes in Their Service is played by tapping a non-warrior agent. Tap the hazard if Saurman or Near to Hear a Whisper is in play to untap or turn face-down one of your agents. This counts as one against the hazard limit. Now, you can prevent an agent to be discarded or attacked. You must discard An Unexpected Outpost or tap Power Built By Waiting to untap the hazard.

Support Cards-11

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

Wake of War is a long-event giving all Wolf, Animal, and Spider attacks +1 prowess and +1 strikes. Doors of Night doubles that modification for Wolf attacks.

Rabies is a Disease hazard playable after a successful Wolf attack. This deck has no Wolf attacks, but can be played after a successful attack by the The Knifeless Ones creature. This hazard has the potential to cause an attack between characters. The victim makes a CC during this END phase modified by subtracting the number of other characters in his company. Failure only causes the victim to attack a character in the same company. This has the potential to last many turns until Marvels Told is played.

Earth-Tremors is there to terrorize anyone using Great Road to reach Ulk Jey Sart to play Into the Smoking Cone. This long-event hazard first provides a Rock Fall strike with 7 prowess to each character moving to or from and Under-Deeps site. Also, Into Dark Tunnels, Old Road, Great Road, and Bridge are cancelled. Expect Old Road to be used by Heroes in your Division. With only one copy, you may need to recycle this hazard.

Drought is a permanent-event environment. This is a powerful hazard. All attacks keyed to Desert or at sites within a Desert have +1 prowess. All factions in play at sites in a Desert region are worth 1 less MP and River cannot be played on a site in a Desert. Every Sun or Drought in play allows an adjacent region to a Desert to be considered a Desert. This will help playing your creatures. Reach of Ulmo will discard this hazard.

Lost in Dark-Domains will devastate anyone in Mordor. Their hazard limit is doubled until the end of the turn. You may want to recycle this event to have the card ready near deck exhaustion.

Awaken Denizens is a long-event doubling the number of attacks for each automatic-attack at a Ruins & lairs. Use your Deeper Shadow to change that site type and thus avoid this hazard.

Cursed Journey is a permanent-event or short-event. Use it on the table to discard and cancel

the play of a few hero events (e.g. A Short Rest, Bridge, Master of Esgaroth, Washed and Refreshed). Or play it on a moving company to shift its site path through a Shadow-land or Dark-Domain. Each ring in the company grants you one more region to add to the site path between the starting and ending regions. This is excellent for you if your opponent moves near Chey Sart.

Utility-3

Outpost is a staple.

AGENTS

You have four agents. All are Scouts. The prowess for each agent is low. Three men, and a Wose will attempt to either steal items or characters. Try to give each agent the chance to play one copy of An Article Missing.

Bill Ferny from Eriador, Wormtongue from Gondor, Râisha from Great Central Plains and, Pôn-ora-Pôn from the White Mountains and ~~Ullis from Wilderland~~ will cause trouble for the Free Peoples. You may want to have some agents discarded so to use Nobody's Friend to reposition the agent.

See this list of the number of hero sites having Men automatic-attacks to the nearest Hero haven.

Evermist	2
Rivendell	5
Lorien	10
Rhubar	10
Edhellond	4
Elanthia	10
Hau Nysrin	18
Inyalonî	6
Tauronde	9
Valagalen	9

Ruins of Anaoshak allows agents playing Tâmpac.

Bill Ferny 3/1/2/8a W/Sc Man Bree, Cameth Brin

A two prowess is low, but home site in the Northern Waste is near to six White Players. Group 1 is to move over the mountains to bother Radagast. Group 2 is to move home, then to bother Evermist.

Now, move home again to throw apples against Gandalf. Stay face-up to attack anyone at Cameth Brin to be discarded and replayed with **Nobody's Friend** during Group 5.

Reveal against Yellow Dwarves to hurt them. Then against your Division move a bit north to hurt Saruman and those Hobbits. Get a good stool at the inn with the best stout.

Pôn-ora-Pôn 5/2/1/9 Sc/R/D Wose Drúadan F, Wose Passage-hold, Stone-circle

This wose is somewhat of a lost agent. Move him to play An Article Missing since his prowess is one. Group 1 is a move to bother Lady Galadriel against her low prowess elves. Group 2 against the Northern Waste has this Wose move west to bother Lord Thorin.

There go against Lord Balin for Group and his low prowess dwarves. Group 4 is against the Utter South. Keep him face-up to be taken to hand by a hero resource. Use **Nobody's Friend** to be read against the Pallando.

Against your Division, bother Denethor by moving to Osgiliath.

Wormtongue 5/2/1/8a Sc/Sa/D Man Edoras, Dunharrow, Isengard

This Man is has a low prowess and average body. Group 1 will use **Nobody's Friend** to hurt Lord Thrain near the Iron Hills. That will allow him to bother Alatar for Group 2.

Return to a home site to go against Cirdan for Group 3. Against Group 4 move back to a home site against Uppersouth Division to be ready for next group.

Now you can bother Imrahil in Group 5. Against your Division, bother Theoden King.

Râisha 5/1/5/8 W/Sc Man Variag Camp, Easterling Camp, Southron Oasis

A five prowess is excellent for attacking even with Near to Hear a Whisper. An Article Missing now gives a minimum of 9 prowess.

You may use **Nobody's Friend** to get closer to Thranduil of Mirkwood for Group 1. For Group 2 move to bother Lord Dain in Grey Mountains. That gets you close to Eriador.

Elrond is for Group 3 in Angmar/Forochel. Group 4 is against the Utter South. Keep her face-up to be taken to hand by a hero resource. Use **Nobody's Friend** to be read against the League.

Against your Division, move home to bother King Vidugavia. Likely, this agent will be targeted the most by hero resources.

TURN01-4.2, Shapôl Udûn, U

U	Ologong	9	0	7	9	Olog	W		R		D	0	
U	Daurukh	4	0	5	8	Man	W	Sc				0	
U	Aknazeh	4	1	2	8	Man				Sa	D	0	
U	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch

By the Ringwraith's Wor		Uiendarlaif			
Despair of the Heart		Voices of Malice			
Gorshûk		Vuk			
Long Forgotten Gold		Wargs			
0		0			
Turn: 1	Hand: 8	MP: 6	SP: 1	PD: 86	

Radagast Thrain **Thranduil Galadriel SARUMAI**

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Full of Froth and Rage, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home

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

, Wrath of the Olvar, Chill Them With Fear

UNTAP {Move south, stay alive against this hero division.}

ORG

Ring of the Dispossessed placed on Whispers of Rings. All move to Dol Guldur.

MOVE

Ologong, -sl-ww-ww-sl-sl-bl-dd, haven

HL4, Radagast keys Cave Worm to Azjan, SL, drake.1s16p

Daurukh, 5p+9sroll=14, wounded, 10.broll=killed

HL3 Radagast plays An Unexpected Outpost shuffles Shut Yer Mouth.

HL2, Radagast uses Beorn OG. Kori in hand for RideAE, Naugol.

HL1, Thrain-x

Aknazeh taps to use Voices of Malice, Hord taps to support, croll=auto.

Discard Full of Froth and Rage

SITE

END, next in Division: Dwar next turn. Next in Game: Black.

TURN 01, vs. Thrain

MOVE

Nar, -w-ww-bl-w,fh

HL5, Uvatha plays An Unexpected Outpost shuffles Frightful Guardian.

HL3, Ren plays Lure of Expedience on Dar.

HL2, Ren plays Despair of the Heart on Dworin

Ren has Wargs, Vuk, Uiendarlaif in hand

TURN 01, vs. Radagast

MOVE

Sprautabern, -,fh

HL2, Ren uses Vuk OG.

HL1, Hoarmurath-x

HL1, Smeagol-x

Grimbeorn, -dd-w-bl-ww-bl-sl,bh SM-SR-Do-Frr-Dyr-US

HL3+1, Ren keys Wargs to SL. Wolves.2s9p

Plays Aiwendil. Radagast the Tamer discarded.

Plays Skin-changer on Grimbeorn. Put that head on a spear.

Grimbeorn, $10b/6p+2p.skin+10sroll=18$

Grimbeorn, $10b/6p+2p.skin-1t+6sroll=13$,killed creature.

Grimbeorn, $-2.res+4croll=2$,pass

HL3, Ren plays Lure of Expedience on Peath

HL2, Ren plays An Unexpected Outpost to shuffle *Worn and Famished*

TURN02-4.2

@ Dol Guldur,U

U	Ologong	9	0	7	9	Olog	W		R		D	0	
T	Aknazeh	4	1	2	8	Man				Sa	D	0	
T	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch

By the Ringwraith's Work	Orc Quarrels			
Crooked Promptings	Perfect Gold Ring			
Deeper Shadow	Uiendarlaif			
Long Forgotten Gold	Voices of Malice			
0		0		
Turn: 2	Hand: 8	MP: 5	PD: 76	SP: 1

Thrain Galadriel Radagast Thranduil SARUMAI

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

UNTAP {Move south. With cards in hand will be visiting elf-hold soon.}

ORG

Trifling Ring played on Whispers of Rings. Move to Temple of Kondri Odchi.

MOVE

Ologong, -dd-sl-sl-sl,bh. Temple of Kondri Odchi

HL3, Thrain plays An Unexpected Outpost to shuffle Exhalation of Decay

HL2, Thrain keys Dwarven War party to Southern Mirkwood,DD, dwarves.3s11p5b,det

Aknazeh taps to use Voices of Malice targets Master of the House, -2.res+9.croll=7

Ologong, 7p-3x+12sroll=16

Aknazeh, 2p-1t+2sroll=3

Hord, 3p-3x+8sroll=8, taps

SITE

END next in Division, Ren; next turn. Next in game: Desert.

Visit Elf-hold next turn to play gold ring item.

Turn 02, vs. Galadriel

MOVE

Galadriel, -,haven

HL3, Dwar uses OG A Little Gold Ring

HL3, Dwar turns agent, Baugúr, face-down.

HL1, Ren plays Great Need or Purpose

TURN 02, vs. Thrain

MOVE

Nar, -w-w-w-bl,fh.

HL5, Ren uses OG Ash-drake

HL4, Dwar plays Plague on Nar

HL3, Dwar plays Plague on Oin

HL1, Uvatha plays Rebel-talk on Oin

TURN03-1.2

@ Temple of Kondri Odchi, U

U	Ologong	9	0	7	9	Olog	W		R		D	0	
T	Aknazeh	4	1	2	8	Man				Sa	D	0	
T	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch
Above the Abyss		Long Forgotten Gold							A Panoply of Wings				
By the Ringwraith's Word		Orc Quarrels							Thranduil's Folk				
Crooked Promptings		Perfect Gold Ring							The Weavetress				
Deeper Shadow		Well-preserved							Sated Beast				
0		0							Say 'Friend' and Enter				
Turn: 3	Hand: 8	MP: 5	PD: 72	SP: 1	The Sun Unveiled								
Thranduil	Thrain	Galadriel	Radagast	SARUMA	Refuge								
									Thranduil's Folk				

Forewarned is Forearmed

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Yavannas
Plea, Devouring Wyrms, Merkampa at Home
, The Moon is Dead, It Stinks, Mordor in Ruins
, Out of the Swamps

UNTAP { move to elf-hold, not in same region as dwarf-hold > Thrain is #2 hazard player
ORG

All move to Elanthia; worse AA, but not in same region as elf-hold.

MOVE

Ologong, -sl-sl-w,fh

Deeper Shadow played by Aknazeh, reduce HL, -3.res+7croll=4,pass.

HL3-1, Thranduil-x

HL1, Thrain has Dwarven War Party in hand.

HL1, Thorongil (Elf-lord Revealed in Wrath in hand)

SITE

Elanthia. (1)Traps---Hot springs, each character faces a strike with 7 prowess;

Ologong, 7p-3x+8scroll=12

Aknazeh, 2p+7scroll=9

Hord, 3p+5scroll=8

(2)Elves--- 3 strikes with 9 prowess (detainment against a covert company)

Ologong, 7p-3x+3scroll=7, success, 8broll=wounded

Aknazeh, 2p-1t+6scroll=7, success, 4broll=wounded

Hord, 3p-1t+7scroll=8

Aknazeh plays Well-Preserved on Ologong, -3res+5croll=2,pass.

Long Forgotten Gold played at elf-hold.

Ologong taps to play Perfect Gold Ring.

END Desert.Hoarmurath

TURN 03 vs. Thranduil

MOVE

Thranduil, -,haven

HL3, Ren plays Worn and Famished

HL2, Ren uses Rabies OG

HL1, Uvatha plays Doors of Night.

Shipwright taps to use Marvels Told, The Moon is Dead, Emissary supports, -2.res+1.sup=auto.

Bladeorthin,-w-w-bl-w,Ruins

Plays Gates of Morning, Uvatha counters with Twilight.

HL3, Ren plays Wake of War

HL1, Uvatha has Foul Fumes, Incite Minions, Choking Shadows in hand.

First mini-turn, play Foul Fumes.

TURN 03, vs. Thrain

MOVE

Nar, -w-w-w,haven

HL5, Hoarmurath keys Mewlips to WW.undead.2s10p

Dworin plays Dodge.

Dworin, 5p+12sroll=17,fail

Nar plays Dodge.

Nar, 5p+7sroll=12,fail. Defeated creature.

HL3, Ren-x

HL2, Dwar moves face-down agent Baugur from Isengard to Amon Hen.

Dar taps to play Marvels Told target Rebel-Talk, Nar supports., croll=auto.

TURN04-3.2 {Saruman not in play; heroes decimated near Ered Harmal}

@ Elanthia, T

T	Ologong	9	0	7	8	Olog	W		R		D	4	Well-preserved	Perfect Gold Ring
W	Aknazeh	4	1	2	8	Man				Sa	D	0		
T	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch	

Above the Abyss	Orc Quarrels			Hidden Haven
By the Ringwraith's Work	records unread			leaf brooch
Crooked Promptings	Thrall-ring			Memories of Axe-wielder
Deeper Shadow	Weigh All Things to a Nicety			Mirror of Galadriel
0		0		Orophin
0		0		Quiet Lands
Turn: 4	Hand: 8	MP: 7	PD: 63	SP: 1
Galadriel	Thrain	Radagast	Thranduil	SARUMA
				Trickery
				0

Forewarned is Forearmed

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

, It Stinks, Doors of Night, Mordor in Ruins

, Wrath of the Olvar

, Worn and Famished, Foul Fumes, Wake of War

UNTAP

Ologong makes cc from ring, Hord supports, $-4.ring+1.sup+8scroll=5$.

ORG

WATTAN shuffles Voices of Malice.

All move to Chey Goumal.

MOVE

Ologong, -w-dd, haven Chey Goumal

HL3, Galadriel plays Protecting Their Domain.

HL1, Thrain-x

SITE

END Adunaphel, Uvatha

{good turn to get home; Ringwraith in hand now; next turn will be fun}

TURN 04 vs. Galadriel

MOVE

Lady, -,haven Lorien

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

HL2, Ren-x

HL1, Dwar-x

HL1, Smg-x

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

HL2, Ren-x

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

Smoke Rings shuffles Chief-Guardian

Fanar, -w-w,fh Wellinghall

HL2, Ren-x

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

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

TURN05-1.3 {Saruman at Isengard; others at Elanthia}

@ Chey Goumal, U

U	Ologong	9	0	7	8	Olog	W		R		D	4	Well-preserved	Perfect Gold Ring
W	Aknazeh	4	1	2	8	Man				Sa	D	0		
T	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch	

Above the Abyss	Orc Quarrels			Alatar
By the Ringwraith's Word	records unread			Half an Eye Open
Crooked Promptings	Ren the Ringwraith			0
Deeper Shadow	Thrall-ring			Many Foes He Fought
0	0			The Old Thrush
0	0			True Cold-drake
Turn: 5	Hand: 8	MP: 7	PD: 60	SP: 1
Alatar	Dain	Thorin	Evermist	SARUMA
				Wizard Uncloaked
				Wizard's Staff
				An Unexpected Outpost

Gates of Morning Spring of Arda Spring of Arda
 , Wardens of the Woodland Realm, Redoubled Force, **Summons From Long Sleep, IceDrake,**
Summons from Long Sleep, True Fire-drake, Merkampa at Home, Traitor, His Own Master
 , It Stinks, Mordor in Ruins

UNTAP

Crooked Promptings played, Ologong, for ring cc. $-4.ring+2.res+9.croll=7$.
 Well-preserved discarded.

ORG

Ren the Ringwraith played at home site, Chey Goumal, using Fire Priest of Chey

By the Ringwraith's Word played on Ologong.

Ologong stores gold ring, cc, $-4.ring+2.rw+2.croll=0$, taps.

Auto ring test stored at Darkhaven, $-2.darkhaven+3.troll=1$, magic or lesser

Play Minor Ring from Whispers of Rings. Took chance to put lesser ring on that event and not the magic ring, for now avatar can tap to dump the other lesser ring to put the magic ring on the event.

Magic Ring of Shadows placed on Whispers of Rings.

Avatar taps to shuffle from SB to PD: [Fire-blade of Sen Jey]

Ren stays to avoid Double SL against this division.

Ologong+ move to Ruins of Anaoshak for minor items.

MOVE

Ren, -,haven. Chey Goumal

HL2, alatar plays An Unexpected Outpost to shuffle from SB: Dragon's Sleep

HL1, Alatar uses OG True Cold-drake

Ologong, -dd-w-bl-w,RL. Ruins of Anaoshak

HL3, alatar-x Were-worm in hand

HL2, Dain-x

HL1, Thorin-x hand(Ando-anca,Bairanax,Dragon's Desolation,Frenzy of Madness,Orc Watch)

Above the Abyss untaps Ologong.

Good; no need for Deeper Shadow

SITE

Ruins of Anaoshak. (1)Animals--- (Tampâc) 2 strikes with 8 prowess

Ologong, $7p-3x+4sroll=8$

Hord, $3p+5sroll=8$

Ologong taps to play Records Unread, taps site. Black Mace is in discard pile.

END

Black.Uvatha

TURN05 vs ALATAR

MOVE

Ulvun, -,haven. Rhubar.

HL5, Ren uses OG Vuk.

HL4, Hoarmurath plays An Unexpected Outpost shuffles from SB: *His Fury Has Betrayed Him*

HL2, Dwar moves agent, FD Baugur from Hermit's Hill to Framsburg; taps.

HL1, Dwar moves agent Freca at Barrow-downs, down; taps

Alatar, -w-bl-w-w-bl-w,haven. Rhubar. Wardens of WLR makes WL a wilderness

HL2, Ren plays Awaken Denizens

Armory played.

TURN05 vs DAIN

MOVE

Advisor, -,haven. Iron Hills

HL2, Uvatha-x

HL1, Ren-x

HL1, Smg-x

Advisor taps to play Marvels Told to target Awaken Denizens, 7croll-2.res=5.

Smoke Rings shuffles from DP Marvels Told

Stonehelm, -w-w,RL. Irerock

HL3, Uvatha-x

HL2, Ren keys Wolves to W. wolf.3s8p

Stonehelm, 4p+3sroll=7, success. 7broll=wounded

Dwarf-miner, 3p+10sroll=13

Mountaineer, 2p+4sroll=6, success. 3broll=wounded

HL1, Ren Play plays Rabies on Mountaineer

Smoke Rings shuffles from DP Lucky Strike

TURN06-1.3 {Saruman at Lorien, Dale of Long Silence}
 @ Chey Goumal, U

T	Ren the Ringwraith	x	4	8	10	RW				Sa	D	x	Fire Priest of Chey
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@ Ruins of Anaoshak, T

T	Ologong	9	11	7	9	Olog	W		R		D	2	By the Ringwraith's Word	Minor Ring	Records ur
T	Aknazeh	4	1	2	8	Man				Sa	D	0			
T	Hord	3	0	3	7	Man		Sc	R			1	Fizzling Torch		

Crooked Promptings	Rabies												Dragon-feuds
Deeper Shadow	Thrall-ring												Dragon-feuds
Orc Quarrels	Troth-ring												Get You Gone
Orc Quarrels	Wolves												Marvels Told
0			0										Reforging
0			0										Token of Goodwill
Turn: 6	Hand: 8	MP: 7	PD: 54	SP: 1									Valiant sword
Dain	Evermist	Alatar	Thorin	SARUMA									Velocity of Haste
													0

Gates of Morning Spring of Arda Spring of Arda Helecthil Light of the North
 , 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 {use Orc Q at site to play both mind rings}

ORG

Ren RW taps to dump 5 cards from SB to DP: {Trifling Ring, Chyans, Chey, Trained Falcon x2}

Ren stays.

Ologong+ moves to Thraath

MOVE

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

SITE

Thraath (1)Men---each character faces 1 strike with 6 prowess (detainment against covert)

Orc Quarrels cancels AA

Hord taps to play Thrall-ring, taps site.

Free minor item: Aknazeh taps to play Troth-ring

END Adunaphel.Dwar

WATTAN shuffles from DP: [Above the Abyss.]

WATTAN shuffles from DB: [Black Mace], play TBHBT to play mace at hidden site -> Roused