

ELROND-ROADBLOCK

50avatar

C	9	Rivendell
I	11	Hithelagir
F	1	vs. Witch-King
A	2	Elvish Weapons
M	4	Hounds
K	5	Roadblock

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 27 R. cards in sideboard

40 cards in H. deck, 13 H. cards in sideboard

40 cards in sideboard

14 characters in deck

10 starting cards

DC: 15char+ 27.res+23.haz=65

143 Total Cards

Deck Outline

Overview

Resources

Hazards & Sites

Characters & Companies

Summary

Elrond Half-Elven

White Council

Faction War

History

Overview

Elrond of Imaldris is preparing to launch guerilla warfare on the forces occupying Angmar. The forces of the Witch-king and his High Priests are bent on destruction of all elven kind. The Elves of the Homely House will fight under the stars and quietly move under the trees for their prey. Stealth will be the bow of the elven arrow to strike at the heart of evil. The firstborn are the best suited for direct attack on minions and to combat the Ringwraiths; for those who lived in Aman and saw the Two Trees do not fear the shadow-world. The Ring of Air will be controlled by Elrond to assist in destroying the realm of Angmar. The elves are few and can only fight a hit & run campaign. Ancient weapons and elven praises of the stars make them deadly warriors. Rivendell will be a place of healing for heroes and an elusive secret for others. Elrond must hold off the evil to allow Gandalf to find the One Ring and bring it to the Council. Many elven princesses will perish in this last chapter, but no one will have the passion of the elves against the elf-banes of Middle-Earth.

The northwestern Misty Mountains and Eriador are the lands which the elves will travel. Foul creatures of shadow and mockery wander the hills. The elves are recalling past lore and arms to combat the trolls, and the magic of the Ringwraiths to the north. The tasks are deadly and fraught with peril. Gathering of items for the Fellowship is a goal that must be carried out. Rivendell can not fight Angmar alone, but an ever present threat to minions outside of Angmar will dampen plans for army advancement and conquest. Elrond is to draw the wrath and resources of Angmar towards Rivendell with a frenzy of frustration and abandonment of their goals. Elrond will continue his battle after the Council, but with greater degree of safety and lethality.

RESOURCES (40/27)

This section lists the resource cards in the initial play deck and sideboard. There are four mini-columns in the MP column: Base MP; what you expect MP if in play by you; # of copies in playdeck, # of copies in sideboard. Bolded names are unique resources. Bolded MP values are what you expect use for MP at the council.

4	4	1	Orcrist		2	Many Foes He Fought	W
3	3	1	Aeglin		3	Biter and Beater	
2	2	1	Sword of Gondolin		2	Marvels Told	Sa
2	2	1	Habergeon of Silver		1	Power Against the Shadow	
2	1		Noldo-Lantern		1	Stalking	R
			Adamant Helmet		2	Misty Mountains	R
			Jewel of Beleriand		2	Iron Mountains	R
1		1	Annayulma		2	Gates of Morning	Penv
			Elf-stone		2	Star of High Hope	Lenv
*			Cram		2	Lapse of Will	le
*			Miruvor		1	Elf-song	le
*			Star-Glass		2	Healing of Nimrodel	heal
1	2	1	Elves of the House		1	Face Out of Sight	agent
2	1		Linyuile		2	Praise to Elbereth	
1	1	1	Asfaloth		1	Calm-Song	
2	2		Kheleglin	sp1	1	Attuning the Blade	pe
			Reforging		1	Elven Blade	pe
1	1		When I Know Anything		1	Blade-master	pe
		3	Knowledge of the Enemy		1	Reunion	pe
3	3	1	Reconstructed Towers		1	Engines of Defense	pe
			Tower Raided		1	The Spell Endured	pe
				12/8	1	Safe From the Shadow	pex
					1	Ordered to Kill	pex
					1	Patrol the Area	pe
					2	Vilya	cycle
					2	Longbottom Leaf	cycle
					1	Smoke Rings	cycle
					1	Herald of Gilgalad	red
					1	Every Arrow Loosed	redx
					1	Last Stand of Battle	red
					*	Possessions of the High-elves	s2*
					1	Ring of Air	s2*
					1	Clad for War	s2+
					1	Captain of the House	s1
					*	Trusted Counselor	s1
					1	Libraries of Imladris	s1
					x	Rivendell	s1

							18/3	
3	Leeches	vermin		1	all	7	x	WW, elfhold
3	Neeker-breekers	animal	d	1	all	7	x	
3	Corpse-candle	undead		1	1	7	x	
3	Elves upon Errantry	elf*		1*	4	9	x	
3	Elven Archers	elf*		1	1	7	9	
2	Elf lord Revealed in Wrath	elf		3*	1	15	9	
1	Sons of Elrond	elf*		2*	2	12	8	
x	Master of the House	elf*						
1	Camthalion							
1	The Oldest	maia*						
3	Cardolanian Whalers	men*		1	5	8	x	

		s22-0-11	22/10
2	Twilight	S-env	
1	Forgot His Orders	S	x1
1	Brutal Commands	P	x1
1	Stay Her Appetite	S	x1
1	The River Daughter	P	
3	Veils Flung Away	S.tap-bodycheck	o222
3	Shifting Paths	S.env	
1	Snow in the Mountains	S	o1
3	Enchanting Stream	P-roadblock	
2\$	River	S.roadblock-Ranger tap	
1	Elven Custody	P-prisoner.elf	o1
3	Wrath of the West		
1	Power Built By Waiting	P	
3	Death Carrying Vermin	P	
1	Early Harvest		
3	An Unexpected Outpost	S-recycle	
2	Returned Beyond All Hope	S-recycle	x11
0\$	Fire Unwatched	S.site-attack	o1

SITES Rh-2, Ag-4, Ar-2, Ca-1, Ho-1, HP-1, MN-1, Gu-1, TU-1, Du-2

Rh Rivendell

faction, seepre

Sh Bag End

*

Sh Bywater

*

Fo Lossoth Camp

*

Ar Bree

*

Rh Camrith Brin

*

Rh Last Bridge

Asfaloth

MS Amon Lind

m, M, ring

elves

*

Ag Zarak Dum

m, M

Dragon

x

mN Cirith Hellaloke

m, M

Dragon

aeglin

mN Daeron's Pool

m#

Dark

x

mN Sonotor's Mound*-h

Info, m, M**

bears

*GM/DN, ** Sun/Moon

HP Giant's Isle

m

giant

hidden

Ho Ost-in-Edhil

ring

animal

x

dg Osteledan

Info, ring, m, M

traps

Habergeon

Du The Riddle Caves

Info, m

trap.5w11

x

dg Ghost-Caves

m, M (H)

undead.3w9

x

Ho Telpemar

Info, ring, m

men

x

Rh Ettenmoors

m

troll

x

Ar Dead Man's Dike

m, M

undead

x

Ar Annuminas

Info, m, M

undead.4w7

Linyuile

Ar Weathertop

Info

wolf.3w5

x

Ar White Towers

wolf

Reconstructed

OF Willy Dingle-sw

Info, m (H)

plant

x

Ca Barrowdowns

m, M

undead

x

Ca Tharbad

m

Men

food, minor

Fo Lossadain Cairn

m, M

undead

Sword of Gondolin

Li Mount Rerir

m, M, G

undead.3w9

x

Ag Morkai

m, M

orcs.4w6

TOWER RAIDED

Ag Mt. Gram

m, M

orcs.3w6

Knowledge of the Enemy

Gu Mount Gunabad

m, M, G

orcs.2w8

Knowledge of the Enemy

Ca Creb Durga

m, M, G

o2w6,t2w10

Orcrist

HP Goblin Gate

m, ring

orcs.3w6

Annayulma

Ag Carn Dum

m, M, G

orcs, trolls

Kheleglin

Ag Litash

Info, m, M, ring

orcs, men

Reforging

Gu Barad Lughilsarik

Dark

discard SK; discard Env.

CHARACTERS-10		11-3-5-6-5			
Elrond	10/6/7/9+	W/Sa/D	No	Rivendell	+2DI.Elf, Leader
1 Elrohir	4/0/5/8+	W/R	No	Rivendell	+1P.orc
1 Elladan	4/0/5/8+	W/R	No	Rivendell	+1P.orc
1 Gildor	4/0/5/7+	W/R	No	Rivendell	+2P.orc
1 Ascarnil	4/0/3/9+	Sc/R	Sv	Rivendell	+1P.troll
1 Wood-elf	3/0/3/8*	W/R	sv	Rhubar, elf-hold in Wilderland	
1 Mallorn	3/0/2/9*	W/Sc	na	Lórien, elf-hold in Wilderland	
1 Mallorn	3/0/2/9	W/Sc	na	Lórien, elf-hold in Wilderland	
3 Glorifindel	8/2/8/9+	W/Sa	No	Rivendell	+1DI.elf
1 Emissary	3/1/3/7*	W/D	no	Rivendell	+2DI.hero factions
1 Emissary	3/1/3/7	W/D	no	Rivendell	+2DI.hero factions
1 Emissary	3/1/3/7	W/D	no	Rivendell	+2DI.hero factions
3 Erester	8/1/5/7*+	Sa/D	No	Rivendell	+3DI.elves; tap remove haz
Handmaid	2/0/1/7+	Sa	sv		
Handmaid	2/0/1/7*	Sa	sv		
Handmaid	2/0/1/7	Sa	sv		
starting company : at Rivendell					
3 Erester	8/1/5/7	Sa/D	cram	Trusted-1	
1 Wood-elf	3/0/3/8	W/R	star-glass		
Handmaid	2/0/1/7	Sa	cram		
1 Emissary	3/1/3/7	W/D			
1 Mallorn	3/0/2/9	W/Sc			
GI-13/20	Hand-8(9)			Mind-33	
#1 The Wise					
Elrond-L	10/8/7/9	W/Sa/D	0	No	Vilya(0/6/4/2)
Elladan	4/0/8/8	W/R	2	No4	aeglin, Attuning
Elrohir	4/0/8/8	W/R	3	No4	orcrist, Master
+Handmaid	2/0/1/7	Sa	1	sv2	Anything
#2 The Eldar Guard					
Glorifindel	8/3/8/9	W/Sa	1	No8	jewel, Captain
Erester	5/8/5/9	Sa/D	3	No8	elfstone, habergeon, Hound, Trusted
Gildor	4/0/7/8	W/R	3	No4	sword of gondolin, adamant helmet, Attuning
Ascarnil	4/0/3/9	Sc/R	1	Sv3	starglass

OBJECTIVE

Elrond and the Elves of Imaldris will be involved in combat and journeying through dangerous lands in their quest to rid Angmar of its evil. His main goals are to rebuild the White Towers and protect the Suza or the Shire. Weapons and Gates of Morning will boost the prowess of the elves and Vilya will recycle cards. Elrond is the vanguard of hero resistance west of the Hithelgair. There are few heroes to use in this mission, but many resource events to cancel nasty attacks. The sites are dangerous and combat into Angmar may be necessary. Elrond is the special-forces player and their target is Angmar. His mission is playing Reconstructed Towers then Tower Raided. Elrond will prepare the Last Homely House for other players to rest. The Ring is expected to arrive here soon after the White Council is called. Rivendell may be the only haven for the Free Peoples to visit once the Shadow of Mordor extends its reach.

Elrond will be using his great seer skills to frustrate and slow down the enemy. He has gathered vital weaknesses of Carn Dûm over the centuries and will drive home precise attacks to weaken the empire. A Roadblock strategy slows any minion resource strategy. This is Elrond's main hazard purpose. The hazards can be run through quickly and played on all but the Dark/Under bound minion players. Many elves are following his banner; the wilderness is not the place for a minion to be. Elrond has the ability to target other sites. Only the Under-deeps are untouched by Elrond's will.

Top 5 Major Goals

1. Reconstructed Towers
2. Noldo-lantern is in play
3. Tower Raided on Morkai or another site to bother Rogrog's plans
4. Pin Rogrog in Angmar during the last few turns shielding the One Ring bearer
5. Place Elves of the House in Rhudaur to attack any minion faction in that region

ELROND & RIVENDELL

Elrond is an elf of the First Age with a Ring of Power. He will be staying at Rivendell using Vilya and keeping an extra card there too. His sage skill will be playing Marvels Told, since he will not be carrying corruption. With all these cards to play he will most likely stay at Rivendell for the majority of the game. A strong elf host instead will be loose in Eriador to collect news and items.

His stats are those expected of an Elf-lord: 10 mind, 8 DI against elves, a mighty 7 prowess and nice 9 Body. Without the Ranger skill he will be taking one of his sons while moving. He is a leader. Spells are available to him, but none are in the deck. Whenever he moves to a non-haven site keep one elf untapped.

Playing Vilya during the ORG phase can allow his company move to a dangerous site using the powers the ring confers and gain support. Tap the bearer of When I Know Anything and one more elf for +4 to the CC. Use the elven ring for a boost to DI to influence the animal faction. For special assaults vs. Ringwraiths, Elrond can use Vilya. This combo will make him 10/14/11/11 and 0 CP. Give him Glorifindel as a follower and slice through any foe.

Reunion is played on Rivendell to allow easy transferring of non-ring items with +2 to such CC. There are three items of 2 CP and four items with 1 CP.

CHARACTERS

All the characters are elves. There is a good mix of skills, except for Scout. Elrond is not burdened with influencing in his deck. Three skills are well displayed. All but three elves can be normally brought into play at Rivendell using a stage resource. A Scout is needed to play Tower Raided and Lucky Search. Elrond has a base 20 for GI. The two main companies use 13 GI with a buffer of 7 GI. If Elven Handmaid is left at Rivendell with two roaming elf companies, then 15 GI will be used exposing this player to Call of the Sea. Some elves have a low 7 body.

Glorifindel is the main pivot character with a monster 8 prowess with a tough 9 body. His Sage skill is valuable to play Marvels Told. He has 8 mind and 3 DI against elves to control Andovan or Emissary of the House. Do not load him with corruption. Jewel of Beleriand is likely the only item to give him. Captain of the House will be played on him. Be careful on movement restrictions of that stage event.

Erestor is the other elf to build a core company around. He is also a Sage, but a Diplomat instead of Warrior. His 8-mind is too high so Trusted Counselor will be played on him. His 5 prowess is strong, but a low 7 body puts him at risk. So play Hauberk of Bright-mail on him. A great trait he has is 4 DI against elves. His special ability is to tap and remove a corruption or disease card played on his company or an entity in his company.

Elrohir and Elladan are twins. Both are 4-mind with strong 5 prowess and average 8 body. Each is a W-R with a +1 prowess against Orcs. They do not start the game so Sons of Elrond can be played. Give each a unique sword to slash necks.

Gildor is similar to the twins. He too has 4-mind, 5 prowess and skills W-R. His difference is a low 7 body and +2 against Orcs. He should be kept alive to use that +2 so give him body enhancement such as Adamant Helmet.

Ascarnil is a loner Silvan of Eriador. He starts the game using his Scout and Ranger skills with a high 9 body. But a 3 prowess is worrisome. He does have +1 prowess against Trolls. His special ability is to tap during the organization phase if at a site in Rhudaur or its adjacent regions to force an opponent to reveal two cards at random from his hand.

Wood-Elf will provide Ranger skill. His special ability is tapping to cancel an animal or Awaken Plant attack. His elf-hold Wilderland home site is across the Misty Mountains. This elf will take large strikes to may be get killed and save a turn of playing a character.

Mallorn-Dweller will provide Scout skills and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. His elf-hold Wilderland home site requires movement over the Misty Mountains to be played. This character is only included as a reserve for playing Tower Raided. You can move a company to Lorien, then next turn move to Angmar with this elf.

Two Emissary of the House elves start play to spread the news of secret mission of raiding into Angmar. This may confuse the Witch-King. This elf has 3-mind, a descent 3 prowess, and low 7 body. This is good since the elf may be killed early so to avoid a turn discarding him. He has +2 DI against hero factions. There are three copies of this elf in the deck. Keep in mind only one copy can be in a company.

With so little elf characters to support this deck a death will be a set-back. **The High Sea** will fix that. This unique resource requires the discarding of Returned Beyond All Hope to allow the chance to play an eliminated elf character – any elf character. A roll is made adding the mind of the target elf. A result greater than 10 plays the elf at Grey Havens. You cannot target an opponent's elf unless you have a copy yourself. Expect one of the sons of Elrond, Gildor or Erestor to be killed for your players. If there is a low-mind hero elf eliminated in the first deck, then consider playing that character.

COMPANIES

The starting company will be gathering resources quickly. Star-glass cancels undead attacks. Cram will untap an Elf. Miruvor will help the low body elves survive body checks. Erester will have Trusted Counselor for the GI reduction and boost to direct influence. Dweller and Emissary are present. Handmaid is present to help with corruption. These four elves have 7 body. Wood-Elf is the Ranger for the company. Move one Emissary of the House alone to draw cards may be playing Earth of Galadriel's Orchard. Only one Emissary can be in a given company outside a haven.

3 Erester	8/1/5/7	Sa/D	cram	Trusted-1
1 Wood-elf	3/0/3/8	W/R	star-glass	
Handmaid	2/0/1/7	Sa	cram	
1 Emissary	3/1/3/7	W/D		
1 Mallorn	3/0/2/9	W/Sc		

Two elf companies will be in Eriador. One is to play easy resources (sage only) and the other is to travel to dangerous sites and combat the enemy. Some elves have corruption problems, so take it easy with additional sources of corruption. Each company has ranger and sage skills. *The Wise* will be staying at Rivendell when they can, but are fierce enough to collect resources or attack minions. If you want to gather one large elf company to CvCC, then have Handmaid at Rivendell keeping events there in play. Thus, you will have a powerful troop of seven elves. Handmaid will be left at Rivendell to keep Reunion in play; she is too fragile to move. It is unlikely for all elves to move away from the haven; she can be controlled by Erester.

Elrond will carry no corruption burdens. Libraries of Imladris is played on him to help with hazard events. He has two followers. Elrohir carries Orcrist and Blade-master. Elrohir has 9p against Orcs. Blade-master will help him lower Orc attack stats, but he must make a CC by -3. Elladan carries Aeglin and Attuning the Blade. Elladan has 10p against Orcs. This is a powerful group. Elven Handmaid will have When I Know Anything.

#1 The Wise					
Elrond-L	10/8/7/9	W/Sa/D	0	No	Vilya(0/6/4/2) , Libraries
Elladan	4/0/8/8	W/R	2	No4	aeglin, Attuning
Elrohir	4/0/8/8	W/R	3	No4	orcrist, Master
+Handmaid	2/0/1/7	Sa	1	sv2	Anything

Glorifindel leads the other company as Captain of the House. He has a Jewel of Beleriand to untap. He also controls Linyuile. Captain of the House has movement restrictions to the elf. He has no follower but Emissary or Mallorn-Dweller who have 3 mind. He must be in an avatar's company outside Eriador or be at a site with an Automatic-attack.

Erester is a Trusted Counselor to Elrond, which reduces his mind by 3 for control purposes only. He wears Habergeon of Silver and has a Noble Hound. Elf-stone gives him 3 CP, 9 body, and 8 DI. His followers, Gildor carries Sword of Gondolin and wears Adamant Helmet. That sword has Attuning the Blade. Arcanil is the Scout with Star-glass to cancel undead attacks. This company also has two rangers and two sages. Consider giving Star-glass to Elrond when he stays and Arcanil moves with Noldo-lantern.

#2 The Eldar Guard

Glorifindel	8/3/8/9	W/Sa	1	No8 jewel, Captain
Erestor	5/8/5/9	Sa/D	3	No8 elf-stone, habergeon, Hound , Trusted
Gildor	4/0/7/8	W/R	3	No4 sword of gondolin, adamant helmet, Attuning
Ascarnil	4/0/3/9	Sc/R	1	Sv3 starglass

A third Elven Handmaid, Dweller, and an Emissary are the only reserve characters.

ITEMS

There are many elven items in the deck. Twelve items will bring blade, light, and mail to the enemy. Six items are minor items, two major, one greater, and two special. Two items are site specific over the Misty Mountains.

Orcrist, **Aeglin** and **Sword of Gondolin** will bring fear into Angmar. Orcrist gives +3 prowess to a max. 9 (+4 max. 10 against Orcs) for 2 CP. Aeglin gives +3 prowess to max. 9 or double normal prowess. Sword of Gondolin is weaker at +2 prowess to max. 8. Glorifindel will not have much benefit; the same with Elrond.

Biter and Beater will add a punch to these weapons versus orcs by granting each sword in the same company +2 versus Orcs and -1 to their body checks. Limits will be reach: Gondolin +4 to 8, Aeglin +5 to 9, Orcrist +6 to 10. Try to play Biter and Beater with GOM and Star of High Hope in play.

Elven Blade will be played on Aeglin. This event can tap to give -1 strike to an Orc, Troll, or Undead attack (to a minimum of one) after the bearer makes a corruption check. The one less strike can mean the difference to have an elf untapped for combat.

Blade-master is a permanent-event played on an Elf. If he bears a blade and is chosen to face a strike, the blade can be tapped for the card's effect. A defeated strike modifies any remaining strikes from that attack by the prowess and body the weapon provides, else the weapon is discarded. Play it on the elf wielding Orcrist for the -3 modifier. Such a modifier can allow the remaining elves to stay untap against remaining strikes. Use this ability to target Undead sites and thus discard The Moon is Dead.

Attuning the Blade is a Ritual event requiring a Sage to tap at a site where Information is playable. The weapon can give +2 prowess or -1 to target's body against a strike of a select type when this event is played. The Sage makes a corruption check modified by -2. The types available include: Drake, Giant, Orc, Spider, Troll, Undead, Wolf. Select Troll for Aeglin since the 5-prowess elves will only gain +1 anyway, but the body modifier will help kill Troll minions.

Adamant Helmet and **Habergeon of Silver** are included just for the purpose of getting MP for **Clad of War**. However, these two non-weapons provide body enhancements for your low body, non-Warrior elves such as Erestor. Both are hoard items. It adds +1 body and nullifies Dark Enchantments on the bearer. Habergeon of Silver gives +2 body to a maximum 10 to anyone.

Cram is excellent to untap during the site phase if you want to gather Kill MP during movement. **Miruvor** is the other Food item. It gives +2 body for the rest of the turn to a company. Fetch this item with Possession of the High-Elves. **Star-glass** will cancel nasty Undead attacks that are trouble to face or modify animal, spider, or wolf attacks by -2 prowess. When this item is tapped the bearer makes a corruption check.

Possessions of the High Elves is in the deck just to fetch the elf-stone, jewel and helmet from the sideboard. Afterwards, discard the stage resource during the first deck. Then play it again in the second deck to recycle Miruvor often. A permanent method to untap is provided by Jewel of

Beleriand. Elf-stone is a great +2 DI against Elves to allow Erebor to control 8-mind of elves. Gold Belt of Lorien was considered, but giving Erebor 8 mind of elves was better.

Noldo-lantern will be kept in the sideboard to be fetched with Kheleglin discarding Reforging. This item can be tapped to reduce an attack of Undead, Men, Orcs, or Trolls by one strike and two prowess. It has two corruption points. Use this item with Elven Blade against an Undead attack to remove two strikes. Bye, bye The Moon is Dead.

~~— **Scepter of Annúminas** is a staff and treasure item. It is playable only by Elrond at Rivendell. Get this item into play late in the third deck so to have it ready for the Power Decks. The staff cannot be stored; transfer it to Elven Handmaid. Bearer has +2 direct influence against Dúnedain.~~

Annayulma is a treasure item in the deck for the Power Decks. This item is only playable at Goblin-Gate, which you will visit anyway. Play this item after Gollum is played so you do not enhance the automatic-attack from the discard pile. You can select Healing of Nimrodel with game points. Tap this item borne by an Elf or Sage with a 6+ mind to play Healing of Nimrodel treating its new or current site in a Wilderness as a haven. You can only untap this item if River or Enchanted Stream is played on the company or if you tap bearer at a haven.

ALLIES

Asfaloth is a unique horse ally. It is also a Ranger. This skill is great to use the Mountain resources without tapping an Elf. This 2-mind ally has good 2/8 stats. The controller that is alone with horse allies can move two additional regions where another company is present and the ally can tap to modify the controller's corruption checks +2 that turn. This can be useful moving from Lorien to Bag End. Just move another company to Bag End. Another ability is tapping to cancel a Nazgul attack against the company or a strike (not from an automatic-attack) against bearer or himself. That will be needed during the Warlord Phase.

Linyuile will be good to play with Glorfindel. She has movement restrictions to Eriador, but her controller will have restrictions too with Captain of the House. Only Forochel is not in Eriador. Her ability allows Elven Handmaid to move to a relatively safe site and then play a light enchantment. Examples include Tom's House or a site in the Shire such as Bywater.

Kheleglin is a stage Elf ally. He requires to be played at a Dark-hold after discarding a Stolen Knowledge from the company. Then the ally comes into play wounded. This special ability is to discard a Reforging from the company to play from the discard pile or sideboard Noldo-lantern.

FACTIONS

Elves of the House will be easy to play by Elrond. An attempt of 10 is needed (elf +2, Rivendell +2). Erebor with no follower has a +8 to the attempt. This faction will move into Rhudaur to battle the troll factions that attempt to move west to attack other hero factions. **Patrol the Area** will be played on this faction.

MISSIONS

Several shadow-holds will allow quick play of Knowledge of the Enemy. Try to discard this resource once stored so it is ready to be in the pile after the first deck exhaustion. Discard this card for its effect of removing one non-unique hazard from the game as you see the Witch-king discard through a mechanism of the game. This will not let on of playing the mission event. One copy is needed to enter the Dungeon Osteledan.

When I Know Anything is to ensure Elrond is okay with corruption. Get this event on Elven Handmaid. Her vulnerability is high so that is why three copies of that character is included.

Reforging is only used to fetch Noldo-lantern in the second-deck. This event then will not be played again unless time is available so to fetch a discarded major item.

Reconstructed Towers is a big 3 MP for you and allows a nice, safe free-hold playing of its Palantír. That event will be tough to play, which is why it is in the playdeck. Play it when you draw it. The event gifts a Wolf attack of 4 strikes with 9 prowess that cannot be cancelled. Bring many. Use Star-glass to reduce the prowess to 7.

Engines of Defense will add to the prowess of all AA on minion versions or discard a Siege on the site it is played on – The White Towers.

GATES OF MORNING

A mild Gates of Morning strategy is in the resource deck. This is important to other hero players for prowess boosting. Two environment events are in the deck that either need or can benefit from **Gates of Morning**. **Star of High Hope** gives a bonus to prowess. Use Star of High Hope to kill Scorba while he hunts.

FIRSTBORN & TOWER RAIDED

Many custom elven resources are in the decks. This is for the expected combat with undead and minion companies. **Elf-Song** will make it pleasant for corruption burden heroes. But be careful with this resource since no hero player in the division can discard a character at a haven. Likely play this after Gandalf has made the Fellowship company late in the second deck.

Smoke Rings can be used for important discards or for Knowledge, Gates, and attack cancellers that will not be recycled by Vilya. You will be doing much combat late in the game.

Power Against the Shadow is there and can be fetched with Captain of the House. It provides +3 prowess when attacked in CvCC. This can turn the tide of the combat to your favor.

Biter and Beater increases killing orc minions. You have three weapons that are elven. Let them scream underground where no one can hear them.

There is a nice surprise for Angmar. Carn Dum will be sacked.

Tower Raided may be played during the second playdeck to slow Witch-King. Knowledge of the Enemy and a Sword of Gondolin must be in the company. You must discard these two, but that's ok. An untap Scout is needed too, so bring one. A sacked site in Angmar prevents that site to be used as a Darkhaven for the most powerful Ringwraith. Let's hope he does not gather the others.

Great Achievement may be a resource to select with a Game Point.

Star of High Hope(Gates)			orcs (o). overt(ov) base+weapon+star		
Elrond	10/8/9/9	W/Sa/D	0	7+0+2=9..... [Vilya=10/14/13/11]	
Elladan	4/0/5/8	W/R	2	aeglin: 5+3+2=10	ov(+1), orc(+1), Power(15)
Elrohir	4/0/5/8	W/R	2	orcrist: 5+3+2=10	ov(+1), orc(+2), Power(16)
Glorifindel	8/3/8/9	W/Sa	1	jewel: 8+0+2=10	ov(+0), orc(+0), Power(13)
Andovan	3/0/4/7	Sc/R	1	starglass: 4+0+2=6	ov(+0), orc(+0), Power(09)
Erestor	5/6/5/9	Sa/D	1	hauberk: 5+0+2=7	ov(+0), orc(+0), Power(10)
Gildor	4/0/5/8	W/R	2	gondolin: 5+2+2=9	ov(+1), orc(+2), Power(15)

MISTY MOUNTAINS

The Misty Mountains is the realm Elrond will hike in their missions. Several events give safe and secure afternoon walks in the deserted hills and downs. **Misty Mountains** will grant easy movement to and from Lórien from Rivendell. Also, this resource affects Anduin Vales, Wold & Foothills, Fangorn, Rhudaur, Hollin, and Dunland to reduce the hazard limit by two to a minimum of two. A tapping of the Ranger is the cost. A few sites in the Blue Mountains can yield useful prizes. Use this resource to be safe traveling to and from Lórien. Five of your sites

can use this event. Maybe you can reach Gundabad through Anduin Vales.

Many Foes He Fought allows the tough warriors to face multiple strikes. Miruvor will help the lucky to survive. This resource expects to be played 2 of 3 times drawn.

Iron Mountains help when moving to Dragon Gap and to Angmar. You can reach Dragon Gap from Angmar or reach Everdalf from Angmar. You can reach Talath Uichel from Angmar or Gundabad. You need to tap a Ranger and face an Orc attack of 2 strikes with 7 prowess. Likely the other ability that has no attack or tapping cost. Else when you move to one of these regions the hazard limit is reduced by one.

Lapse of Will helps low prowess characters with Gandalf or Lord Balin. Attacks have prowess reduced by one. Nazgul attack's prowess are modified by three. That will help during the Warlord phase. This is a Long-event.

Healing of Nimrodel is great to heal or untap characters. But you need to move from one haven to another. Play this during the organization phase. If the company moves to a haven this turn, then heal to untapped all wounded and untapped all tapped characters. An item helps you play this more often.

Patrol the Area is played on a faction of yours. You draw a card if opponent moves through you the region of target faction. Animal, Elf, Dunadan, and Orc factions extends this to adjacent regions. Play this on Elves of the House to affect High Pass, Angmar, Arthedain, Cardolan, and Hollin. This will affect two of the minions in your division for the last eight turns.

Stalking is a 1MP card for rangers. You can revisit facing a creature that the ranger received a strike. Now all in the company receive -2 body for this attack. You can kill a creature that original had hazard boosters or was given the pick of defending characters.

Praise to Elbereth is a short-event that has two effects. The first will not be needed until the Warlord Phase. Each character can tap to cancel a Nazgul event or Nazgul attack. And characters gain +1 prowess for the turn with Doors of Night in play.

Calm-Song is a minion spirit-magic event. Only the bearer of Libraries of Imladris can play this event make most attacks detainment.

The Spell Endured is a lore card playable on an avatar or an 8 mind sage (Glorifindel, Erebor). The character is tapped when played. You will discard this card after target makes a corruption check to keep an event in play that is discarded when playdeck is exhausted. You have three such resources: Safe From the Shadow, Ordered to Kill, Every Arrow Loosened. Safe From the Shadow is the key event.

Elrond will focus on the following regions: Forochel, Angmar, MM-Northern Spur, Rhudaur, Hollin, and High Pass.

AGENTS

Ordered to Kill is useful for the players in your Division. Weak, Diplomat agents will be forced to attack, which may wound or kill the agent. This event is discarded when a deck is exhausted. Be careful that Thorongil is used by Gandalf. Therefore, keep this resource in the sidebar until Strider is played.

Face Out of Sight is a long-event to remove from the table agents.

STAGE RESOURCES

Not many stage resources are there; that is good to keep your SP count low. **Trusted Counselor** grants a DI boost and lowers the mind for GI purposes. **Captain of the House** allows Glorifindel to fetch Power Against the Shadow. This should freeze your opponent to visit you. These two stage resources will stay in play for the entire game. Almost all your characters are from Rivendell. Thus, if Handmaid stays in Rivendell, then you still have 7 free GI for Rivendell

elves. **Kheleglin** is an ally worth 1 stage point; he will be played in the second deck. This is now 4 solid SPs.

Possessions of the High Elves plays specific hoard minor items at Rivendell. Discard this stage resource after playing the two hoard minor items. Then play it during the second deck specifically to fetch Miruvor practically every turn. It is a 2 SP stage resource, thus discard it when **Clad for War** is played. This is now 6 SP. Clad for War grants you full MP for your battle-gear items. You may want to store your helmet and armor during the White Council to ensure they are in play. Play Clad for War late in the second play deck; it should grant 7 more item MPs.

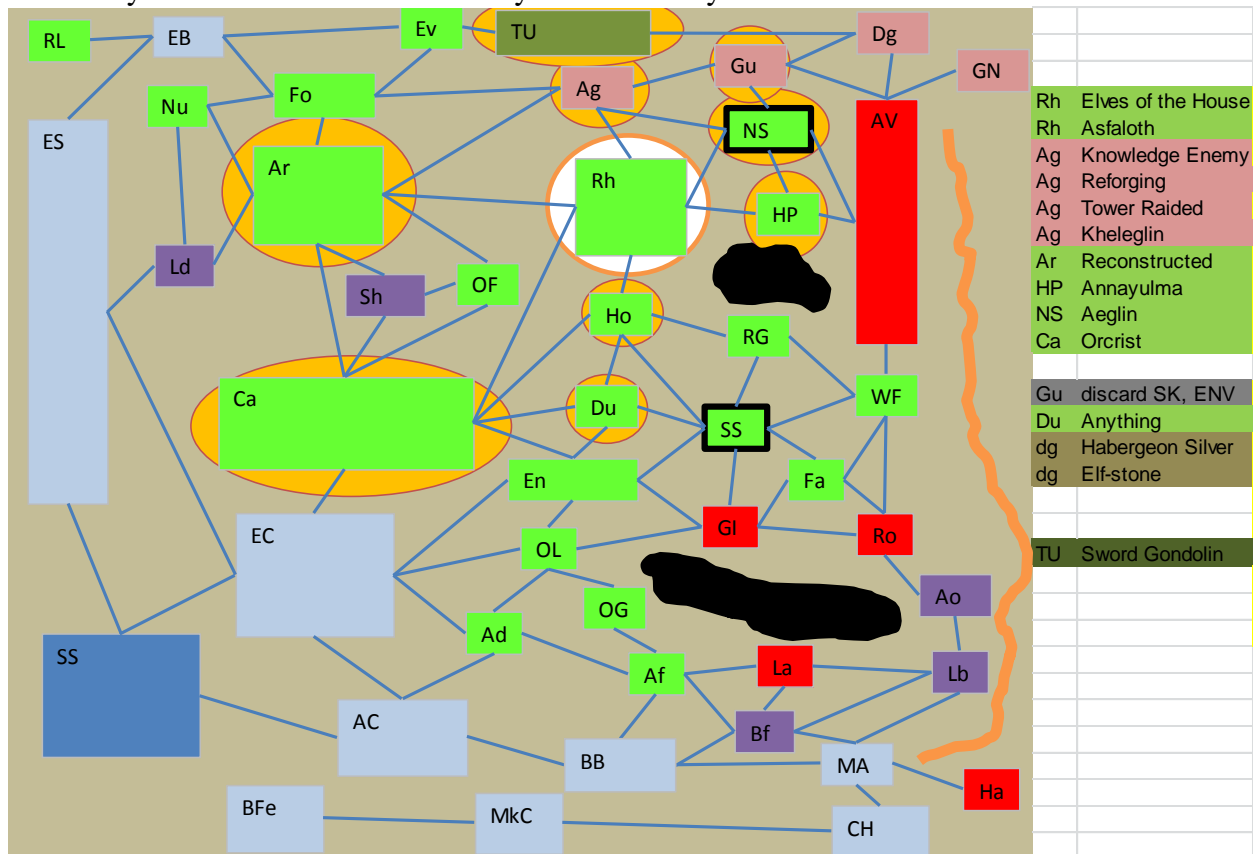
Libraries of Imladris has 1SP played on a Sage. Target can use Spirit-magic and can tap to discard one Memories Grown Dim or No Memory of This Place. Also, playing Praise of Elbereth allows an attempt to remove one corruption card from character with +2 to the roll.

Ring of Air gives 2 SP and 2 CP at Rivendell (1 CP away). You can tap during your end-of-turn phase to fetch Vilya. Discard this stage event when you have a copy in your hand. Then you can shuffle Vilya and this stage event.

At most, with Rivendell and another stage site in play, 6 SP will be in play during the first deck [TC, Chouse, LI, sites x2, PossHE]

Afterwards, it will at most 7 SPs [TC, CHouse, ally, site x2, Clad/Possessions].

Can always discard Possessions and recycle it with Vilya.



Rhudaur	H	Rivendell	gandalf, elrond	.	
Rhudaur	B	The Last Bridge	elrond	.	
Angmar	D	Carn Dûm	elrond	Orcs	
Angmar	D	Litash	elrond	Orcs	
Angmar	S	Morkai	elrond	Orcs	
Angmar	S	Mount Gram	elrond	Orcs	
Arthedain	R	Annúminas	elrond	Undead	
Cardolan	S	Creb Durga	elrond	Orcs	
High Pass	S	Goblin-gate	gandalf, elrond, thorin	Orcs	
MM-Northern Spur	L	Cirith Helalokai	elrond	Dragon	
Gundabad	D	Barad Lughilsarik	elrond	Dark Encl	
Dunland	R	The Riddle Caves	elrond	Traps	
Dungeon	R	The Ghost Caves	elrond	Undead	
Dungeon	R	Osteledan	elrond	Traps	
Talath Uiechel	S	Urdic Camp	elrond	Men	

SITES

Rivendell is your only haven. The only times to visit east of the mountains, outside Eriador, are when to travel to Cirith Hellaloke or Lorien. Rivendell is a site that forces movement in Double Wilderness to almost any other site not in Rhudaur. This player visits the most sum of shadow-holds and dark-holds of the hero players.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	0	1	4	1	5	3	15

17 sites must be visited. Six are in the four regions of Arthedain (1), Rhudaur (2), Forochel (1), Cardolan(1), Dunland(1). Seven sites are in Angmar or Gundabad. One in High Pass, Northern Spur of the Misty Mountains, two Dungeons for four sites and Enedhwaith. Three sites need triple Wilderness (Du, NS, En). One site is hidden, another with a hoard, and two ancient-dwarf ruins.

This player will visit each site type: a wizard haven, one border-hold, six Ruins, a Lair, five shadow-holds, and three dark-holds. Automatic-attacks include Orcs (6), Undead (3), Animal (1), Dragon (1), Traps(2), Men(1), Dark Enchantment (1), and two with no attacks.

No free-holds have resources for you.

Border-holds will be the place to adopt allies. Asfaloth will be played on The Last Bridge. Avoid tapping Bree.

Dragons roam near Rivendell. Cirith Hellaloke, home of Corlagon, has Aeglin. This site must be visited through Anduin Vales or Angmar. Linyuile is at Annúminas. Nearby, visit White Towers for the Wolf attack and reconstruct them for Gandalf. You may have to recycle that event with Vilya once the ally is played. Sword of Gondolin is found at **Lossadan Cairn**. Bury the two strikes with 8 prowess Undead attack. Go to **Tharbad** on the river. Play food minor items here after facing the Men 3 strikes with 6 prowess.

A Shadow-hold in Cardolan has greater items. **Creb Durga** has the lost Orcrist. The Troll AA is harsh, but two elves can take it. The first AA is a weak Orc. **Knowledge of the Enemy** requires a Shadow-hold. **Mount Gram** in Angmar and **Urdic Camp** in Talath Uiechel are those sites to learn this stolen knowledge. Play Tower Raided at Morkai. **Goblin-Gate** is the other site, but also play Annayulma there. **Osteledan** is selected for Habergeon of Silver. It is a hidden Dungeon under Ost-in-Edhil with hoard major items. The automatic-attack will wound. Movement between the site needs a roll of six, which can fail. Therefore, five turns may be needed for a haven to site to haven arc.

If you have the strength and resources in hand, then move to **Barad Lughilsarik** to discard any environment hazards. **Litash** has information to play Reforging and Attuning the Blade can happen here at this Information site. **Carn Dums** is the Dark-hold to play Kheleglin. The site has two AAs. Avoid playing items in Arthedain, Cardolan, and Forochel so the elves can CvCC at those sites.

ERIADOR DIVISION

Gandalf, Balin, and Círdan will be near Rivendell collecting resources and be your biggest threats as Fallen-Avatars. Lord Thorin may visit the Last Homely House.

Rhudaur can be dangerous, so discard Angmar Arises, Scorba a Hunt, and Undead enhancers when they appear. Gandalf the Careworn will not pose a threat to your plans, he will be keeping a low profile, but will try to seize the Ring if in skirts his domain. Círdan the Shipwright will be staying near Lindon. He will claim western Arthedain for himself. He will not seek for the Ring. Balin will seek to reclaim Moria; let him fall into his doom. Balin may spend many turns in the Under-deeps so you may have to combat Ardagor's trolls too.

Some resources in this deck are vital to the other players. **Safe From the Shadow** will allow

storing during the site phase. Ordered to Kill will help players avoid tapping agents. Elf-song should not be played in the second deck since Gandalf must discard characters to make room for Aragorn II and other dunadan. But fetch this resource for four turns of the Councils.

The list below of visited sites has many. Goblin-Gate is the only shared site with attacks. Play the first Knowledge of the Enemy at Goblin-Gate before Gandalf or Thorin use the site.

FACTION WAR

Elrond will be besieged from Angmar forces of Men, Orcs and Trolls. Angmar might be unleashed to render Gandalf into a hidden agenda that will slow him down. Stall the advancement of enemy factions. This can be done by killing the leaders, so target them throughout the game.

You do have Red Dawn resources. You do not expect to move from Rhudaur. Two such cards will boost your Elf faction to +5. Every Arrow Loosed will grant +2 if you stay defending in a Wilderness. Else +1 if in a Wilderness. Last Stand of Battle remains in play if the Elves of the House stay in Rhudaur; it adds +3. Herald of Gilgalad will be played on Elrond allowing elf factions to use region movement to move to leader's current region.

Elves of the House have a FN of 8. Those two events turn the faction into 12 FN in a Wilderness. No non-Dragon minion faction in Eriador has a FN greater than 9. Wound the troll factions and try to have Lord Balin move his factions into Rhudaur.

OPPONENTS: *Witchking, Ardagor, Necromancer, Dark Dwarf*

Angmar is on the doorstep of Rhudaur and provides an easy target. The Witch-king and the Warlord will be your opponent. The Witch-king will have trolls that are fierce and the Half-troll has trolls too gathering others like him. This duo will be tough to hold back, so don't try, just make room for Gandalf and kill off minions 1 by 1. Use Knowledge... on the Witch-king, for he is somewhat protected in Angmar, remove useful hazards (Doors, Twilight, Outpost, Moon is Dead) that are hurting you. Both minions will be doing some traveling and can be tempting targets. Take the opportunity to discard or kill the Wraith.

The ONE RING

Gandalf will be looking for it in Eriador or at the U-grottos. Have a special-op elven company near him when he is ready to play the Ring. An all-out attack might be needed or a run at Mt. Gram might be in order to draw attention away from the Pilgrim. If the Ring is stolen by a minion, then focus all your strength on its discarding, wherever they roam! Ignore fallen-players if they have the Ring. Attack the bearer of Gollum and Scrolls if they fall into the wrong hands and venture in Eriador. Ambush minions with gold rings for it is possible it might be the One!

WHITE COUNCIL

The WC will be called by one of the Wizards. Elrond and his folk should be able to attend the gathering of the Wise. Unburden elves with unnecessary corruption to transfer items. A low mind elf may have to join a Wizard to lead Elrond's factions.

All the items can be used by the Wizards. Glorfindel may tag along as well with any of the items.

MARSHALLING POINTS

- C=9 Character MP will be from all your unique elves in your final company. You have enough influence to replace them with your three back-up elves.
- I=11 Clad of War is essential for you. It will grant 8 more MP from your five battle-gear items. You have one helmet, one armour, and three weapons.
- F=1 Elves of the House is this faction; keep it alive.
- A=2 Linyuile is your only ally to survive combat.
- M=4 When I Know Anything is a safe point. Reconstructed Towers.
- K=5 Do try to kill creatures. Gathering large creature kills early will benefit your Friends within the Division.

Game Point: Scepter of Annúminas, Council of Elrond, The High Sea

1ST DECK

The starting company should gather any resources that are drawn. A few elves may be killed. Bring in appropriate heroes. Get three battle-gear items and the maia ally into play. Store the dirt at Bag End no later than Turn 12. Take a trip to a Shadow-hold for Knowledge of the Enemy. Open the Gates and its support cards. Use Corpse Candle to discard any Hazard Region Enhancers (AA, RS, IDBT). Hold onto A. Rangers to surprise overt minions in your backyard. Stays at Rivendell may be common and lengthy from the low number of resource MP cards in the play deck. The final heroes will appear in the second deck.

Vilya may only be played once to allow Elrond to influence the Elves of the House faction with Strider as a follower. Expect a count of 15 resources to be shuffled into the first deck so this will exhaust the deck on Turn 10. Three of the four non-minor item battle-gear items should be played in the first deck. Turn 8 is likely when Strider is played with the faction influenced on Turn 9. Move into Angmar on Turn 10 or 11 to invert Glory of Arnor Restored.

Elrond will tap 3x to dump 15 resources into the discard pile. Longbottom Leaf shuffles four others.

An Unexpected Outpost will shuffle Ride Against the Enemy and likely Sons of Elrond and Snow in the Mountains. Returned Beyond All Hope is not on the list due to wanting to exhaust quickly. Ride Against the Enemy can be used on Glorfindel. Vilya does not shuffle characters.

First Exhaust

Send 5 resources to sideboard: Power Against the Shadow, Mallorn-Dweller, Miruvor to be grabbed by Possessions of the High-elves, Glory of Arnor Restored unused copy, Longbottom Leaf.

Hazards to exchange include: Cruel Caradhras x3, Ride Against the Enemy x2

2nd DECK

The second playdeck will be playing the hound allies. Begin playing the final heroes when their items are in play or by half-way. Try to run through this deck quickly to bring in more hazards and resources. Attempt one or two CvCC with resources that grant prowess bonus. Forays into Angmar will be possible with stronger and bolder elves.

Tap the avatar to dump Power Against the Shadow, Mallorn-Dweller, Staff of Annuminas, and maybe other resources into the discard pile. The “odd” resources will be used as the sacrifice to exchange for hazards during the second exhaust. Power Against the Shadow will be fetched by a card. Mallorn-Dweller will be sent to the sideboard again to be shuffled during the third deck. The other cards will too be sent back to the sideboard.

An Unexpected Outpost will shuffle Returned Beyond All Hope x3 from the sideboard.

Second Exhaust

Send 5 resources to sideboard: Power Against the Shadow, Mallorn-Dweller, Miruvor to be grabbed by Possessions of the High-elves, Glory of Arnor Restored unused copy, and Staff of Annuminas.

Hazards to exchange include: Snow in the Mountains, Cardolanian Whalers x3, Cave-worm

Third Deck

Prepare to move to Carn Dum for Tower Raided. Play the remaining resources. Combat Rogrog and his minions early to weaken them. Then move to Carn Dum with a Scout. Consider moving to Forochel to entice combat when you have Cardolanian Whalers in hand.

Smoke Rings will bring Longbottom for Tower Raided and Clad for War. Shuffle Staff of Annuminas so to play late in the game.

PLAYDECK MANAGEMENT

The ability of Elrond holding an extra card while he resides at Rivendell will help tremendously. Vilya is the key card though. It will be used to recycle Gates of Morning and cards that are useful (Marvels Told and Stars of High Hope come to mind). The resource MP cards can be discarded early if too many are drawn simultaneously; the allies and Red Nightfall cards can be played in the 2nd deck. The hazards are easily played on minion players, but a hazard or two can be kept in hand to ambush a minion in Eriador. Overall, the deck is quick for an active player with two companies even if Elrond's stays home.

The deck can be exhausted in nine turns. Expect to recycle up to 20 cards that deck. The resources will be brought into play with Longbottom Leaf. Vilya will recycle 10 or more cards. Biter and Beater will be sent to the discard pile. The Hazards have An Unexpected Outpost. The exchanging with the SB will be with hazards the first time. The second exchange will bring in resources.

Sideboard manipulation is simple. Elrond will only tap to place 15 resources into the discard pile during the first deck. Three allies will be played in the second deck. One copy will be saved in the sideboard for quick placing in the discard pile after exhaustion. Red Dawn resources will be sent to the first discard pile.

Two resources will be kept in the sideboard until the third deck including Tower Raided, and Clad for War. Longbottom Leaf will shuffle these two cards. Third deck includes playing the elf ally and then Noldo-lantern. You may need to shuffle this ally during the Second Deck if you have the stolen knowledge card in play.

Possessions of the High Elves allow playing the three minor items. The avatar will tap to play one of the items. Power Against the Shadow will be recycled by a stage event.

The only challenge by this player is deciding what resources to recycle using Vilya. Stop recycling the elven ring by the eighth turn. Expect to have five turns using the elven ring. Each recycling will include itself in the beginning. Vilya is important to shuffle "exhaust" cards – those cards that are discarded when a deck exhaust. From the Shadow, and Ordered to Kill are these events.

SIDEBOARD MANIPULATION-27

1	jewel of Beleriand	Possessions		
1	adamant helmet	Possessions		
1	Noldo-lantern			Kheleglin
1	Elf-stone	Possessions		
1	Staff of Annuminas		dp111	
1	Kheleglin		dp112	
1	Linyuile	Leaf1		
1	Reforging	Leaf1		
1	When I Know Anything	Leaf2		
1	Tower Raided			tap
2	Iron Mountains			dp211,dp212
3	Biter and Beater		dp121, dp122, dp123	
1	Blade-master		dp114	
2	Attuning the Blade		dp124, dp125	
2	Healing of Nimrodel		dp131, dp132	
1	Patrol the Area		dp133	
1	Ordered to Kill		dp115	
1	The High Sea		dp113	
1	Herald of Gilgalad			
1	Every Arrow Loosed		dp134	
1	Last Stand of Battle		dp135	
1	Clad for War			dp214
1	Captain of the House	Leaf2		
0	Power Against the Shadow			dp213
0	Staff of Annuminas			dp215

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	0	0	-	0		
SB to DP	15	+3	2	+1		
Smoke	-	-	-	0		
Leaf	4	0	-	0	0	0
avatar card	-	-3	-	-3		
Possessions	3	+1				

PD 1 +0 tapped

PD 2 -2 tapped

HAZARD

You are playing a hazard deck to slow down the minions by tapping minions. The creatures have several strikes, choose defending characters or have high prowess to frighten travelers. The events stall advancement of minions by roadblock. Most of the creatures are highly playable against any division. Cardolanian Whalers is in the sideboard with The Oldest.

CREATURES-21

There are 21 creatures. Almost half are Free Peoples. Vermin, Elves, and specifics color the creatures. There is three copies of one territory creature. Most regions are targeted. No region or site type is threatened by more than six creatures. Three creatures have character or ally manifestations in this deck.

Keyed	Count	Keyed	Count	Count	Name
FH 0		J	0	3	Leeches
BH 0		JJ	0	3	Neekerbreakers
RL 3		T	0	1	The Oldest
SH 3		TT	0	3	Elven Archers
DH 3		TTT	0	3	Elves upon Errantry
UD 0		SL	3	1	Master of the House
FD 3		SL2	0	1	Sons of Elrond
BL 6		DD	6	3	Cardolanian Whalers
W 6		CS	0	3	Corpse-candle
W2 6		CS2	0		
W3 0		X	0		

There are eight elf creatures. Elven Archers and Elves Upon Errantry will be played on most companies. Elves Upon Errantry has 9 prowess and four strikes. It is keyable to Double Wilderness, Border-lands, or Free-Domains. They won't survive against a powerful overt company or a Ringwraith in the second deck unless boosted by Chill Them With Fear played by another. Elven Archers is a killer creature. Just one strike of 7 prowess chooses defending characters. A 9 body can keep it alive, but each Ranger lowers body by one. It is only playable against overt companies and keyed to any Elf-hold or region of such a site. Flying companies will face an 11 prowess creature and have its body lower by one mark. A non-defeated or non-cancelled attack prevents Ranger and Scout resources to be played. This can allow Cave-worm and other creatures to wound weak minions.

Master of the House allows each player at the end of each turn to bring one Elf creature from the discard pile to hand. Try to use this effect before Elrond Half-elven enters play.

Sons of Elrond is of course two strikes with 12 prowess of 8 body. It targets Rhudaur and adjacent regions and sites in those regions if company has a leader or Ringwraith. This unique creature can be played after Elves Upon Errantry on the same company. Each successful strike forces the discard of one item. Chill Them With Fear can boost this to 4 strikes with 14 prowess. Or as a short-event target and cancel an effect that would cancel an attack or strike from an Elf hazard creature. You should recycle this creature during the first deck before Elrohir or Elladan are played.

Cardolanian Whalers is another Free-Peoples creature. It has a range along the coasts including Elven Shores, Eriadorian Coast and Forochel. Each character faces a strike. Strikes to those after two successful strikes will be normal at their normal prowess of 10. Likely, you will only bother those in Angmar, but you can lure trolls there when you play Noble Hound on a site in that region.

Leeches will be more common with two of your hazard events, which must be played after one of those events. These are River and Enchanted Stream. The prowess of 7 is average, but it does target each character as detainment. If a character is tapped by this Animal/Vermin creature then he does make a roll by +2 to know if he is wounded.

Neeker-Breakers are supposed to detain targets. Neeker-Breakers attacks everyone with its detainment attack with a mild 7 prowess, but the prowess used by the target uses his mind. This can tap the low mind minions.

Corpse-Candles are dangerous to CP holders and weak enough to be killed and discard any Arising in Angmar. Its single strike of 7 prowess will likely be defeated, but if it is not cancelled then everyone in the company makes a corruption check. Try to keep them alive until the Warlord Phase. Yet, hazards like Plague of Wights and The Moon is Dead can boost them to three strikes with 9 prowess. Cirdan the Shipwright has Chill Douser giving the chance that then the best cause changes the creature to 4 strikes with 10 prowess.

Oldest will be used to attack using River Daughter's effect. Its creature is a singing maia of two strikes with 19 prowess and 11 body. It just has 16 prowess against non-Ringwraith covert companies. He is limited to Old Forest and its sites. Barrow-downs is a playability site. He can be played as a permanent-event to prevent any minion or overt company to move to Old Forest. The card can be return to hand as one against the hazard limit.

Creatures

- FH:
- BH:
3 RL: Neeker
3 SH: Candle
3 DH: Candle
- UD:

3 FD: Errantry
3 BL: Errantry Neeker
3 W Candle Neeker
6 WW Errantry Archers
- WWW
3 SL Candle Neeker
- SL SL
3 DD Candle Neeker
- CS

3 Forochel Whalers

EVENTS-33

The events have a wide playability range. These hazards are to slow minions near Elf-holds using Roadblock or Elf creatures. Target Rangers with the creatures.

The theme for this player is to confuse those that travel over mountains or along unmarked paths. Eriador is a land roamed by kelvar. Slow minions in their movement.

One hazard is specific to Eriador and another applies to the northern Misty Mountains. 20 are Short, 0 Long, and 12 Permanent. 14 events are considered fast or playable almost anytime on any player. The most common type is Roadblock (10). Another six events are Environments. Events in the sideboard are there waiting for the last eight turns.

Base-2

Twilight is your only base card.

Corruption/Tap-3

Forgot His Orders may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card. A discarding of one of these minion resources may cause the leader to move with one less minion. [May be for FATE ignore effect on BRW.]

Brutal Commands targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character. Anyone using Call to Arms may pay a price.

Stay Her Appetite forces an ally to attack the controller if a roll is successful. The ally will be killed or later discarded on a successful role.

Main theme. Roadblock-14

These hazards do not prevent moving, but make it dangerous to move. All are short-events except for Enchanting Stream and Daughter of the River.

River-Daughter will increase the hazard limit of overt companies in Arthedain, Cardolan, Hollin, Old Forest, Rhudaur or the Shire, allows The Oldest to be played on them, and doubles the tapping penalty of the next hazard mentioned in this section.

Enchanting Stream will be common to play with site paths with a Wilderness. It will tap two minions during the next turn, which will likely make the company move to a Darkhaven. An affected company cannot split or move to a new site unless it taps two characters during the organization phase.

Shifting Paths, an environment, will allow you to switch a new site with a different site. This will not only slow the opponent. The effect is triggered if the site path has more Wildernesses/Jungles than avatars, rangers, maia/ent allies in the company.

River taps a character if a company desires to have a site phase.

Snow in the Mountains affects those in mountain regions or near them. Angmar and Gundabad count too. This hazard may tap minions and may be send the company back to site of origin.

Veils Flung Away may tap or discard orcs/trolls moving in FD, BL or a Wilderness if Doors of Night is not in play. This may be common. The hazard also does not count against the hazard limit. Each Orc and Troll in the company is targeted.

Secondary theme. Creature-9

Elven Custody is the elf prisoner hazard. You should be able to take one captive ever deck. With the nasty AA of elf-holds rescue is unlikely. The condition of release is likely if the captive is valued resulting in the tapping to support the release. Your two Elf creatures have 9 prowess. Returned Beyond All Hope will make this hazard move available for play.

Power Built By Waiting will help give you one more to the hazard limit when you need it. It takes two of the hazard limit to untap the event.

The Watchful Peace is a Long-event. Each play may shuffle one Maia hazard permanent-event during the end-of-turn phase. You have The Oldest. You can have more playability of Wizard or Elf-lord creature manifestations, but those are void for the Avatar Deck. Yet, this hazard extends the playability of the creature Falathrim.

Death Carry Vermin need a successful strike of a vermin attack and Doors of Night. You have Leeches and Neeker-breakers. This hazards modifies target's prowess by -1. Also, causes a body check every turn with a -2 modifier. Either he becomes wounded or dies. A healing effect on the character removes this hazard.

Other-1

Early Harvest has a chance to take a faction normally playable at a Border-hold to hand. This is best with high MP factions. A roll is made adding faction MPs and subtracting 1 for minion factions. A result greater than 12 discards the faction. Hillmen and Dunlendings are 4 MP. Thus a roll of 10,11,12 or 6/36 chance discards faction.

Wrath of the West

Cycle-5

Use Outpost for Chance of Being Lost to provide more threat of taking a minion company to an Elf-hold. Returned Beyond All Hope will be used fetch the non-Eriador elf creatures.

Use Aware of Their Ways on the Witch-king.

PLAYING HISTORY

Date:

Summary:

Staff of Annúminas added for Elessar Power Deck. Asfaloth to give an elf a chance to aid others. Noble Hound removed with Blood of Huan. Spies Feared removed. Fair Travels in Wilderness replaced by Lapse of Will – goes to Alatar. More Alert Than Most removed for Iron Mountains. I rather tap a Ranger to reach Angmar instead of facing a Cave Worm. That is one thing that is important: reduce the hazard limit so to avoid creatures from your main hazard opponent. Take the hazard limit to two, then just one hazard from any for the four players precludes your main hazard player getting a chance against you.

Elven Blade, Blade-master added. Herald of Gilgalad added to move the sole elf faction. There are three copies of Vilya; I may change that to two.

TURN 01,vs Malezar

MOVE

Slucrac, -w-w,bh.

Ered Laranor event: Orcs.3w7p

Ulfacs, $4p+3s_{roll}=7$,tie

Ulaca, $3p+11s_{roll}=14$

Slucrac, $4p+7s_{roll}=11$

HL3, Cirdan, plays Tidings of Bold Spies. Men.4s7d

Uthmag, $3p-3x+6s_{roll}=6$, taps.

Ulfacs, $4p-1t+s_{roll}$, auto

Ulaca, $3p-1t+s_{roll}$, auto

Cluth, $3p-1t+s_{roll}$, auto

HL1, **Elrond** plays Enchanted Stream, Cluth uses Strange Rations to untap, taps to nullify hazard.

TURN 01,vs Indur

MOVE

Hargrog, -sl-cs-w-bl,bh.

HL3, **Elrond** has Shifting Paths.

HL2, Gandalf plays Chill Them With Fear

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p+2p.CTWF

Hargrog, $6p+10s_{roll}=16$

Orc Brawler, $3p+6s_{roll}=9$,success; bc.4, wounded

Orc Brawler, $3p+10s_{roll}=13$

Sakalure, -sl-j-sl-w-bl-w-sl,haven

HL3, **Elrond** plays Shifting Paths, env. Sends to Lighthouse at Kraken Cape.

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p+2p.CTWF, det.

Sakalure, $3p-3x+7s_{roll}=7$,taps

Krinda, $2p-3x+7s_{roll}=6$,taps

Horseman, $3p-3x+10s_{roll}=10$,taps

TURN 01, @Rivendell,pL

U	Erestor	8	1	5	7	Noldo				Sa	D	1	Trusted Counsellor	Cram
U	Wood-elf	3	0	3	8	silvan	W		R			1	Star-glass	
U	Emissary of the House	3	1	2	8	no	W				D	1	Miruvor	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0		
U	Elven Handmaid	2	0	1	7	sv				Sa		0		

Corpse-candle	Knowledge of the Enemy	
Death Carrying Vermin	Many Foes He Fought	
Elves upon Errantry	Safe From the Shadow	
Habergeon of Silver	Sons of Elrond	
0	0	
Turn: 1	Hand: 9	MP: 6
Indur	Malezar	Court
		Court2
		WITCHKIN

, Master of the House, Naugrim, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home
 , Bane of the North, Thorkmaw at Home, Mordor in Ruins, All Dead All Rotten
 , Chill Them with Fear

UNTAP [SP=4] {{go play stolen knowledge, than hoard armour at Dungeon.}}

ORG

Safe From the Shadow played.

Erestor transfers Cram to Dweller, -1.item+croll=auto.

Erestor taps using Possessions of the High-elves to fetch Elf-stone, -1.item+croll=auto. Erestor transfers jewel of beleriand to Emissary, -1.item+croll=auto.

Erestor and Handmaid stay for protection.

Others move to Mount Gram. Rogrog is at Litash.

{error found on Turn 4; PotHE grabbed Jewel of Beleriand; no Elrond; now Elf-stone; Jewel never used.}

MOVE

Erestor, -,haven

HL2, Indur uses OG

HL1, Malezar-x with no more HL and none played; Smeagol gets HL1.

Smeagol plays Lure of the Rings; he is a stinker.

Woodelf, -w-sl,sh

HL3, Indur keys Sellswords Between Charters to sh, men.2s11p

xHL, Indur plays Ambush on Men creature, now men.2s11p.attacker

Emissary discards Miruvor for +2 body for whole turn.

Emissary, 2p+8sroll=10, success, 9.broll=**wounded**. Food item!

HL2, Indur plays Ransom on strike to Dweller. Wood-elf taps to support.

Dweller, 2p+1.sup+11.sroll=14

HL1, Indur plays Grasping and Ungracious to Emissary; has Lawless Men in hand.

SITE

Mount Gram entered. (1)Orcs---3 strikes with 6 prowess

WoodElf, 3p-1t+3sroll=5, success, 3.broll=**wounded**

Emissary, 2p-2w+11.sroll=11

Dweller, 2p-1t+8.sroll=9

Dweller eats Cram to untap. Dweller taps to play Knowledge of the Enemy

END

Fetches to hand Sons of Elrond using Master of the House

Turn02, vs Indur

MOVE

Sakalure, -cs-sl,Darkhaven

Plays Tokens to Show

HL3, Balin-x

HL2, **Elrond**-x

TURN02, vs. Court1

MOVE

Gorthaur,-j-j-cs-cs,sh; Should avoid Taaliraan and Falathrim creature.

HL5, **Elrond** keys Neeker-breckers to W/Jungles; animals.each.7p

Taurclax, 5m-3x+6sroll=8

Sarkarxë, 2m-3x+7sroll=6,taps

Silion, 4m-3x+7sroll=8

Gorthaur, 6m-3x+6sroll=9

Vallin, 3m-3x+8sroll=8

HL3, Balin-x

HL2, Cirdan keys Chill Douser to sh. Undead. 4s9p,det

Silion, 2m-3x+3sroll=2,taps

Silion, already taps. sroll

Taurclax, 3m-3x+5sroll=5.taps

Taurclax, already taps. Sroll

HL1, none

TURN 02

@ Rivendell, U

T	Erestor	8	1	5	7	Noldo				Sa	D	0	Trusted Counsellor
U	Elven Handmaid	2	0	1	7	sv				Sa		0	

@ Mount Gram, U

W	Wood-elf	3	0	3	8	silvan	W		R			1	Star-glass	
W	Emissary of the House	3	1	2	8	no	W			D		2	jewel of beleriand	Grasping and Ungraci
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0		Knowledge of the Ene

Corpse-candle	Orcrist			
Death Carrying Vermin	Reunion			
Gates of Morning	Shifting Paths			
Many Foes He Fought	Sons of Elrond			
Star of High Hope	0			
Turn: 2	Hand: 9	MP: 6	PD: 73	SP: 4
Court	Indur	Malezar	Court2	WITCHKIL

Safe From the Shadow

Cloudless Day

Tokens to Show

, Naugrim, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

, Awaken Defenders

, Worn and Famished

UNTAP {get back home to heal}

ORG

Reunion played on Rivendell. Emissary no tap remove hazard, 5hroll-3x=2,fail.

All stay or move to Rivendell.

LONG Worn and Famished discarded.

MOVE

Erestor, -,haven.pL

HL2, Court1 uses OG Arrokk

HL1, Indur-x

No haz played, Smeagol-x

Wood-elf, -sl-w,haven.pL

HL3, Court1-x

HL2, Indur-x

HL1, Malezar-x

No haz played, Smeagol-x

Gates of Morning played. Star of High Hope played.

SITE

END

Erestor taps to remove corruption card in company; Grasping and Ungracious

TURN 03, Court2

MOVE

Linsul, -,fh

HL3, Elrond plays An Unexpected Outpost to shuffle Elven Custody.

HL2, Elrond uses OG Death Carrying Vermin

HL1, Cirdan plays Crossing the Borders selects Lond Anarion,

(1)Men--- each character faces a strike with 8 prowess

Vallome plays Diversion to cancel attack.

Palandor, -,sh

HL2, Elrond plays Power Built By Waiting

HL1, Elrond uses OG Corpse-candle

Plays Palandor Voices of Malice targeting Awaken Defenders, -2.res+6croll=4

TURN 03, vs. Indur

MOVE

Hargrog, -,rl

HL2, Gandalf uses OG Hiding.

HL1, Elrond uses An Unexpected Outpost to shuffle Brutal Commands

Sakalure, -sl-w-bl-w-sl-j-sl,haven

HL3, Gandalf-x

HL2, Elrond plays Shifting Paths to move to Tanith.

Indur, -,haven

HL2, Gandalf-x

HL1, Elrond-x

@ Rivendell, U

LONG Star of High Hope discarded.

MOVE

Erestor, -,haven

HL3, Court2 plays Thrice Told Tales on Erestor.

HL1, Indur uses An Unexpected Outpost to shuffle Awaken Defenders

Ascarnil, -w-w,sh

HL3, Court2 has Shifting Paths in hand. Plays Gloom on Ascarnil for -1 prowess.

HL2, Court2 keys Wandering Eldar to WW. Each.9p.det.

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

Ascarnil, $3p-1.haz-3x+4sroll=3$,taps

Wood-elf, $3p-1t+3sroll=5$,tapped

HL1, Court2 keys Giant to WW. Giant.1s13p

Dweller, $2p+2sroll=4$,success. 7.broll+1.delta=8,wounded

SITE

END

Avatar in hand

TURN 04 vs. Malezar

MOVE

Malezar, -,sh Kondu Manara

HL3, Elrond uses OG Orcrist

HL2, Balin-x; has Ghouls in hand

HL1, Gandalf plays An Unexpected Outpost to shuffle Something Else at Work

Uthmag, -j, RL; Watch at Unulló

HL3, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+9sroll=14,tapped

Ulfacs, 2m-3x+7sroll=6,taps

Ulaca, 4m-3x+8sroll=9,ineff

HL2, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+6sroll=11,tapped

Ulfacs, 2m-1t+12sroll=13,tapped

Ulaca, 4m-3x+7sroll=8,taps

All Dead All Rotten corruption checks; all are tapped. Croll, croll, croll

TURN04-2.1 {Wking at Dol Guldur; Carn Dum, Jääklät}
 @ Rivendell, U

T	Erestor	5	6	5	7	Noldo				Sa	D	0	Reunion	
U	Elven Handmaid	2	0	1	7	sv				Sa		0	Trusted Counsellor	Thrice Told Tales
T	Emissary of the House	3	1	2	8	no	W				D	0		

@ Goblin-gate, U

W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Knowledge of the Enemy	Elf-stone
T	Ascanil	4	0	3	9	Silvan		Sc	R			1	Star-glass	
T	Wood-elf	3	0	3	9	silvan	W		R			1	adamant helmet	

Annayulma		Many Foes He Fought		Amulet of Suculac
Elrond Half-elven		Praise to Elbereth		0
Elves of the House		Sons of Elrond		Ered Laranor
Lapse of Will		Wrath of the West		Slayer
0		0		Swag
0		0		Southern Slayer
Turn: 4	Hand: 8	MP: 7	PD: 62	SP: 4
Malezar	Court2	Court	Indur	WITCHKILL
				Vampire
				Fear Fire Foes

Much-trodden Paths Safe From the Shadow Gates of Morning

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, Full of Froth and Rage

, Awaken Defenders

UNTAP

ORG

Elrond Half-Elven played at home site.

Lapse of Will played. Praise to Elbereth played.

Elrond taps to tap Possessions of the High-elves to play jewel of beleriand from SB,

Croll by Elrond = auto.

Elrond+ stay. Ascanil+ stay.

MOVE

Elrond, -haven. Rivendell

HL4, Malezar moves, taps, agent from Kadar an-Khâradun to Norjadar

HL3, Malezar uses OG Southern Slayer

HL2, Court2-x

HL1, Court1-x no hazards in hand

Ascarnil, -,sh Goblin-Gate

HL3, Malezar uses OG Vampire

HL2, Court2 keys Silent Watcher to SH. Pukel=creature, each.1s8p, Lapse of Will=7p

Star of High Hope played.

Dweller, $2p-2w+2.star+8sroll=10$

Ascarnil, $3p+2.star+9sroll=14$

Wood-elf, $3p+2.star+4sroll=8$; defeated creature

SITE

Rivendell. None

Erestor taps to make INF on Elves of the House.9

$+2.mod(elf)+2.mod(home\ site\ Rivendell)+1.di+3.card+2.trusted+12iroll=22$

END

TURN 05 vs Smaug

MOVE

Smaug, -,haven. LM.DD

HL3, Cirdan plays Something Else At Work on Smaug

HL2, Cirdan uses OG Elven Handmaid

HL1, Elrond-x

TURN 05 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth.

HL5, Elrond-x

HL4, Gandalf-x

HL3, Balin-x

HL2, Cirdan -x

HL1, Evermist-x

Durlach taps to play Voices of Malice to target Taint of the Wilds,

Elrond plays Wrath of the West, 8hroll-6x=2, cancel minion resource.

Shaman, -ud,haven. Under-forges.

Elrond Half-elven untaps avatar.

HL2, Elrond-x

HL1, Gandalf-x

HL1, Thg-x

Agog, -ud,haven. uLeas.6

ROLL: 1.pick+10mroll=11.

HL4, Elrond-x

HL3, Gandalf-x

HL2, Balin keys Wandering Troll, moving Under-deeps. 1s12p5b

Great Fissure played to cancel strike, creature card text: 8hroll-6=2. Cancelled.

TURN05 {Wking at Carn Dum, Jaaklat}
 @ Rivendell, T

U	Elrond Half-elfen	10	8	7	9	Noldo	W			Sa	D	1	Reunion		
U	Erestor	5	6	5	7	Noldo				Sa	D	0	jewel of beleriand		
U	Elven Handmaid	2	0	1	7	sv				Sa		0	Trusted Counsellor	Thrice Told Tales	
U	Emissary of the House	3	1	2	8	no	W				D	0			

@ Goblin-Gate

W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Knowledge of the Enemy	Elf-stone	
U	Ascanil	4	0	3	9	Silvan		Sc	R			1	Star-glass		
U	Wood-elf	3	0	3	9	silvan	W		R			1	adamant helmet		

Annayulma		Knowledge of the Enemy		0	
Camthalion		Many Foes He Fought			Crept Along Cleverly
Elven Custody		Sons of Elrond			Crept Along Cleverly
Enchanted Stream	Vilya				Crossing the Borders
Wrath of the West		0			Obey Him or Die
0		0			Orcs of the Bleak Mount
Turn: 5	Hand: 8	MP: 9	PD: 52	SP: 4	Strangling Coils
Durlach	Smaug	Throkmav	Lomaw	WITCHKILL	Wyrmsiege
					0

Safe From the Shadow

Star of High Hope Lapse of Will

, The Watchful Peace, Wardens of the Woodland Realm

, Corlagon At Home, Doors of Night, Lure of Power, Summons From Long Sleep, Mordor in Ruins

, Times are Evil

, Pride

UNTAP Corlagon at Home minor hoard item CP

ORG

Elrond transfers jewel of beleriand to Handmaid, -1.item+2.reunion+croll=auto.

Cannot abandoned Rivendell for stage card is on it; SP total lower to fewer than 3.

Erestor taps to tap Possessions of the High-elves to Miruvor from DP,

Croll by Erestor = auto.

Elrond+ move to Goblin-gate.

Ascanil+ move to Rivendell.

LONG

Elrond.Star of High Hope discarded.

Elrond.Lapse of Will discarded

MOVE

Ascarnil, -w-w, haven. Rivendell

HL3, Durlach-x

HL2, Smaug-x

HL1, Throkmaw-x

Elrond, -w-w, sh. Goblin-Gate

HL4, Durlach plays Rank Upon Rank

HL2, Smaug-x

HL1, Throkmaw-x

Thrice Told Tales discarded.

SITE

Goblin-gate. (1)Orcs---3 strikes with 6 prowess

Many Foes He Fought played on Emissary.

Elrond, $7p-3x+6sroll=10$

Emissary, $2p+9sroll=11$

Emissary, $2p-1t-1e+4sroll=4$, success. $4broll+1e=5$, wounded.

Handmaid taps to play Annayulma, taps site.

Elrond taps to play Knowledge of the Enemy

END Galadriel.Gandalf(next turn)

Handmaid taps jewel of beleriand, $11roll=untap$.

{ Vulnerable at Goblin-gate. Vilya in hand. }

TURN06 vs Throkmaw

MOVE

Throkmaw, -sl-ww-w,RL. Amon Anlug

HL3, Elrond plays An Unexpected Outpost, DON, to shuffle from SB to PD:

[Forgot His Orders, Snow in the Mountains.]

HL1, Balin-x Watcher in the Water in hand.

Dakalmog, -sl-sl,sh. Kala Dulakurth

Elrond plays Twilight targeting Doors of Night.

HL2, Elrond plays River on the site.

Ice-Troll taps to handle River.

Talmog, -ud,sh. Cobalt-Deeps

HL3, Elrond-x

HL2, Balin-x

HL1, Cirdan-x Marsh-drake,Sea-Serpent in hand

TURN06 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth

HL2, Balin-x

HL1, Elrond-x

HL1, Thg-x

Agog, -ud,sh. Mount Gundabad

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

Captain, -sl-w,RL. Maglgolodh's Cave

HL3, Balin keys Durin's Folk to W. dwarves.5s8p

Orc Captain, 5p+10sroll=15,fail

Nog, 4p+1.card-1t+6sroll=10,fail

Maggot, 3p-2e+7sroll=8,ineff

HL1, Elrond-x

@ Rivendell, T

@ Goblin-gate,T

Elf-song		Reconstructed Towers			Caverns Unchoked
Elladan		Reforging			Chance of Being Lost
Elven Custody		Smoke Rings			Crept Along Cleverly
Misty Mountains		Vilya			Great Bats
0		0			Hide Pitted with Corrupt
0		0			Ice-orcs
Turn: 6	Hand: 8	MP: 10	PD: 40	SP: 4	Veil Removed
Throkmav Durlach		Smaug	Lomaw	WITCHKILL	Winged Fire-drake

, Corlagon At Home, Lure of Power, Khuzadrepa at Home, Doors of Night,
Were-worm, Summons From Long Sleep, Ando-anca At Home, Mordor Rebuilt,
Rank Upon Rank

ORG

Emissary stays.

LONG Elf-song played
Emissary, -,haven. Rivendell
HL2, Throkmaw-x
HL1, Durlach-x
HL1, Smg-x

Elrond, -w-w,haven. Rivendell

Face Out of Sight played.

HL4, Throkmaw plays Something Has Slept

HL2, Durlach plays ENV Long Winter. DON returns company to site of origin, no rangers.

Affected: Gandalf(Bag End, White Towers)
Cirdan(Bar-en-Ibûn, no play of Petty-dwarves)
Lomaw(Celeb-Ost, wants that to be a new Dragon's Den)
Smaug(Long Marshes, wants that to be a new Dragon's Den)

Ascarnil, -w-w,sh. Goblin-gate

HL2, Throkmaw-x

HL1, Durlach-x

HL1, Smg-x

{Smaug has Cave Worm in hand}

SITE

END Galadriel.Balin

{Not smart to return elves to Rivendell and avatar has no Rangers. Will this turn to doom now with the hazard limit high?}

MOVE.7 Lomaw

Haeldwyn, -ww-ww-sl-sl,bh. Lothragh Camp

HL4, Elrond plays Brutal Commands on Durlog

HL3, Elrond plays Forgot His Orders on Durlog, 5sp+4hroll-7.base=2, discard Heels.

HL2, Elrond plays Pride Increased with Despair on Dragon's Disciple

HL1, Elrond uses OG Glorfindel II

Lomaw, -ww,haven. Collarmount

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf plays on Lomaw Something Else at Work

MOVE.7,Throkmau

Talmog, -,sh. Cobalt-Deeps

HL3, Gandalf plays long-event Beacons Alight

HL2, Gandalf uses OG Glutan

HL1, Elrond-x

Throkmau, -w-**ww**-sl,haven. Shab Arch, flying

HL3, Gandalf plays An Unexpected Outpost to shuffle from SB:

[Dragon-sickness, Revealed to All Watchers]

HL1, Elrond-x has Elven Archers in hand

Spirit-Abuse played by/on Shaman, Talmog supports, -3.res-1.item+1.sup+6croll=3.

Dakalmog, -,sh. Kala Dulakurth

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

@ Elrond, U

@ Goblin-gate, T

Asfaloth		Elves upon Errantry			Crept Along Cleverly
Death Carrying Vermin		Enchanted Stream			Crept Along Cleverly
Elven Archers		Misty Mountains			Dragon's Abode
Elven Custody		Vilya			Join With That Power
0		0			Path to Vileness
0		0			Roaming
Turn: 7	Hand: 8	MP: 10	PD: 28	SP: 4	Grim-faced Northman
Lomaw	Throkma	Durlach	Smaug	WITCHKILL	Many Shapes of Power
					0

, Long Winter, Great Secrets Buried There

Elrond, Face Out of Sight discarded.

MOVE

Dweller, -,haven. Rivendell

HL2, Lomaw plays Many Shapes of Power and Fear played on The Limestone-Caverns

Elrond, -w-w,haven. Rivendell. Misty Mountains

HL6-2,Lomaw plays Bonds of Winter

HL2, Throkmaw-x Cursed Journey in hand

HL1, Durlach plays Lure of Nature on Wood-elf.

Smaug has Cave Worm in hand.

Handmaid taps for +1 prowess.

Jewel of Beleriand tap, 6roll-6base=0,fail.

Erestor taps using Marvels Told, Lure of Power, Woodelf supports, -2.res+1.sup=auto.

Lure of Nature cc x2, Elrond supports first, Ascarnil supports second

Woodelf, -2.haz-1.item+1.sup+1.handmaid=auto.

Woodelf, -2.haz-1.item+1.sup+1.handmaid=auto.

Miruvor discarded due to Bonds of Winter.

SITE

END

{lucky turn}

MOVE.8-Smaug

Grimson, -w-w, haven. LM. Going Ever Under Dark

HL3-1, Elrond keys Elves upon Errantry to WW. Elves.4s9p

Grimson taps to use MR Savagery to cancel attack.

HL1, Elrond plays Twilight on DON, Lomaw. Bonds of Winter no effect.

Smaug, -w-w, RL. Gold Hill. Hunting, Vacated.

HL3, Elrond-x

HL2, Balin-x

HL1, Gandalf-x HL1, Thg-x

Luitprand-x

HL2, Elrond uses OG Emissary of the House

HL1, Balin-x

MOVE.8,Lomaw

Durlog, -sl-sl-ww-ww, haven. Collarmount

HL4, Balin-x

HL2, Elrond keys Corpse-Candle to SL. Undead.1s6p, cc

Durlog, -1.item+croll=auto

Durlog and Disciple support

Ice-Troll, -4.wp-1.food+2.sup+7croll=10

Haeldwyn, -1.item+croll=auto

Disciple, -3.items+7croll=4

Ice-Troll, 5p+3.wp-3x+6sroll=11, defeat creature. Trophy.

Bonds of Winter; discard Strange Rations on Ice-Troll.

Lomaw, -ww-cscs, RL. Shoreless Isles

HL3, Balin-x

HL2, Elrond-x

HL1, Cirdan keys Stirring Bones to WW. Undead.2s9p, to discard Hunger

Lomaw, 8p-1t-1e+9sroll=16, gathered bones. Discard Hunger.

{ Interesting; creature of bones becomes Gathered Bones and fulfills Hunger }

MOVE.8-Durlach

Durlach, -,ud, haven. Forges

HL3, Gandalf uses OG Hobbits; ally in hand

HL2, Cirdan-x

HL1, Elrond-x HL1, Thg-x

Captain, -w-sl, SH. Pendrath na-Udûn

HL3, Gandalf-x

HL2, Cirdan-x

HL1, Elrond plays Enchanted Stream on company

{Wking at Carn Dum, Mount Rerir}
@ Rivendell, T

Aeglin		Leeches			Crept Along Cleverly
Death Carrying Vermin		Many Foes He Fought			Hoard Well-Searchd
Elven Archers		Vilya			Olog-hai (Trolls)
Elven Custody		0			Rage Past Description
0		0			Ruse
0		0			Searching Eye
Turn: 8	Hand: 8	MP: 10	PD: 19	SP: 4	The Balance of Things
Smaug	Lomaw	Durlach	Throkmau	WITCHKILL	Whispers of Wealth

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Ando-anca At Home,
Mordor Rebuilt, The Black Gate Closes
, Bonds of Winter, Great Secrets Buried There

Elrond Half-elven taps to send from SB to DP:

[Healing of Nimrodel,Calm-Song,Attuning the Blade,Blade-master,Ordered to Kill]

Woodelf taps to remove hazard, 11hroll-4.base=7,pass.

Erestor taps to tap Possessions of the High-elves to Miruvor from DP,

Croll by Erestor = auto.

Erestor transfers Miruvor to Dweller, Reunion has cc auto, croll.

Dweller transfers Elf-stone to Erestor, Reunion has cc auto, croll.

Handmaid transfers Jewel of Beleriand to Ascarnil, Reunion has cc auto, croll.

Ascarnil, Woodelf,Dweller move to Cirith Helkaloke.

Elrond+ stay

MOVE

Elrond, -,haven. Rivendell

HL4, Smaug plays The Balance of Things

HL3, Smaug uses OG Hoard Well-Searchd

Ascarnil, -w-w-bl-w,RL. Cirith Helkaloke

HL3, Smaug moves agent Gergeli, FD, from Variag Camp to Arentaurr; more central. Tap agent.

HL2, Smaug uses OG Searching Eye

Miruvor is used; discarded. +2 body (max 10) for turn.

HL1, Lomaw keys Were-wolf to WWW, demon+wolf.1s12p5b

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

Smaug had Olog-hai in hand for Angmar SL.

Handmaid taps to play Marvels Told, The Balance of Things, 6croll-2res=4.

SITE

Cirith Helkaloke, RL. AA1-dragon.1s11p

Ascarnil, 3p+10sroll=13

Jewel of Beleriand taps, 5roll=fail.

END Thranduil.Balin

MOVE.9-Dwar

Gorfaur, -dd-sl-dd, haven. Durthang.

HL4, Cirdan-x

HL3, Balin plays Flooded to the Surface on the new site.

HL1, Elrond-x

Gorfaur plays Voices of Malice, taps, targets Tauremornalome, Veteran supports.

-1. eye-1. blood-2. res+1. sup+5. croll=2.

Ufkral, -dh. Minas Durlith.

HL3, Cirdan uses OG Belthrondring

HL2, Balin-x

HL1, Elrond-x

MOVE.9-Hoarmurath

{Should Cair Andros be a swamp? It is on an island in middle of a river}

Gorbag, -dd-sl-w, bh. Cair Andros. Sneakin'

HL2, Elrond plays Shifting Paths, no Rangers, 1 Wilderness;

Relocate to a swamp – Dead Marshes and away from Gondor.

Gûrthlug, -dd-dd, sh. Mount Doom

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf-x

HL1, Thg-x

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

No Better Use played on Hoarmurath RW.

HL2, Elrond-x

HL1, Cirdan-x

HL1, Thg-x

MOVE.9-Ren

Ologong, -dd-w-bl, RL. Nevazar's Tomb.

Discard stolen Knowledge to reveal site: *That's Been Heard Before Tonight*

HL3, Gandalf keys Wandering Eldar to BL. Elves. each. 9p

Sojourn in Shadows played on Aknazeh,

Ologong plays, D, Crooked Promptings to help cc.

-4. res+2. res+6. croll=4.

Ologong, 7p+12. sroll=19, fail

Hord, 3p-1t+7. sroll=9, ineff

HL1, Elrond keys Elves Upon Errantry to BL. Elves. 4s9p

Aknazeh plays Deeper Shadow to reduce HL, -3. res+9. croll=6. Cancels attack.

Ren, -, haven. Chey Goumal.

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

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

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

TURN09-2.1
@ Rivendell,T

T	Elrond Half-elven	10	8	7	9	Noldo	W			Sa	D	0	Reunion	Elf-stone
T	Erestor	5	8	5	7	Noldo				Sa	D	1	Knowledge of the Enemy	
U	Elven Handmaid	2	0	1	7	sv				Sa		0	Trusted Counsellor	
T	Emissary of the House	3	1	2	8	no	W				D	1	Annayulma	

@ Cirith Helkaloke,U

W	<i>Mallorn-Dweller</i>	3	0	2	9	nando	W	Sc				1	Knowledge of the Enemy
T	<i>Wood-elf</i>	3	0	3	9	silvan	W		R			1	adamant helmet
T	<i>Ascamil</i>	4	0	3	9	Silvan		Sc	R			2	Star-glass

Elrond Half-elven		Libraries of Imladras			Blasting Fire	
Elven Custody		River			Endless Whispers	
Gates of Morning		Stalking			Exhalation of Decay	
Leeches		Vilya			Ghosts	
0		0			Horse-lords	
0		0			Orc Stealth	
Turn: 9	Hand: 8	MP: 10	PD: 9	SP: 4	0	
Hoarmura	Ren	Dwar	Uvatha	WITCHKILL	Snaga-hai	
Carn Dûm	Litash	Mount Grann			The Ongrum	

Safe From the Shadow Life More Enduring

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepa at Home, It Stinks, Heart Grown Cold,
Mordor Rebuilt, Doors of Night, Like Shreds of Cloud, The Black Gate Closes
, Out of the Swamps

**UNTAP
ORG**

Elrond HE taps to dump from SB: [Iron Mountains x2, Healing of Nimrodel, Herald of Gilgalad, Every Arrow Loosed]

Avatar card untaps Elrond HE.

Elrond Halfelven taps to shuffle from SB: Patrol the Area

Gates of Morning played; Doors of Night.Dwar discarded.

Libraries of Imaldras played on Handmaid.

Handmaid taps to give corruption help.

Erestor taps to tap Possessions of the High-elves to Miruvor from DP,
Croll by Erestor = auto.

{not in shape to travel; return home to heal}

Elrond+ stay.

Ascarnil+ move to Rivendell.

MOVE.9-Elrond

Elrond, -,haven. Rivendell.

HL4, Hoarmurath uses OG Horses-lords

HL3, Ren-x

HL2, Dwar-x

HL1, Uvatha-x

Ascarnil, -w-w,haven. Rivendell

HL3, Hoarmurath plays Exhalation of Decay, Mewlips attack at 2s9p

Ascarnil taps Star-glass to cancel attack.

-2.items+5scroll=3.

HL1, Ren keys Wolves to W, wolves.3s8p

Dweller, 2p-2w+5scroll=5, success. 8broll+1w=9,wounded again.

Wood-elf, 3p+11sroll=14

Ascarnil, 3p+5sroll=8

SITE

END Galadriel.Balin

{Deck Exhaust: 6 recycled, 9.2 cards drawn per turn.

Move from DP to SB: [Daughter of the River,Power Against the Shadow,Mallorn-Dweller,
Longbottom Leaf,Longbottom Leaf]

Move from SB to DP: [Veils Flung Away x3,Engines of Defense, Last Stand of Battle]

2nd deck has 90 cards

hand; played; drawn; recycled; avatar tap SB, onguard; grabbed

92	52	37	5	1	5	1	0
h1	p1	d1	r1	v1	o1	g1	b1

MOVE.10-Dwar

Ufkral, -,dh. Minas Durlith.

HL2, Balin uses OG Troll-shaws

HL1. Elrond-x

HL1, Thg-x

Tracker, -dd-dd,dh. Durthang.

HL2, Balin-x

HL1, Elrond-x

HL1, Thg-x

Gorfaur, -,dh. Durthang

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf plays An Unexpected Outpost to shuffle from SB: Lure of Power

HL1, Gandalf plays Decisions of the White Council

MOVE.10-Ren

Ren, -dd-w-w,fh. Arentaurr

HL2, Elrond plays River on new site.

Ologong, -j-w-w-dd,haven. Chey Goumal

HL3, Elrond keys Elven Archers to WW. Elf.1s7p9b, attacker.

Cloudless Day selects Ologong.

HL2, Elven Custody played on strike. 1s9p7b, 2 Rangers.

Ologong, $7p+3wp-3x+9mroll=16$, $5broll+1.delta=6$.

Aknazeh taps to play Voices of Malice, $+1.heels-2.res+croll=auto$.

Terror From the Deeps(Cirdan) discarded

Above the Abyss played to untap Aknazeh to exhaust deck.

Mionid, -,haven. Chey Goumal

HL2, Elrond-x

HL1, Balin-x

HL1, Thg-x

TURN10-4.1
@ Rivendell, T

T	Elrond Half-elven	10	8	7	9	Noldo	W			Sa	D	0	Reunion		
T	Erestor	5	8	5	7	Noldo				Sa	D	2	Knowledge of the Enemy		
T	Elven Handmaid	2	0	1	7	sv				Sa		0	Trusted Counsellor	Elf-stone	Miruvor
U	Emissary of the House	3	1	2	8	no	W				D	1	Libraries of Imaldras		
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Annayulma		
T	Wood-elf	3	0	3	9	silvan	W		R			1	Knowledge of the Enemy		
T	Ascarnil	4	0	3	9	Silvan		Sc	R			2	adamant helmet		
													Star-glass	jewel of beleriand	

Elven Handmaid	Patrol the Area			Ren the Ringwraith
Lapse of Will	Ring of Air			Freeze the Flesh
Leeches	Sword of Gondolin			Long Forgotten Gold
Misty Mountains	The Spell Endured			Nobody's Friend
Vilya	0			Nûriags
0	0			Perfect Gold Ring
Turn: 10	Hand: 8	MP: 11	PD: 89	SP: 5
Ren	Dwar	Uvatha	Hoarmura	WITCHKILL
Litash	Carn Dûm	Mount Garr	11 MPs	0

Life More Enduring

, Wardens of the Woodland Realm, Rammas Peleonnor

, Great Army of the North, Like Shreds of Cloud, Doors of Night, Heart Grown Cold, Mordor

Rebuilt, Bairanax at Home, Out of the Swamps

, Plague of Wights

UNTAP

ORG

Elven Handmaid played on untapped Rivendell site.

The Spell Endured played on Erestor.

Patrol the Area played on faction Elves of the House.

Handmaid taps for +1 cc to elves.

Erestor transfers Miruvor to Wood-elf, -2.items+2.reunion+1.maid+croll=auto.

Erestor transfers Elf-stone to Emissary, -1.items+2.reunion+1.maid+croll=auto.

Ascarnil transfers Jewel of Beleriand to Dweller, -2.items+2.reunion+1.maid+croll=auto.

Elrond Half-elven taps to shuffle from SB: Clad for War

Elrond(Erestor, Handmaid), Handmaid stay at Rivendell.

Ascarnil, Dweller, Emissary(Woodelf) move to Lossadan Cairn to play sword.

LONG

Lapse of Will played.

MOVE.10-Elrond

Elrond, -,haven. Rivendell

HL4, Ren plays as agent Pôn-ora-Pôn

HL3, Ren plays Nobody's Friend on Pôn-ora-Pôn

HL1, Ren moves agent Raisha, first time, using Nobody's Friend from Lossadan Camp to Lossadan Cairn.

HL1, Ren uses OG Nûriags

<move all to untapped Rivendell; discard Reunion, Possessions of the High-elves >

Ascarnil, -w-w-w,RL. Lossadan Cairn

HL4, Ren plays Wake of War

HL3, Ren plays Drought

HL1, Dwar keys Neekerbreekers to RL. Animal.vermin.each.7p,detainment; WoW=8p
Wood-elf taps to cancel Animal attack.

Bairanax at Home raises HL by one.

HL1, Dwar plays Enchanted Stream, moving in Wilderness; Ascarnil, Ranger, taps.

Star of High Hope played.

SITE

Lossadan Cairn. RL.

(1)Undead---2 strikes with 8 prowess; each character wounded must make a corruption check

Plague of Wights + DON = 4s9p

Ascarnil taps to use Star-glass to cancel attack, croll=auto.

Agent revealed at site: Râisha, tapped.

Râisha, 5p+7mroll=12

Emissary, 2p+1.star+9sroll=12, ineff

jewel of beleriand tapped, 6roll=no effect.

END Thrain.Cirdan(next)

	log	avatar			avatar			MP	DP	SP	avatar					
86	1		Rivendell.€	Rivendell.elrond		Rivendell.	Mount Gram	6	86	3			Knowledge of the Enemy			
	2		Rivendell.€	Mount Gram		Rivendell.	Rivendell.elrond	6	76	4						
	3	Ascarnil	Rivendell.€	Rivendell.elrond		Rivendell.	Goblin-gate	6	71	4						
	4	Elrond Half-elven	Rivendell.elrond	Goblin-gate	Rivendell.elrond	Goblin-gate		7	65	4	posses		Elves of the House			
	5		Rivendell.elrond	Goblin-gate	Goblin-gate	Rivendell.elrond		8	55	4			Annayulma	Knowledge of the Enemy		
	6		Goblin-gat	Rivendell.€	Rivendell.elrond	Rivendell.	Goblin-ga	Rivendell.elrond	9	45	4					
	7		Rivendell.€	Goblin-gate		Rivendell.elrond		Rivendell.elrond	9	35	4					
	8		Rivendell.elrond		Rivendell.elrond	Rivendell.elrond	Cirith Helkaloke	9	24	4	DP.5					
	9		Rivendell.elrond		Cirith Helkaloke	Rivendell.elrond		Rivendell.elrond	9	14	4	DP.5,PD.1				
90r	10	Elven Handmaid	Rivendell.€	Rivendell.€	Rivendell.elrond	Rivendell.	Lossadar	Rivendell.elrond	9	4	5	PD.1				
	11							10	85	5						

	HL	SiteOO	sitepath	w	stk	cc	site type	site movec	AA	item	item	faction	ally	mission
1		2 Rivendell.elrond				3	haven	Rivendell.elrond						
		3 Rivendell.elrondc w-sl		2	5		sh	Mount Gram						Knowledg
2		2 Rivendell.elrond					haven	Rivendell.elrond						
		3 Mount Gram sl-w						Rivendell.elrond						
3	Ascarnil	3 Rivendell.elrond				3	haven	Rivendell.elrond						
		3 Rivendell.elrond		1	4	1	sh	Goblin-gate						
4	Elrond Half-elven	4 Rivendell.elrond				1	haven	Rivendell.elrond				Elves of the House		
		3 Goblin-gate			3		sh	Goblin-gate						
5		4 Rivendell.elrond		1	3	2	sh	Goblin-gat orc	Annayulma					Knowledg
		3 Goblin-gate					haven	Rivendell.elrond						
6		4 Goblin-gate w-w Vilya				2	haven	Rivendell.elrond						
		2 Rivendell.elrond					sh	Goblin-gate						
		1 Rivendell.elrond						Rivendell.elrond						
7		4 Goblin-gate w-wMisty Mountains				3	haven	Rivendell.elrond						
		2 Rivendell.elrond						Rivendell.elrond						
8		4 Rivendell.elrond				3	haven	Rivendell.elrond						
		3 Rivendell.elrondc w-w-bl-w		1	2	2	Lair	Cirith Helkaloke						
9		4 Rivendell.elrond				1	haven	Rivendell.elrond						
		3 Cirith Helkaloke w-w		2	5			Rivendell.elrond						
10	Elven Handmaid	Rivendell.elrond				3	haven	Rivendell.elrond						
		Rivendell.elrond			1	1	ruins	Lossadan undead						
		Rivendell.elrond						Rivendell.elrond						

	ELROND		T1	T2	T3	T4	T5
11	Indur	o	Ambushed	Sellswords I	Ransom	Grasping and Ungracious	
12	Malezar	x,					
13	Court						
14	Court2						
21	Court	ox					
22	Indur	xx					
23	Malezar	x,					
24	Court2						
31	Court2		Thrice Told	Gloom	Wandering I Giant		
32	Indur		An Unexpected Outpost				
33	Court						
34	Malezar						
41	Malezar	o,ox	agent.move				
42	Court2		Silent Watcher				
43	Court						
44	Indur						
51	Durlach	x,	Rank Upon Rank				
52	Smaug	x,x,					
53	Throkmaw	x,x,					
54	Lomaw						
61	Throkmaw	x,x,	Something has Slipped				
62	Durlach	x,x,	Long Winter				
63	Smaug						
64	Lomaw						
71	Lomaw		Many Shape Bonds of Winter				
72	Throkmaw	x,					
73	Durlach		Lure of Nature				
74	Smaug						
81	Smaug	o,	The Balance	agent.move-Gergeli			
82	Lomaw		Were-wolf				
83	Durlach						
84	Throkmaw						
91	Hoarmurath	ox,	Exhalation of Decay				
92	Ren	x,	Wolves				
93	Dwar	x,					
94	Uvatha	x,					
101	Ren	o,o,	Nobody's Fr	agent.play-F Drought	Wake of War		
102	Dwar		Neekerbreel	Enchanted Stream			
103	Uvatha						
104	Hoarmurath						