

# COURT OF ARDOR/TAP

50avatar

<b>C</b>	11	Citadel of Ardor	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 10 characters in deck 8 starting cards 138 total cards 16.5 creatures
<b>I</b>	12	Ardor	
<b>F</b>	5	vs. Guild of Elements	
<b>A</b>	1	Uttersouth Division	
<b>M</b>	1	Jewels/Weapons	
<b>K</b>	2	Tapping	

The Court of Ardor has returned to their citadels after centuries in the East. Minions will search for last items of power, guild items, and two Jewels of Unlight. Also some factions will be recruited to help in finding the Jewels. Beware. All is not what it seems. Are any Guild of Element members lurking under the trees or behind that painting in the meeting room?

Two Court Members from Aurax-Dûr seek to wreck destruction from their island realm. Gorthaur has forsaken his assignment during Sauron's invasion of Hollin. Then he traveled to Mumakan to rule as the god-king Jí Amaav. The returning Ringwraith put a stop to that. This Noldo is the Master of Aurax-Dûr and Camring are from the Suit of Helms.

Cambragol rules Mirisgroth as its master. Curubor and the Noldo are from the Suit of Swords. Also among this Suit are Sûlherok, the Lord of Swords (Sûldun), and the Lady of Swords (Elendor) from Tirgoroth. Thus, weapons will be a key tool for success.

Taurclax is the master of Taurang in the Suit of Helms. With him is Khelekar. Sarkarxë and Silion hail from that tower. Home to the Winds a sense of stealth is among these renegade elves.

Valmorgûl represents the Citadel of Ardor and is the High Warden of the Tower. He is among the Suit of Darkness. An infrequent guest of the balrogs he learned the ways of fire essence spells. Let him burn his way through the Uttersouth.

Themes include weapons of power and fear, combat including those using winds such as Wind assassins, and a Falcon of Ardor. Magic wielded include sorcery and shadow-magic. No elves are spirit-mages. Three sorcery users and three of the four dark elves that can use shadow-magic are in this deck. Seven Court Members are in this group.

Sites were selected to be east of the Usakan Bay. The Ardan Citadels targeted for this player include: Aurax-Dûr, Mirisgroth, Taurang, and Tirgoroth. Four of these sites are in Coastal Seas.

Main opponent is the Guild of Elements.

My Precious will be put into sideboard on start of Warlord Phase.

**RESOURCES**(40/25)

1	<b>Thong of Fire</b>	
1	Bone-hilted Broadsword	
*	Saw-toothed Blade	
1	Liquid Fire	
1	Jewel of Unlight	
1	Jewel of Unlight	
2	Staff of Eldarion	
2	Tiara of Lysa	
1	Falcon's Crest	
1*	1 Ardan Card Deck	
2	Magic Ring of Savagery	
2	Magic Ring of Weals	
2	Magic Ring of Shadows	
3	The Oracle's Ring	
1	The Least of Rings	
1	Perfect Gold Ring	
2	Avari	
1	<b>Winds of Taurang</b>	
2	Arrokko	
2	Falcon of Ardor	
1	That Ain't No Secret	SK
1	The Darin Tesarath	SK

**15/11**

1	Assignment Forsaken	
1	Interrogation	
1	Lulled By His Words	flatt
1	No News of Our Riding	pe
3	Remnants of Old Robberies	
1	Ready to His Will	
1	Awaiting the Call	
2	Blow Turned	W
1	The Names Among Them	Sc.SK
1	Elven Fortress	site
2	Test of Fire	Sa
2	Voices of Malice	Sa
1	All Thought Bent Upon It	Sa
1	What of the Dawn	envS
1	An Untimely Whisper	
1	Local Hospitality	
1	Lingerers	L
1	Peace and Beauty Never Beheld	
1	Spying Out the Land	spirit
1	Veils of Shadow	sorcery
1	Bitter Cold	sorcery
1	Frozen	sorcery
1	Some Secret Art of Flame	sorcery
1	White Light Broken	sorcery
1	Well-preserved	shad
1	Sojourn in Shadows	shad
2	Hounds of Sauron	shad
3	Dark Tryst	
3	Weigh All Things to a Nicety	
*	Whispers of Rings	pe
*	Court of Ardor	pe
1	Power of the Court Set Forth	pe

**25/14**

**HAZARDS(40/15)**

3	Majmun	animal	9	1	4	x	T,J W(SL) T(Bh,RL)
3	Uvag-aak	animal	x	1	2	11	x SB,SS,Us: sites
2	Ninevet	animal	x	1	2	13	5 CS, Sw/site in CS
2	Swamp-Dragon	animal	1	1	10	x	Os,Sw: CS: BO,SL,DS,US
3	Crebain	animal	1	all	5	x	rl,sh,dh BL,W,SL,DD
3	Carriion Feeders	animal	1	all*	9	x	
3	Jungle Demon	demon					
1	<b>Gesathago</b>	dragon	x	3	2	14	7 LONG
1	<b>Emchangodogo</b>	drake					

**17/4**


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	<u>17 hot cards</u>	S.L.P = 20.2.12
1	Twilight	S.env
1	Call of the Sea	S.tap
1	The Burden of Time	P.corr-elf
3	Darkness Under Tree	S.char-tap
2	Weariness of the Heart	S.char-tap or CC
3	Something has Slipped	P.char-stats
2	New Moon	S.env
3	Nothing to Eat or Drink	P.char-stats
2	Worn and Famished	L.char-tap
1	Gnaw with Words	S.char-tap
2	A Lie in Your Eyes	S.char-tap
1	Full of Froth and Rage	P.
1	Shifting Paths	S.env
1	Searching Eye	S.skill-Scout
2	Rats	S.char-wound
1	Nature's Revenge	P.site-attack
1	Devastation	P.site
1	Inner Cunning	S/P
1	Never Seen Him	P
1	Darkness Ahead	P.hold
3	An Unexpected Outpost	S-cycle.hazard

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## SITES

Yw	Baruzimabûl	m, M	dwarf.4d9c	Jewel	
Dr	Valagalen	Info, m, M, ring	elf.xc9,plant.4w11	Jewel	
Tr	Taurondë	Info, m, M, ring	elf.xw8, Ward.3d10	Least of the Rings	
Tn	Thôrion-p+b	m, M, G*	men.xd8		
Ko	Korlan-p	Info, m, M	men.4d9		
Mg	Barad Angwi-b	m*, M*	men.4c8		
UB	Vog Mur-p	m*, M*	men.4w8		
Pe	Seregul's Keep	Info	men.3w8	hidden(Sc), Arrokkko	
Us	Ramôrth-b	m, M*	men.4d8		
Tn	Sarûl-p	Info, m, M, ring	dun.4w9	*	
Mu	Fortress of Bûramak-b	m	men.3d7	DT-guild	
Dd	Nûlakad	m	men.4d7		
Mm	Pharabâs	m, M	dun.3w8		
	Elven Fortress				
Yw	Cor Minyadhras	Info	traps.xw5	hdd(SK)	
Yw	Tomb-fields of Maka	m, M, G	drake.2w11	*	
Pe	Eryn Din	Info	wose.3d7	* hdd(LK)	
Dr	Aeluin-h	m, M	drake.1w10	*	
PB	Three Sisters	m, M, ring	drake.2w10	Bone-hilted Bsw	
UB	Rilgul-h	Info, m, ring	DarkE.xw11	*	
Tn	Kirnak	Info, m, M'	undead.2w7	Ain't No Secret	
SM	Gesathago's Lair	m, M, ring	dragon.2w10	hdd	Perfect
	Gold Ring				
Gh	Gaven	Info, m, M	animal.3w6, Trap.1w10		
Gh	Ty-ar-Rana-h	m, M, G	Trap.3w9	hdd(tech), Thong of Fire	
Tr	Laurrë's Manor	Info, m	wards.xd9(m,b)	hdd (2tap) guild item	
Mm	Tombs of Oran-Plaar	m, M, ring	traps.3w7		
Mm	Lakes of Kann-S-o	Info	an/E/Man		
UB	Citadel of Ardor-p	m, M, G	none-CA	hoard Avari	
Us	Taurang	Info, m, ring	elf.3d8, slayer	hdd(R)	Winds
BK	Mirisgroth	m, M	elf-xCA	hdd(SK) Avari	
Tr	Engkîr	m, M	Trap.xw8(m,b), Dwf.4w10	*nUhoard, Guild	
MC	Aurax-Dûr-p	Info, m, ring	elf-xCA	Avari	
Tm	Naurindol	Info, m, ring	elf-xCA		*
Yc	Menelcarca	Info, m#, M#	elf.3d8	hdd(Env) Arrokkko	
Tk	Ithilkîr	m, M	elf-xCA	Falcon Crest	
BK	Tirgoroth	Info, m, M, G	animal.3w10, elf.3w3	Falcon Ardor	
Mu	Amaru	m, M, G	men.5w9; naz.1w15	*	

MINIONS-		14-7-3-18-4	sp-6,so-6,sh-4					
3 Ardana-c	9/4/4/10+	Sa/D	No	sp	Citadel	+2DI.elf;	+1hand.home	card=+3CC
3 Morthaur-c	9/2/5/9+	Sa/D	No		Citadel	+2DI.No+Ta	Abduction	Asm. F, t.shuffle
2 Morfuin-c	6/0/8/9*	W	Dm		Citadel	+2DI.W	[Scourge of Fre]	
2 Valmorgûl-c	6/1/4/9*	W/Sa	No	so,sh	Citadel	+2DI.Kelno		
1 Morelen	3/0/2/9	Sc	No		Citadel	+1P, +1CC to Court members		
2 Rilia-c	5/1/4/9+	Sa	No	sp	Naurindol	+2DI.Kelno		
1 Valnaur	4/0/4/7+	W/Sa	Ke	t.so	Naurindol			3mind.L,Rilia
1 Mornaur	4/1/2/7+	Sa	No	t.so	Naurindol	ArtFlame+2P	3mind	
1 Sirnaur	4/1/2/9+	Sa	No	so	Naurindol	(sorcery)	+2CC.so	3mind
1 Linsûl-c	4/2/2/7+	Sa	Ne		Naurindol	play Calm-song, Elf-song		
1 Valglin-c	4/1/3/9+	Sc	Ta		Naurindol	counterfeit (man, dunadan)		
2 Taurclax-c	5/2/3/7*	Sc/R	Sd		Taurang	+4DI.Winds t.heal animal		
2 Khelekar-c	5/2/2/9*	Sa	No	so	Taurang	(Bittercold)		
1 Silion	4/1/2/8*	Sa	Ke	sh	Taurang	3m		3mind
Sarkarxë	2/0/2/9*+	R	Sv		Taurang	+2P. site path only (CS,J)		
1 Ardûval-c	5/0/1/8+	Sa	No	sp*	Menelcarca	+2DI.elf	“star” in play	
1 Arduin	3/0/3/8*	Sa	Ke	sp	Menelcarca	(Spy),	+1CC.magic	
3 Airatano-c	8/2/5/10+	W/Sa	Dm		Engkîr	t.ore in uDeep		
2 Fëatur-c	6/1/3/9+	Sc/Sa	No	sp,sh	Engkîr	+2DI. xNo, xSd-elf	t.Interrogation	
1 Tirial	4/0/4/8*	W	Ta		Engkîr	multiple strikes;		3mind
1 Valandor	4/0/4/7*	W/Sc	Ta		Engkîr	+1P.J		3mind
2 Cambragol-c	6/1/7/9+	W	No		Mirisgroth	trophy, 2 strikes, 2 skill		
1 Curubor-c	4/1/3/8a	W/Sc	Ta		Mirisgroth	1char CvCC,	discard Burglary or Article	
1 Valsûl	4/0/4/7+	W	Ke		Mirisgroth	+1B.blade		3mind
2 Valkrist-c	5/1/6/8*	W/R	He	L	Tirgoroth	+2DI.Order		
1 Elendor	4/0/5/7+	W	Ta		Tirgoroth	two 1-hand wpn	bodyguard	3mind
1 Sûldun	4/0/6/8+	W	Ta	L	Tirgoroth	+1P.J		
1 Sûlherok	3/0/3/8*	Sc	No		Tirgoroth	+2P.flying		
1 Ardaron	4/2/2/8*	Sa/D	No	sp	Ithilkîr	(calmsong, Poison)		
Palandor	2/0/1/8*	Sa	Ne	t.sp	Ithilkîr	t.AncientRite.		
2 Gorthaur-c	6/3/3/7*	Sa/D	No	so	Aurax-Dûr	Assm. Forsaken	t.AF	
2 Camring-c	5/0/6/8*	W	No		Aurax-Dûr	+2P.magic/undead	undead as trophy	
1 Taurion	4/0/3/7*	Sa	Ke	sh	Aurax-Dûr			3mind
1 Vallin	3/0/3/8*	W	Sd		Aurax-Dûr	+2DI.animal	R.only J	+1P/B.animal allies

## MINIONS-64

m		8-3-2-5-1		sp-0,so-3,sh-3	agents-4
2 Valmorgûl-c	6/1/4/9+	W/Sa	No	so,sh	Citadel +2DI.Kelno
2 Taurelax-c	5/2/3/7*	Sc/R	Sd		Taurang +4DI.Winds; t.heal animal ally
2 Khelekar-c	5/2/2/9+	Sa	No	so	Taurang (Bittercold)
1 Silion	4/1/2/8*	Sa	Ke	sh	Taurang 3m
Sarkarxë	2/0/2/9*+	R	Sv		Taurang +2P. site path only (CS,J)
1 Elendor	4/0/5/7+	W	Ta		Tirgoroth 3m, two 1h-wpn; bodyguard
1 Sûldun	4/0/6/8	W	Ta	L	Tirgoroth +1P.J
1 Sûlherok	3/0/3/8+	Sc	No		Tirgoroth +2P.flying
2 Cambragol-c	6/1/7/9+	W	No		Mirisgroth trophy, 2 strikes, 2 skill
1 Valsûl	4/0/4/7+	W	Ke		Mirisgroth 3m, +1B.blade
1 Curubor-c	4/1/3/8a	W/Sc	Ta		Mirisgroth 1char CvCC, Burg or Article
2 Gorthaur-c	6/3/3/7*+	Sa/D	No	so	Aurax-Dûr Assm. Forsaken, t.AF
2 Camring-c	5/0/6/8+	W	No		Aurax-Dûr +2P.magic/undead, trophy(Un)
1 Taurion	4/0/3/7+	Sa	Ke	sh	Aurax-Dûr 3m
1 Vallin	3/0/3/8*	W	Sd		Aurax-Dûr +2DI.animal,R( J), +1P/B.ally

*starting company:* at Aurax-Dûr or Taurang

2 Gorthaur-c	6/3/3/7	Sa/D		so	No		Ad
1 Vallin	3/0/3/8	W			Sd	Ad	
1 Silion	4/1/2/8	Sa		sh	Ke	Tg	
2 Taurelax-c	5/2/3/7	Sc/R			Sd	Tg	
Sarkarxë	2/0/2/9	R			Sv	Tg	

25/31 (20+5+6) GI hand-8 Mind-48

#1 Shade [guild items]

Valmorgûl-c	6/3/4/9	W/Sa	No6	1	staff		so,sh
Valsûl	3/0/5/8	W	Ke4	1	sawtooth		

@ Tirgoroth [flying, allies, Tirgoroth]

Elendor	4/0/7/8	W	Ta4	2	bone		
Sûlherok	3/0/5/9	Sc	No3	2	crest		+2P.flying

Astrologers [factions]

Khelekar-c	5/2/2/9	Sa	No5	1	deck		so
Sarkarxë	2/0/2/9	R	Sv2	2	GR.savagery		

@ Citadel of Ardor [CvCC3,

Cambragol-c	4/5/7/10	W	No6	3	tiara, SR.oracle		
Camring-c	5/0/7/9	W	No5	3	thong		

@ Aurax-Dûr

Gorthaur-c	3/3/3/7	Sa/D	No6	3	GR.weals, deck, Awaiting, Assignment		
so							
Taurion	3/0/3/7	Sa	Ke4	2	GR.shadows		
sh							

## Summary

I am assuming this player receives the +5GI buffer. You are in a contest for a spot in the Power decks with the Necromancer. Some events are included for great effect during the Power Decks (e.g. Interrogation).

## CHARACTERS & COMPANIES

Many dark elves have joined the quest to destroy the sun and moon. Half of the dark elves in Ardor are Court members. Some can use magic and most have special abilities. Most have one skill, and the most common skill is Sage. Races of the elves include noldo, kelnor, tatyá, sinda, and sylvan. Minds of the characters are high. This deck uses shadow-magic, sorcery, and riddling.

With so many characters to choose the player can be heedless to danger by not tapping to face strikes or remove corruption hazards. About a third of the elves have a 7 body. Five sites have the homes sites for the elves. Consideration of home sites was a factor in these characters. There is one agent.

All the four elves from Taurang are in the deck. A faction will be played at that site. Two of the three Rangers call it home.

Three of the four elves from Mirisgroth are in the deck. That site does not have Information, but can be used as a hidden site for playing an ally. But play Avari elf faction there.

Three of the four elves from Tirgoroth are in the deck. It is a hidden site requiring flying to enter. Play the flying allies there.

Aurax-Dûr has four elves and all are in this deck. It is a simple non-hidden site allowing major items. This site can be a layover to move further east avoiding Jungles during the Power deck. Use this site as a squatting location for your magic-users. Play the Avari elf faction there.

The player uses rings for general influence flexibility to have four companies. Court of Ardor resource will start the game. Each elf faction in play by this player raises his GI by +2. You will play three elf factions. There are 15 characters in the deck. There are two Rangers and one diplomat. Three are sorcerers and three are shadow-mages. Two companies have one Sage, two have a sorcerer and three have a Warrior.

The starting characters include two court members. **Taurclax** – a Sc/R sinda with normal 7 body. His special ability is +4 DI against the Winds of Taurang. Also, this Master of Taurang can tap to heal an animal ally in his company. Taurclax has Ardan Card Deck. He starts at Taurang with two others. **Silion** is the other Sage with a low 2 body; a Khelnôr whom can use Shadow-magic. This Lady of Helms requires 3 mind to be controlled by a Court member. **Sarkarxë** is a silvan Ranger. He has +2 prowess if his site paths contain only Coastal Seas and/or Jungles or is at a site within any of those two region types. He will remain in play.

**Gorthaur** is a Sage and Diplomat. This Noldo is a sorcerer and Master of Aurax-Dûr. A 7 body is low. This member of the Suit of Helms can tap to fetch Assignment Forsaken and then play it. **Vallin** is the only Warrior. He is a sinda friendly with animals. He has +2DI against animal factions. This Knight of Helms is considered a Ranger while moving with only Jungles in his site path. Animal horse allies under his control have +1 prowess and +1 body. Both are from Aurax-Dûr.

Saw-toothed Blade and Ardan Card deck are two starting items. Whispers of Rings is the third starting resource.

Five companies will use 26 of 31 GI. Each company has specific goals.

**Valmorgûl** is a court member and a Noldo Warrior/Sage with +2 DI against Khelnôr elves. This High Warden of the Tower studied magic and can use shadow-magic and sorcery. Thus, give him **Valsûl** as a follower. The Noldo from Mirisgroth has Staff of Eldarion. This staff will allow him to use sorcery with slim chance of elimination from the CC. Using Some Secret Art of Flame gives him a CC at -5, but the item grants +3 for a -2 result. This Knight of Swords has a Saw-toothed Blade for 5 prowess and 8 body. Use this company to play guild items.

There will be a flying company. **Sûlherok** is a Scout Noldo from Tirgoroth controlling the Scout ally Falcon of Ardor. He can use flying movement. His ability is +2 prowess if in a winged or flying company. The item Falcon's Crest grants +2 prowess if also controlling a flying ally and +1 body. This elf with the ally has 7 prowess and 9 body. **Elendor** is a Tatya with 4 mind from Tirgoroth. The Lady of Swords will wield a Bone-hilted Broadsword for 7 prowess and 8 body. These two can join another company at a site for AA support or CvCC a weak Guild company. Either will be discarded if the ally is removed from play. The site allowing the ally to play requires a flying company to visit. Sûlherok must come into play at his home site.

The Astrologers are two elves. But all have a 2 prowess. They will influence factions. **Khelekar** has one follower. He is the group's sorcerer and a court member from Taurang. Also this Suit of Helms elf carries Ardan Card Deck. He can shuffle Bittercold into the playdeck. Try to play two or more together during the same turn. **Sarkarxë** is the Ranger from Taurang. This Herald of Helms will use Magic Ring of Savagery to cancel attacks. This company needs to stay untap for the site phase. Likely this company will stay at a site for a turn or play items at each home site. This company can join the Shade Company to add two more Sages for riddling.

**Cambragol** is a six-mind court member and a Noldo, but one DI. This master of Mirisgroth is a Warrior with 7 prowess and 9 body. Give him the guild item Tiara of Lysa for +1 body. Also, he wears an Oracle's Ring for 4 mind and 5 direct influence. He can take trophies, face two strikes regardless of this status, and use two Warrior events against the same strike. Morfuin is a prime replacement if killed. **Camring** is a Warrior, Noldo and a Court member. He has +2 prowess against undead and magic-users. This member of the Suit of Helms can take undead creatures as trophies. This court member from Aurax-Dûr wields Thong of Fire for 7 prowess and 9 body. These two elves will Combat hero characters or protect another company. Be careful that these two will take trophies and thus be overt.

Two elves will squat at Aurax-Dûr. **Gorthaur** is a court member as the Master of this island. He is Awaiting the Call with his six mind. There he was a Magic Ring of Weals to grab Sorcery cards. This member of the Suit of Helms has Ardan Card Deck and has Assignment Forsaken. This gives him 3 corruption points, 3 DI, 3 prowess, and 7 body. Now, he can use Spirit-magic events and has +3 to his riddling, offering, and flattery attempts. He has a follower. **Taurion** is the Lord of Helms from Aurax-Dûr. He is a Sage of 4 mind using shadow-magic and grabbing such cards with a Magic Ring of Shadows. This Khelnôr has 3 prowess and 7 body. Use the Ardan Card Deck by this 6 mind Court member can help him with at least a +2 modifier for all sites but Drel, and the Yellow Mountains. Consider squatting these two at the Citadel of Ardor. You can



riddle and make flattery attempts on any other player there.

**Sûldun** is a minion/court character, as the Lord of Swords, from Tirgoroth. This 4 mind warrior has 6 prowess and 8 body – good to replace Camring. This Tatyia is a leader. He has +1 prowess to all attacks keyed to Jungle or to sites in a Jungle region by type or name.

## **ITEMS**

There are 17 items in this deck. Some are guild items and others are rings. Corruption will be a danger, but Ardan Card Deck will help those with corruption checks. Thus, resources that tap the site and sites to use were selected to limit distance allowing good use of Ardan Card Deck. **All Thought Bent Upon It** will get an item to your hand from either the discard pile or playdeck.

**Ardan Card Deck** has a few special abilities. It is a minor item. First, a bearer of the item can tap to support another bearer even if the two are not at the same site. The CC is modified by adding the mind of the supporting bearer and subtracting the regions between the two sites to a maximum of 3 and a minimum of 1. The first three companies each have a Court member with this item. The other abilities allow any bearer to use another's bearer's Lost or Stolen Knowledge resource.

A few battle-gear items are to be found. Some are Guild items. **Falcon's Crest** is a dual resource helmet of 2 CP. It grants +1 body to a maximum of 9 and +2 prowess if controlling an ally with flying ability. If the ally may be discarded due to a roll this item modifies the roll by +3. The item can only be played at an Ardan Citadel.

**Bone-hilted Broadsword** is a bane to Undead. It is a hoard major item. It gives +2 prowess to max. 8, but +3 to max. 9 against Undead and +1 body (max 8) to a Warrior. There are two Warriors in this deck with a normal 7 body.

**Thong of Fire** is a hoard greater item. This 3 MP and 3 CP is borne only by a character of six prowess. This is only for **Sûldun**, **Cambragol**, or **Camring**. A warrior bearer gains +1 prowess and +1 body. Bearer can choose to tap against a strike and suffer no prowess penalty.

**Saw-toothed Blade** is a minor item giving any bearer +1 prowess to maximum of 8.

**Liquid Fire** was selected to enter a hidden site and to gain MPs using a resource. This 1 MP and 1 CP is technology played at a tapped or untapped SH, DH, or Dwarf-AA site. Discard this item to cause all strikes from all attacks of a non-Dragon, non-Nazgul, non-Balrog creature keyed to a site to fail and all body checks are modified by -2. This is nice using Remnants of Old Robberies.

**Staff of Eldarion** is a dual resource staff. As a Guild item it has powers. It is two-handed and its abilities are for elf, half-elf, or wizard. It modifies CC required by fire spells or fire magic cards by +3. Tap the item to place such a card into your playdeck instead of your discard pile or to give +2 prowess or body against a fire attack. The staff is 1 CP.

**Tiara of Lysa** is another guild, jewel item of 1 CP. It grants + body. You may share this item depending on who is moving. Many magic-users have 7 body.

Two Gold Rings will be tested for four special ring items. A spirit-ring is included to reduce mind. **Oracles Ring** has -2 mind, but +4 direct influence. **Magic Ring of Shadows** grabs shadow-

magic cards. **Magic Ring of Weals** grabs sorcery cards. **Magic Ring of Savagery** allows a Ranger to cancel any attack. Test of Fire will be mechanism to test the gold ring items. Store the item so to be unburden by the corruption. Even with both special ring items in play store a gold ring item if one ring is discarded. Whispers of Rings will hold off-to-the-side these ring special items. **Perfect Gold Ring** will play the spirit-ring and is found at Dragon's Lair. **Least of the Rings** is played at any gold ring site.

**Test of Fire** will test the gold ring items. **Interrogation** is the only modifier for testing. Play this Stolen Knowledge where you have a prisoner. Then store this event at a Darkhaven for 2 MP. Name two cards at the time of storing and the same opponent must discard the name cards if any are in his hand. Aurax-Dûr or Tirgoroth are prime sites for storing the prisoner. After storing, your ring tests are modified by +2. Use An Untimely Whisper for the peaking.

## **ALLIES**

**Falcon of Ardor** is a winged, animal Scout ally. His prowess is low at 2, but has 9 body. He can only be played at Tirgoroth. Therefore, Sûlherok will come into play at his home site and stay there until Vilwarokko visits. Playing the ally allows you to shuffle one copy of Spying Out the Land from the discard pile or sideboard. Then the controller can use it as a skill card. Tap the ally to cancel an attack against it and its controller if in a one character company.

**Arrokko** is the other ally. There are two copies. This ally can only be played as many times as you have elf factions. Arrokko is a horse that is playable at a hidden site in Ardor. It has no stats at all. It can tap to modify a CC forced by a hazard on an elf in the company by +2 or tap to cancel an animal or demon attack keyed to any region in Ardor against the company.

**Ready to His Will** is an event to turn a creature into an ally. When an Orc, Troll, Giant, Slayer or Man hazard creature with one strike for each of its attacks is played on the company this resource cancels the attack. Then the creature becomes an ally with -7 prowess and 8 body. Lord of the Carrock, Abductor (Guild), Slayer (Valdacli), Ice Giant, and Giant (Guild) are on the short-list.

## **FACTIONS**

There are four factions each giving a special ability. Three are elf and a demon.

**Avari** are copied thrice. It is a non-unique elf faction playable at an elf-hold outside of Eriador, Gondor, and Wilderland. The attempt needed is 12 (elf +2, men -2, non-animal faction in play at the site -5). Tap this faction to fetch one Lingerers from the discard pile to your play deck. Be careful if the Guild plays this faction too. Play this faction at a site that is difficult for the Guild to enter and does not already have a faction. Six of the Ardan Citadels are elf-holds.

**Winds of Taurang** is the fourth faction. A Demon faction only playable at Taurang needing an attempt of 12 (magic-users +2, prisoner eliminated for the attempt +4). This faction can attack. Tap the faction to attack any one character during your turn at any non-haven site in Ardor. Target faces a Demon/Slayer attack of 1 strike with 12 prowess, body checks are +1. A defeated attack results in inverting this faction and wounding the one who played the faction. Only another successful influence attempt can this faction be reinverted.

## **MISSIONS**

**That Ain't No Secret** is simple to play at any Information site. Do not store this event. Keep it for Stolen Knowledge requirements. Playing this event does not tap the site.

**The Names Among Them** is another Stolen Knowledge event. Event is used to cancel any AA at the free-holds so you do not need to hold a canceller in hand. Tap a Scout at the site, and then store the event at an Ardan Citadel. Now, the event can be discarded to cancel an AA at a safe hold. Play this event at Elven Fortress.

Concealed Entrance is played on a hidden site. Then an opponent must tap a Scout to enter the site. This is played on the site with two squatting minions.

**The Darin Tesarath** is Stolen Knowledge. Event is vital to play more Guild items outside of their normal sites. Event is playable only on a female elf or an elf sage. Cost is high with tapping the site when the event is played. Then another site is used to play the Guild item. Another cost is the event's discarding if the bearer uses magic, which unveils the secret motive of the sect.

**Remnants of Old Robberies** is an event giving Miscellaneous MPs. This event is just after a company defeats a non-Wolves, non-Animal, non-Free Peoples creature. Now you earn MPs equal to what the creature would give to a hero player. Try to use this with Liquid Fire. You need every bit of MPs; hope to acquire 3 MPs from these two copies. Try to get a 2 MP Slayer.

## **MAGIC**

Several characters can use magic. Sorcery and Shadow-magic cards are included. There are five sorcery events, four Shadow-magic events, and one spirit-magic event. Each main company tries to have a spirit-mage and sorcerer. Half of the magic events deal directly with attacks.

**Spying Out the Land** is to see hazards coming at you so you know what other magic events to use and not use. Controlling character of Falcon of Ardor can use this event.

**Sojourns into Shadows** is for many-strike attacks and to protect a minion with a low body from attack. This is great on a lone character.

**Well-preserved** is to heal a minion far from a haven. But the body is reduced by one until the character is at a haven or home site.

**Hounds of Sauron** has two uses. Use it to reduce an attack to a single strike. Hounds of Sauron is a great CvCC event to soften up the heroes.

**Veils of Shadow** will compete with the other sorcery events, for it will make it easy to enter a site that is boosted by AA enhancers.

**Some Secret Art of Flame** will help in CvCC with granting +4 prowess. Recycle this event when you know you will be visiting a site boosted by your hazards or from a hero known to have such hazards.

**Frozen** is a means to create a prisoner for playing Interrogation. A character, ally, or creature is taken prisoner instead of making a body check. Then all rolls are modified by -1 by entities in opponent's companies at the site. Winds of Taurang has a large modifier to influence if you bring a prisoner.

**Bitter Cold** gives all attacks for the turn against sorcerer's company -1 prowess and -1 body. This can allow you defeat creatures.

**White Light Broken** helps a sorcerer pass those corruption if carrying corruption hazards. Valmorgûl has the staff. Khelekar has Ardan Deck. Gorthaur and Taurion wear a magic ring.

## **SAGES**

There are many Sages in the deck. **Voices of Malice** will have plenty of available minions to play this event. There will be at least one minion with no corruption liability to tap and play.

## **ARDOR**

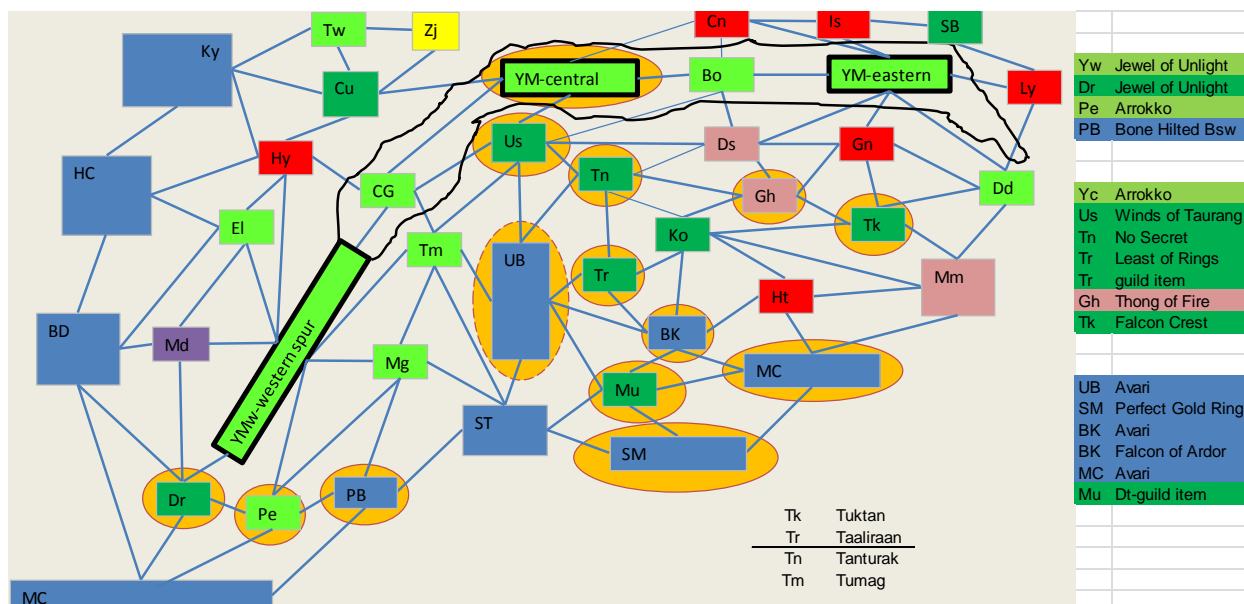
The minions are not suited to face combat. **Blow Turned** allows a Warrior to not tap after facing a strike. But a successful strike gives -1 to the body check. **Local hospitably** allows a character at his home site to heal another character of the same race in his company or untap another.

**No News of Our Riding** will cancel free people creatures. This permanent-event gives 1 MP if you tap a character immediately after his company faces an Elf, Dunadan, or Man hazard creature. Now, that same character can later tap to cancel such a creature attack against his company.

**What of the Dawn** is another environment event. As a short event it cancels one environment hazard for the company that turn. Or a roll is made to fizzle one hazard short-event played on the company or associated entity. **Skies of Fire** allows targeting a permanent-event.

**Lulled By His Words** is a Flattery attempt. Use great with the Diplomat Gorthaur. Assignment Forsaken gives him +5 to the attempt. Playable during the site phase on a character making an influence attempt against an opponent's character (as listed below). Make a roll (instead of the normal influence attempt), modified by +2 if the character is a diplomat and +2 if a Dragon. If the result is greater than the listed values, the influence attempt is automatically successful. Against Men, Orcs, or Trolls 10; against Dwarves and Hobbits 11; against Dúnedain, Elves and Woses 12.

**Lingerers** is a permanent-event allowing your non-Noldo, non-Sinda elves to be affected by the long-event Peace and Never Beheld, which is played by the Court2 player. You have seven characters that are in this group.



Sites were selected to be west of the Usakan Bay. Keeping to Coastal Seas can be a boon or a bust. Only three sites are shared with another minion player.

YM-Western Spur	F	Baruzimabûl	court1	Dwarves
Drel	F	Valagalen	court1	Elves
Pel	B	Seregul's Keep	court1	Men
Pel Bight	R	Three Sisters	court1	Drake
YM-Central Spur	S	Menelcarca	court1,court2	Elves
Usakan	S	Taurang	court1,court2	Elves
Tanturak	R	Kirnak	court1	Undead
Taaliraan	R	Laurrë's Manor	court1	Elven Wa
Taaliraan	F	Taurondë	court1	Elves
Geshaan	R	Ty-ar-Rana	court1	Traps
Usakan Bay	S	Citadel of Ardor	court1,court2	Elves
Shores of Maquato	L	Gesathago's Lair	court1	Dragon
Koros Bay	S	Mirisgroth	court1	Elves
Koros Bay	S	Tirgoroth	court1	Animals
Mulambur	B	Fortress of Bûramak	court1	Men
Mumakan Coast	S	Aurax-Dûr	court1	Elves
Tuktan	S	Ithilkîr	court1	Elves

## **SITES**

Many sites are found in the Uttersouth. Several sites are considered Ardan Citadels. Some Ardan Citadels has no AAs against Court members. Many sites are hidden. Your characters will stay along the coast with four regions visited not adjacent to a Coastal Sea. Only Jungles (5), Wilderness (3), and Coastal Seas(5) are in your path and one Shadow-land (1). You will not be moving in the Under-deeps.

All the sites you plan visiting are within four regions from Bay of Ūsakan, but the site in Drel. Be careful about sites since you plan in the second deck to use Power of the Court Set Forth to play hazards. It will be rare to move without a Jungle or Coastal Sea in your path. Also, the site's AA is vicious enough to scare Guild members from entering the site.

There are 14 regions to tap sites. Four are in the southern end of the Yellow Mountains. All others are three regions from Bay of Koros (minus Central Yellow) or four from Mumakan Coast. You will visit three Free-holds, two Border-holds (Elven Fortress), four Ruins, one Lair, and seven Shadow-holds. Some Ardan Citadel's have no attacks against Court of Ardor members. Site attack types include: Drake, Dragon, Undead, Dwarves, Elven Wards, Elves (3), Men(2), Traps.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	3	2	4	1	7	0	17

**Baruzimabŭl** is a dwarf-hold with a detainment attack of four strikes with 9 prowess. Play a Jewel here since it is far from the Guild sites. Play another Jewel at **Valagalen**. It was two attacks of detainment elves against all coverts with 9 prowess. Overts also face an Awakened Plant of four strikes with 11 prowess. These two sites will need to be moved to from the west. Play Least of the Gold Rings at **Taurondë**. It has two attacks of Elves normal with 8 prowess and detainment of Elven Wards three strikes with 10 prowess. These two hero havens are dangerous to visit. You need Veils of Shadow for these visits.

Border-holds have guild items if you use a Stolen Knowledge event. Visit the hidden site **Seregul's Keep** after tapping a Scout. It has an average Men attack of 3 strikes with 8 prowess. **Fortress of Bŭramak** in Jungle Mŭlambŭr has minor items after facing the 3 strikes with 7 prowess. It only has minor items, but play a guild item here.

Ruins have the other resources you need including items and stolen knowledge. Play That Ain't No Secret at **Kirnak**. Site has a weak Undead AA of 2 strikes with 7 prowess. **Ty-ar-Rana** is a hidden site in Geshaan coasting discarding a technology item to reveal. That is why Liquid Fire is in the deck. Play Thong of Fire after facing the three strike Trap attack with 9 prowess. **Three Sisters** in the Pel Bight will have Bone-hilted Broadsword. It also has a Drake attack of two strikes but with 10 prowess. Another site in a Coastal Sea is **Gesathago's Lair**. The site is hidden costing a character with a port home site to tap. The AA is mean at Dragon of 2 strikes with 10 prowess. Attacker will choose defending characters. Play Perfect Gold Ring here.

There are two Guild of Elements sites to play guild items. You have two guild items. **Laurrë's Manor** is another hidden guild site. The cost is tapping two minion elves. Only animal and elf creatures may be keyed to this site. The AA is detainment Elven Wards for each character with 9 prowess using the lower of the mind or body values. Play a guild item here in the first deck. The second deck has the Court's power affecting Nature's Revenge.

There are eight Ardan Citadels and the **Citadel of Ardor**. You will usually have stationary companies stay at Citadel of Ardor. Power of the Court Set Forth will be played here. Each



Ardan Citadel is a Shadow-hold.

**Taurang** is a hidden set costing tapping a Ranger. It has Information and ring items. The first AA is detainment elves of 3 strikes with 8 prowess. But the second AA is one Slayer creature from hand or discard pile. Wings of Taurang will be played here. Be careful about tapping the site with four elves from this site.

Naurilindol also has Information. The first AA is canceled against Court companies. It is detainment against heroes. It will not be tapped.

**Menelcarca** is a hidden site costing discarding an environment resource from hand. The AA is detainment elves of 3 strikes with 8 prowess. Information is playable if you discard another environment resource from hand. There is only one such resource in the deck. This site can be used to hide from guild members. Play the ally Arrokkko there.

Engîr is a valuable site, but has two AAs. Its first AA is traps against each character with 8 prowess using either body or mind value. The second AA is dwarves of 4 strikes with 10 prowess. It is not detainment. It will not be tapped.

**Ithilkîr** has Major items, Byrilluim-lode, Gems of Arda, and Ithildin. Do not play these resources here. The site as an elf AA that is cancelled against the Court. Play Falcon Crest here.

**Mirisgroth** is a hidden port site. Stolen Knowledge is the cost to visit. The first AA is elf and cancelled against the Court. This can a site to hide from the Guild or to play an elf faction.

**Tirgoroth** is not a hidden site, but requires a flying company to enter the site. Falcon of Ardor will be played here. The first AA is animals of 3 strikes with 10 prowess, but an ally with flying may tap to cancel this attack. The second AA is canceled against elves.

**Aurax-Dûr** is a port site. Play faction Avari at this site. The first AA is cancelled against the Court. It does have Information and Major items.

### **MARSHALLING POINTS**

This player is rich with characters and items. Other factions can add to MPs along with Kill MPs. Be careful about the amount of MPs from characters and minions. These extra MPs with the success of the ritual is +12 MP. Play a 2 MP Court member and kill some creatures for the winning amount of 50 MP during the Power Decks.

C=11 There are 20 MPs of minion characters. With 31 GI expect half of these MPs will be in play. However, expect several elves to be eliminated from body or corruption checks.

I=12 The guild items and ring special items provide many MPs. The rings are 9 MPs. The guild items are 4 MPs.

F=5 There are four factions. Expect one Avari copy to be influenced away. Winds of Taurang can gain MPs too, but that is not certain.

A=1 There are four allies, but one may be discarded with its controller. Falcon of Ardor is 1 MP.

M=1 Remnants of Old Robberies will give you these points.

K=2 You want to kill creatures using Liquid Fire.

Game Points: Avari

### **BLACK AND GREY PLAYERS**

A Ringwraiths, a Lich, and another Court player are in your division. The Ringwraith is

expected to ignore you. The Lich too if you do not bother him unless he needs a sacrifice. Expect other Court members to steal you resources.

### **WHITE PLAYERS**

Even the Uttersouth is infested with wizards. Valdacli are in the Dominions of the Seven. They will not move east of Mag or Tumag. But you will be playing resources there including Baruzimabûl. They will attack you if you are vulnerable. A lesser wizard is found that will hunt you and disrupt your plans.

The Guild of Elements are your foe. Their only goal is to stop the ritual. Attack them if they are weak or if they enter a hidden site that appears to be impossible for another Guild company to enter seeking revenge. The Shade company specifically is built to CvCC. Try to have three such turns during every deck. There are also playing the Jewels of Unlight to hide. Let them store the jewels. You might want to play the Jewels in the second deck. Only three such hazards can be played on any player.

When the other items are played continue playing the Stolen and Lost Knowledge resources. Then CvCC the Guild members frequently. Wear them down.

### **THE RITUAL**

The ritual will be placed in the Power Deck playdeck. A result of 26 is needed for success. Expect to have this event in play for six turns for +6 (instead of +21). Also plan to have two stored Jewel of Unlights. The GI pool should allow four or more Court members to be present. Also you can discard a magic event each turn.

Turns	6	+6
Jewels	2	+8
Court	4	+4
Magic	1	+2

This will modify the roll by +20. A roll of 6+ is needed. Expect to draw the unique ritual on Turn 6 of the Power Decks. Then expect to exhaust on Turn 8.

Turn 6	+1+14	=	+15	11	3/36
Turn 7	+2+14	=	+16	10	6/36
Turn 8	+3+14	=	+17	9	10/36
Turn 9	+4+14	=	+18	8	15/36
Turn 10	+5+14	=	+19	7	21/36
Turn 11	+6+14	=	+20	6	26/36
Turn 12	+7+14	=	+21	5	30/36
Turn 13	+8+14	=	+22	4	33/36
Turn 14	+9+14	=	+23	3	35/36
Turn 15	+10+14	=	+24	2	36/36

Turn 47.



# HAZARD

The hazard strategy is punishing the Guild of Elements using creatures or tapping with events. Ten Animal creatures will hunt anyone in the Jungles or Coastal Seas.

The hazard events will be quick to play by tapping or modifying the prowess of hero characters. There are 15 hazards in the sideboard.

There are 4 environment hazards, 4 corruption checking hazards, and 12 tapping hazard events, most of any minion player, for a third of all hazard events. Use the environments to enter into a hidden site.

## CREATURES

There are 19 creatures and two half-creatures. There are no Shadow-land or Dark-Domain creatures, but Crebain. The creatures are there to tap or wound heroes. Included in the deck are 13 animals, four elves, a dragon, a drake, a demon, and a well-known agent. The only enhancer is Full of Froth and Rage for the animal creatures. Beware. These creatures may be played on you too.

**Majmun** are apes found in Deserts and Jungles. Its nine strikes are high, but its prowess is four. Playing against a company of five one victim will have a strike with eight prowess. This creature is also played in Wilderness found in the Sunlands and Ruins and Borderholds in a Desert.

**Uvag-aak** are also apes that are more lethal, but less common. Found only in Jungles these apes choose defenders. Wounded from this creature have his body lowered by one for the rest of the turn.

There are two sea animals to bring fear to those on the water. **Ninevet** is similar to Sea Serpent but is an animal. It chooses victims. Terror of the Deeps allows this creature to be keyed to the Under-deeps.

**Swamp-dragon** also has 10 prowess, but one strike and 1 MP. It can be keyed to any Oasis or Swamp except in the Northern Waste. Also can be keyed to any Coastal Sea in Bay of Ormal, Sun-lands, or Uttersouth. It can also be played on a company using Port-on-River movement or if Anduin River or Undeeps of Anduin played that MOVE phase. The attacker chooses defenders. The attack receives +3 prowess against hobbits, dwarves, wose, and non-uruak-hai orcs. It will be tough playing this creature, but there are just two copies in the deck.

**Crebain** is present for its card-viewing ability with a faction. The creature starts in the sideboard. Its 5 prowess is low, but Full of Froth and Rage can make it 7 prowess. Do not play this creature unless you can kill. Likely, you will save this creature for the Power Decks.

**Carrion Feeders** do need wounded characters, but it won't be uncommon to find one. Its nine prowess versus a low body will increase fatalities. It is common to be keyed to W, SL, rl, and sh.

**Jungle Demon** is the vicious creature of the Uttersouth with 16 prowess. It requires double Jungles. It has a single strike that gains +1 strike for every Jungle past two in the site path. Sites with a demon AA can also have keyed this creature.

~~There are two elf creatures. **Mistress of the Court of Ardor** is a manifestation of Ardana. She is a creature or permanent event. Her prowess is 13 with 10 body for one strike. She can be played keyed to any Ardan Citadel. Playing her as a creature is too risky. Her permanent event allows any Elf creature keyed to Wilderness to also be keyed to Jungle in the Uttersouth and become detainment against Court of Ardor companies.~~

**Gesathago** is a sea-serpent Dragon. He has two strikes with 14 prowess and 7 body. He chooses defending characters. He gains +2 prowess if Storms of Osse or Noose of the Sea are in play. As a creature he can be keyed to his Lair. Doors of Night allows being keyed to Koros Bay, Mûmakan Coast, Shores of Maquatostoth, Straight of Tumag, Ūsakan Bay or keyed to non-freehold, non-haven sites in these regions. Such regions will be common for the Guild members. As a Long event any company moving in the above regions face an attack with -2 prowess, -1 body, and +1 strike. Mark your movement if played as a long-event. Play him as a creature if you can on a company, else play him against the Guild player as a later hazard player so this long-event

will be in play when you move so to hinder Indûr when your turns start.

**Emchangodogo** is a unique drake of 3 strikes of 14 prowess and 7 body. As a creature he can be keyed to Tomb-fields of Makaburini. Doors of Night expands his range to Hyarn, Mag, Mirëdor, Pel, Tumag, Yellow Mountains – Western Spur, or keyed to non-free-hold, non-haven sites in these regions. As a Long event any company moving in the above regions face an attack with -2 prowess, -1 body, and +1 strike. You can easily avoid these regions for a turn.

**My Precious** is a Scout agent hazard. He will be insurance for you against the One Ring. Play him face-down to allow him to move quickly when needed. His normal agent ability is to take an extra agent action when he normally takes an action. If he attacks successfully against a company with a ring, he and a ring are discarded. But if he has a failed attack and not defeated, then the defender can tap a character to play Gollum or Stinker. He has nice home-sites of Goblin-Gate, Moria, Shelob's Lair, and Mount Doom.

Use Never Seen Him and Inner Cunning on Curubor. Never Seen Him will be played on him so he can have three agent actions per turn. Consider attacking with him against one of Sauron's minions with a ring special item. Inner Cunning is included to fetch him to hand. A face-down agent will have 5 prowess for the attack.

**Creatures**

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

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-	FD:			
3	BL:			
3	WW			
3	T	Majmun		
6	J	Majmun	Uvag-aak	
3	JJ			Jungle Demon
-	SL			
-	DD			
2	CS		Ninevet	
-	CS CS			

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### **EVENTS-34**

The hazard events are tailored to reduce the prowess of heroes and to make wounded heroes a burden to his friends.

#### Base cards-1

You have Twilight to be rid of Gates of Morning.

#### Corruption/Avatar-2

You have **The Burden of Time** that is specifically for elves. This is ideal when facing the Guild of Elements. It gives two corruption points and a check if bearer is not at a haven. Six players and four Divisions have elves. Target mid-mind elves with this hazard.

**Call of the Sea** will discard elves that love the sea if two or more such regions are in the path. A roll is made modified by -3 for each Coastal Sea in the site path. A result less than the unused general influence discards the character. This will make the company weaker.

#### Main Theme-13

Your main theme is to modify the prowess or body of heroes. **Darkness Under Tree** is played on an untapped Orc, Troll, or Man character if Doors of Night is in play. Tap the character.

**Weariness of the Heart** either modifies the prowess of a character by -1 or forces a corruption check.

**Something Has Slipped** is a permanent-event. When a character in the company becomes wounded, the prowess of each character in the company is modified by -2 including the newly wounded character for the rest of the turn. The hazard can be discarded during the ORG phase when the company is at a haven.

**New Moon** taps an elf or turns a Free-hold into a Border-hold to allow more creatures to be played by agents or other players. There are six hero decks with heavy pointy-ear monsters.

**Nothing to Eat or Drink** is played on a hero company moving to or at a Shadow-hold or Dark-hold. Prowess and body are reduced by 1 for each character until the company is at a haven during the ORG, which discards the permanent event.

#### Secondary Theme: Tapping -10

These hazards either tap characters or hinders untapping. **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.

**Gnawed with Words** can tap any Sage or Diplomat if another character with the same skill is in his company, or at his current site, or at his new site. This will be common to play against Wizard and Elf-lord players.

**A Lie in Your Eyes** is played on a non-avatar character. The controller has a choice: tap the character, tap an ally he controls, or choose to make roll and if the result is greater than his mind +6, the character is discarded with all of his cards. Thus, this last choice does not work on those with a mind more than 5 (6+6=12).

**Full of Froth and Rage** modifies each spider and animal by +2. Be careful that his may hurt

you. It is a permanent-event.

**Searching Eye** is used to be rid of those annoying Scout resources cancelling your animal attacks. Be bad if some elves are hiding while reading a book. Creatures of yours that will benefit include Uvag-aak at Jungle sites, Ninevet at sites in Coastal Seas, and Carrion Feeders.

**Rats** will wound a character and allow the play of some of your creatures. The event affects a company moving to a Ruins and Lairs, Shadow-hold, or Dark-hold with a minor item. Opponent chooses to discard a minor item or wound a character. Use this with Carrion Feeders.

**Shifting Paths**, an environment, will allow you to switch a hero's 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.

#### Tertiary theme: Agent-2

A tertiary theme getting My Precious into action during the Warlord Phase using **Inner Cunning**, and **Never Seen Him**.

#### Other: - 3

Two hazards are included to be used by Power of the Court Set Forth. The hazards are in the sideboard. Keep them there until the second deck. Use An Unexpected Outpost to get them into the playdeck so to use with the stage event. These hazards are Nature's Revenge, and Devastation.

**Nature's Revenge** will stall a company at certain sites. A site normally a Border-hold or Shadow-hold in a Wilderness becomes a Ruins with an additional attack. This attack is animals giving each a strike with 7 prowess. There are 22 such Shadow-holds and 41 Border-holds. Three have Taurondë as the nearest hero haven (Fortress of Bûramak, Sarûl, Ramôrth). These Ardan Citadels are in a Wilderness or a Jungle: Engkîr, Ithilkîr, Taurang, Naurindol. Gloom can extend this to: Tarû-Makar, Dûrdamal.

**Devastation** is a permanent-event played on a site with Nature's Revenge, Siege, or Wyrmsiege at the beginning of the movement/hazard phase. First, the above hazard is discarded. Then Any version becomes a Ruins & Lairs and the region becomes a Wilderness. All automatic-attacks become Undead of 3 strikes with 7 prowess. The site never untaps or leaves play. Rebuild the Town, Hold Rebuilt and Repaired, or made into a haven discards the hazard.

**Darkness Ahead** was included due to a clause using every card with art by Ted Nasmith. This permanent-event allows quereing any card face down with the hazard by the current hazard player at the cost of one to the hazard limit. Thus, always use your hazard until the Warlord phase. When this hazard is discarded, the card is revealed. If not a hazard, then that player who owns the card receives -1 to hand size.

#### Cycle-3

Outpost is a staple. Bring the agent hazards from the sideboard into your playdeck.

## **DECK MANAGEMENT**

The Court of Ardor members are allowed to tap at his home site to access the sideboard. During the ORG phase the court member taps and either sends one resource to the playdeck or a number to the discard pile half of his mind (round up).

Two ring special items will be access with Whisper of Rings. The only resources that need to be played in the first deck are the two allies. First, play Vilwarokko, then Falcon of Ardor late in the first deck.

One of the two characters will be kept in the sideboard until he might be needed late in the second deck.

2	Jewel of Unlight.freehold		dp111, dp112	
1	Magic Ring of Shadows	whisper		
1	Magic Ring of Weals	whisper		
1	Magic Ring of Savagery	whisper		
1	Oracle's Ring	whisper		
1	Falcon Crest		dp113	
1	Ardan Card Deck		dp114	
2	Falcon of Ardor	tap2,tap		
1	Winds of Taurang		dp115	
1	Assignment Forsaken		dp121	
1	Interrogation		dp122	
1	Lulled By His Words		dp123	
1	Awaiting the Call			tap
1	Elven Fortress		dp124	
1	What of the Dawn		dp125	
1	An Untimely Whisper		dp131	
1	All Thought Bent Upon It		dp132	
2	Local Hospitality		dp133,dp134	
1	Spying Out the Land		dp135	
1	Frozen	tap		
1	White Light Broken	tap		
1	Power of the Court Set Forth			tap

The Court of Ardor members are allowed to tap at home site or at Citadel of Ardor to access the sideboard. During the ORG phase the court member taps and either sends one resource to the playdeck or a number to the discard pile half of his mind (round up).

Turn01-3.1

@ Aurax-Dur,U

U	Gorthaur	6	3	4	7	Noldo				Sa	D	1	Saw-Toothed Blade
U	Vallin	3	0	3	8	Sinda	W					0	

@ Taurang,U

U	Taurclax	5	2	3	7	Sinda		Sc	R			1	Ardan Card Deck
U	Silion	4	1	2	8	Kelno				Sa		0	
U	Sarkarxë	2	0	2	9	Silvan			R			0	

New Moon		Dark Tryst		
Elven Fortress		Remnants of Old Robberies		
Weigh All Things to a Ni		The Burden of Time		
Carrion Feeders		Blow Turned		
0		0		
Turn: 1	Hand: 8	MP: 6	SP: 4	PD: 82
Balin	Cirdan	Elrond	Gandalf	GUILD

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, 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  
, Chill Them with Fear

**UNTAP** {meet in the middle at the same site to draw cards.}

**ORG**

The Oracle's Ring placed on Whispers of Rings.

Dark Tryst played(Crebain,Taurion,Hounds of Sauron)

Silion, Taurclax, Sarkarxë move to Ithilkir.

Vallin and Gorthaur move to Ithilkir.



## MOVE

Taurclax, -j-j-j-j,sh. Ithilkir

HL3, Balin keys Ghouls to sh, Undead.5s7p,det.

HL2, Pierced by Many Wounds played.

Silion plays Hounds of Sauron, cc-4, 4croll-4.event=0, taps. Undead.1s7p

Taurclax, 3p-3x+8sroll=8

HL2, Balin keys Ghouls to sh, Undead.5s7p,det.

Taurclax, 3p-3x-2e+8sroll=6,taps

Sarkarxë, 2p-3x+2.card(jungles)+8sroll=9

Silion, 2p-1t, sroll; already tapped

HL1,Balin keys Hermit Troll to WWW, troll.1s12p5b

Sarkarxë, 2p+2.card(jungles)+8sroll=10, ineff.

WATTAN shuffles Hounds of Sauron.

Gorthaur, -cs-sl-j ,sh. Ithilkir

HL2, Balin keys Watcher in the Water to CS. Animal.all.8p

Gorthaur, 3p+1wp+12sroll=16

Vallin, 3p+7sroll=10, defeated. plays Blow Turned.

## SITE

**END**, next in division Court2. Next in game: Hoarmurath.

TURN 01, vs Balin

## MOVE

Balin, -,haven

HL2, Court plays Worn and Famished

HL1, Court uses OG Carrion Feeders

Gloin, -w-w-sl,sh Nu.Ar.Ag

HL4, Court plays Weariness of the Heart on Pathfinder for -1 prowess

HL3, Court plays Shifting paths, 2W, 1R; send them to Barad Lughilsarik.

Malezar can play Vampire

HL1, Court2 has Shifting Paths in hand too! Cave-drake too, but Pathfinder can cancel.

Sends company to Deep Cleft with Bolg, Lugdash, Veteran.

# TURN02-4.1 { Guild tapped Citadel of Ardor }

@ Ithilkîr, U

T	Taurclax	5	2	3	7	Sinda		Sc	R			1	Ardan Card Deck
T	Sarkarxë	2	0	2	9	Silvan			R			0	
T	Silion	4	1	2	8	Kelho				Sa		0	
T	Gorthaur	6	3	4	7	Noldo				Sa	D	1	Saw-Toothed Blade
U	Vallin	3	0	3	8	Sinda	W					0	

Arrokko		Inner Cunning		
Avari		New Moon		
Bone-hilted Broadsword		Remnants of Old Robberies		
Dark Tryst		The Burden of Time		
0		0		
Turn: 2	Hand: 8	MP: 6	PD: 71	SP: 3
Elrond	Balin	Cirdan	Gandalf	GUILD

, Master of the House, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Merkampa at Home

, Scorba at Home, Mordor in Ruins, Rank Upon Rank, All Dead All Rotten, Lure of the Rings, Awaken Defenders

, Worn and Famished

## UNTAP

## ORG

Magic Ring of Savagery placed on Whispers of Rings.

All move to Aurax-Dur to play faction and get closer for hoard site; and home site.

## MOVE

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

HL5, Elrond keys Neeker-breekers 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

## SITE

Aurax-Dûr. (1)Elves--- each faces 1s9p (det against hero, cancelled against Court companies)

Gorthaur taps to make INF against Avari

+3.di+2.mod(elf)+4iroll=9,fail.

**END**, next in Division: Court2 next turn; next in Game: Ren. Elrond fetches Sons of Elrond.

TURN 02, vs. Balin

**MOVE**

Gloin, -dd-sl-w,rl

HL4, Indur-x

HL3, Court plays Inner Cunning to fetch Curubor.

HL1, Court2 Twilight Gates of Morning.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Crown of Flowers played.

All Dead All Rotten rolls: croll, croll, croll, croll; No dwarf with 2+ CP, all auto.

Turn 02 vs. Cirdan

**MOVE**

Cirdan, -,haven.pL

HL3, Court2-x

HL2, Malezar-x

HL1, Court1 plays The Burden of Time on Cirdan.

Shipwright taps to play Marvels Told to target The Burden of Time, -2.res+2.croll=0,discard.

Draw to hand: two Shipwright drawn.

Galdor, -,ruins

HL3, Court2-x

HL2, Malezar-x

HL1, Court1 plays New Moon to tap Wood-elf. No more tap to cancel AA

Turn 02 vs. Elrond

**MOVE**

Erestor, -,haven.pL

HL2, Court1 uses OG Arrokkko

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.

TURN03-4.1 {Guild is at Emyrn Din, far from Laure's Manor}

@ Aurax-Dûr,U

U	Gorthaur	6	3	4	7	Noldo				Sa	D	1	Saw-Toothed Blade
U	Vallin	3	0	3	8	Sinda	W					0	
U	Taurclax	5	2	3	7	Sinda		Sc	R			1	Ardan Card Deck
U	Sarkarxë	2	0	2	9	Silvan			R			0	
U	Silion	4	1	2	8	Kelno				Sa		0	

Ardan Card Deck	Jungle Demon		Tempering Friendship
Bone-hilted Broadsword	Remnants of Old Robberies		Tinmirthalioin
Curubor	Remnants of Old Robberies		Falathrim
Hounds of Sauron	Staff of Eldarion		Fruitless Victory
0	0		Great Ship
0	0		0
Turn: 3	Hand: 8	MP: 6	PD: 62
Cirdan	Balin	Elrond	Gandalf
			GUILD
			Stealth

Safe From the Shadow Gates of Morning

Star of High Hope Cloudless Day

Tokens to Show

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

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

## UNTAP

**ORG** {dangerous in Coastal Sea against Cirdan}

Gorthaur taps shuffle Assignment Forsaken. Gorthaur and Vallin stay.

Gorthaur transfers Saw-tooth Blade to Taurclax, croll=auto. Others move Laure's Manor.

**MOVE** [move through CScSJ or CSBLJJ or CSSLWW?] Use Sarkarxe card text.

Taurclax, -cs-cs-j,RL. Laure's Manor tap: Sarkarxe, Silion to reveal site.

HL3, Cirdan keys Falathrim to region of elf haven. Elves.5s10p7b

Silion plays Hounds of Sauron? Sharks of Sauron? -4.res+11croll=7. 1s10p7b

Sarkarxe, 2p+2.card-1t+2.star+6sroll=11, fail, 8broll=defeated.

No play Remnants of Old Robberies

HL2, Cirdan keys Ninevet to CS. Animal.1s13p5b.

HL1, Cirdan plays Fruitless Victory on Falathrim, 3hroll-2.mp-5=-4,fail.

Taurclax, 3p+1.wp+2.star+7sroll=13,ineff

Gorthaur, -,sh. Aurax-Dûr

HL2, Cirdan-x

HL1, Balin-x

HL1. Thg-x

## SITE

Laurre's Manor. Elven Wards; each.9p(body,mind: min)

Too risky to face. Only 4% chance for no wounds. 5/6 chance then for a death if all wounded.

**END**

TURN 03 vs. Balin

**MOVE**

Balin, -,haven

HL2, Malezar uses OG Watchers at the Gate

HL1, Court plays Full of Froth and Rage

Gloin, -w-w,haven

HL4, Malezar-x

HL3, Court-x

HL2, Indur-x

HL1, Court2 plays Shifting Paths, 2W vs. 1R. to Lossadan Cairn

Here is a Snake! Played on Malezar's only agent; face-down Ulrith at Kadar an-Khâradun is tapped and revealed

TURN 03 vs. Cirdan

**MOVE**

Shipwright, -haven

HL2, Court uses OG Jungle Demon

HL1, Court2 plays Heedless Revelry. 8hroll-2.hero=6>3.mind. taps Shipwright

Cirdan, fd-cs-cs3,sh

HL2, Court plays Gnaw with Words on Cirdor to tap him.

HL1, Court keys Ninevet to CS. 1s.13p5b, FFR=1s.15p5b,attacker

Cirdor taps using Great Ship to cancel.

Galdor, -w-w-w-fd,haven

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Woodelf, -w-w-w-w,fh

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Smoke Rings shuffles Marvels Told.

# TURN04-1.1 {Guild tapped Fortress of Bûramak}

## @ Aurax-Dûr, U

T	Gorthaur	6	3	4	7	Noldo				Sa	D	0		
U	Vallin	3	0	3	8	Sinda	W					0		

## @ Laurrë's Manor, U

T	Taurclax	5	2	4	7	Sinda		Sc	R			2	Ardan Card Deck	Saw-Toothed Blade
T	Sarkarë	2	0	2	9	Silvan			R			0		
T	Silion	4	1	2	8	Kelno				Sa		0		

Ardan Card Deck	No News of Our Riding		Chance of Being Lost
Bone-hilted Broadsword	Remnants of Old Robberies		Earth of Galadriel's Orch
Curubor	Sojourn in Shadows		Halfling Strength
Liquid Fire	0		Halfling Stealth
0	0		Many Turns and Doublin
0	0		Many Turns and Doublin
Turn: 4	Hand: 8	MP: 8	PD: 52
			SP: 3
Gandalf	Cirdan	Elrond	Balin
			GUILD
			No Waiting to Wonder
			GANDALF

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, All Dead All Rotten, Lure of the Rings

, Full of Froth and Rage

## UNTAP

## ORG

Weigh All Things to a Nicety shuffles Hounds of Sauron.

Court member Gorthaur taps at home site to send 3 resources to DP from SB

[Lulled by His Words,Falcon's Crest, Elven Fortress]

Gorthaur+ stay at Aurax-Dûr.

Taurclax+ move to Three Sisters.

{Danger when against Cirdan with his Coastal Sea and Ruins creatures}

## **MOVE**

Gorthaur, -,sh. Aurax-Dûr

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

Taurclax , -j-cs-cs-cs,RL. Three Sisters

HL3, Gandalf plays Chill Them With Fear.

HL2, Gandalf plays Covetous Thoughts on Taurclax.

HL1, Gandalf plays Chance of Being Lost, 7hroll-4.rangers-6.base=-3,pass.

## **SITE**

Aurax-Dûr. AA1-cancelled against Court companies.

Vallin taps to play Liquid Fire, taps site.

Three Sisters. (1)Drake--- 2 strike with 10 prowess

Taurclax,  $3p+1.wp+11sroll=15$

Sarkarxë,  $2p+2.card+7sroll=11$

Silion taps to play Bone-hilted Broadsword; taps site.

## **END**

Taurclax makes Covetous Thoughts CC  $-5.cp+8croll=3,pass$ .

TURN 04 vs. Gandalf

**MOVE**

Gandalf, -,haven. Rivendell

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

ArathornII, -w-w-w-w,haven. Lorien

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

Gilraen taps to play Marvels Told to target All Dead All Rotten, Halbarad supports,croll=auto.

TURN 04 vs. Elrond

**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

TURN 04 vs. Elrond

**MOVE**

Shipwright, -,haven. Grey Havens

HL2, Indur-x

HL1, Court-x

Galdor, -fd-w,fh. Blue Mountains, Stealth

HL2, Indur-x Has x2 Ambusher in hand

HL1, Court-x



TURN05-2.2 (Guild all at Laurrë's Manor; they tapped Fortress of Buramak last turn)

@ Aurax-Dûr, T

T	Gorthaur	6	3	4	7	Noldo				Sa	D	0	
T	Vallin	3	0	3	8	Sinda	W					1	Liquid Fire

@ Three Sisters, T

T	Taurclax	5	2	4	7	Sinda		Sc	R			3	Ardan Card Deck	Saw-Tooth	Covetous
T	Sarkarë	2	0	2	9	Silvan			R			0			
T	Silion	4	1	2	8	Kelno				Sa		2	Bone-hilted Broadsword		

Ardan Card Deck	Sojourn in Shadows		Aglarond	
Curubor	Some Secret Art of Flame		Attack-Lord	
Hounds of Sauron	The Darin Tesarath		Icy Touch	
No News of Our Riding	Veils of Shadow		Nameless Thing	
0	0		Spells of the Barrow-wigl	
0	0		The Dwarves Are upon Y	
Turn: 5	Hand: 8	MP: 11	PD: 44	SP: 3
Thrain	Thranduil	Galadriel	Radagast	GUILD

Forewarned is Forearmed

Children of Aule

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,

Yavannas Plea, Devouring Wyrms, Merkampa at Home

, Mordor in Ruins, Full of Froth and Rage

, Lord of the Carrock, Wrath of the Olvar

**UNTAP**

**ORG**

Silion transfers Bone-hilted Broadsword to Sarkarë, -2wp+10croll=8.

Taurclax taps to remove hazard, 5hroll-5=0,fail.

Gorthaur+ and Taurclax+ move to Fortress of Bûramak.

(no tap to access sideboard with expectations of future turns with no items to tap a site)

## MOVE

Gorthaur, -cs-j,bh. Fortress of Bûramak

HL2, Thrain plays Sleepless Malice

HL1, Thrain uses OG Troll-purse

Taurclax, -cs-cs-j,bh. Fortress of Bûramak

HL3, Thrain-x

HL2, Thranduil plays An Unexpected Outpost shuffle Giant Spiders

## SITE

Fortress of Bûramak. (1)Men--- 3 strikes with 7 prowess (detainment against covert companies)

X1=men.4s8p

Silion plays Veils of Shadow to reduce AA to 1 strike. Sarkaraxe supports,

-4.res+1.sutp+6croll=3.

Vallin, 3p-3x+7sroll=7,taps.

Gorthaur taps to play The Darin Tesarath, taps site.

## END

Taurclax makes Covetuous Thoughts CC, Silion supports

-5.cp+1.sup+12croll=8,pass.

TURN 05 vs THRAIN

**MOVE**

Nar, -bl-w-bl-bl,RL. Glittering Caves

HL5, Court plays An Unexpected Outpost to shuffle from SB: Inner Cunning

HL3, Court2: Giant, Old Man Willow in hand.

Keys Wandering Eldar to BL. Elves. Each.9p,det

Dár, 4p-3x+9scroll=10

Mountaineer, 2p-3x+5scroll=4,taps

Nar, 5p-3x+7scroll=9

Óin, 3p-3x+7scroll=7,taps

Dworin, 5p-3x+11scroll=13

HL1, Indur-x Has Abductor, but needs 4,3,2 roll. Would take chance with few 5-minders.

TURN 05 vs THRANDUIL

**MOVE**

Bladeorthin, -,haven. Thalls.

HL4, Malezar uses OG Southern Slayer

HL3, Court-x

HL2, Court2-x

HL1, Indur-x

HL1, Smg-x

Thranduil, -w,haven. Thalls. Elf-path

HL2, Malezar-x

HL1, Court-x

HL1, Smg-x

TURN 05 vs GALADRIEL

**MOVE**

Galadriel, -,haven. Lorien

HL4, Indur uses OG Abductor

HL3, Malezar moves FU agent Ulrith from Norjadar to Lighthouse at the Cape of Octopuses

HL1, Court-x

TURN06 {Guild at Ithilkîr}

@ Fortress of Bûramak, T

T	Gorthaur	6	3	3	7	Noldo				Sa	D	0	The Darin Tesarath		
T	Vallin	3	0	3	8	Sinda	W					1	Liquid Fire		
T	Taurclax	5	2	4	7	Sinda		Sc	R			3	Ardan Card Deck	Saw-Tooth	Covetous
T	Sarkarxë	2	0	4	9	Silvan			R			2	Bone-hilted Broadsword		
T	Silion	4	1	2	8	Kelno				Sa					

Curubor		Sojourn in Shadows				A Friend or Three			
Hounds of Sauron		Some Secret Art of Flame				Elven Bridge			
No News of Our Riding		The Least of Gold Rings				Gold Belt of Lórien			
Ready to His Will		Thong of Fire				Ravens of Northern Rhov			
0		0				Ta-Fa-Lisch			
0		0				The Road to the West			
Turn: 6	Hand: 8	MP: 11	PD: 40	SP: 3	Thranduil's Folk				
Thranduil	Radagast	Thrain	Galadriel	GUILD	Wood-elf				
					Refuge				
					Galadhrim				

Forewarned is Forearmed

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,  
Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch, Lord of the Carrock,  
, Corlagon At Home, Mordor in Ruins, Doors of Night

Sleepless Malice

**UNTAP**

**ORG**

Taurclax taps to remove haz, 8hroll-5=3.pass.

Gorthaur,Vallin,Silion move to Citadel of Ardor

Taurclax, Sarkarxe move to Taurang

Too much HL (7) if all move to Taurondë for gold ring item. Nice having FiF in play though.

## MOVE

Gorthaur, -j-cs,sh. Citadel of Ardor

HL3, Thranduil keys Lesser Spiders to W. spiders.4s7p; PTD = 4s8p

Gorthaur plays Some Secret Art of Flame, 8scroll-4.res=4,pass.

Gorthaur, 3p+4res-3x+5scroll=9

Vallin, 3p+4scroll=7, success. 12broll=killed. Liquid Fire to Gorthaur

Silion, 2p-1e+9scroll=10

+

HL2, Thranduil keys Ta-Fa-Lisch to site with hoard. Undead.3s8p

Hounds of Sauron played by Silion, 10croll-4.res=6,pass.

Gorthaur, 3p+8scroll=11, killed creature.

Sleepless Malice no count against HL; lucky not a dwarf creature for Naugrim is in play.

+

HL1, Radagast plays Ride Against the Enemy revealing Naric. Dwarf.1s11p8b

Silion plays Sojourn in Shadows, 11hroll-4res=7,pass

Gorthaur, 3p+8scroll=11,ineff

Thrain has Nameless Thing in hand with Doors of Night in play.

WATTAN shuffles from DP Veils of Shadow.

Taurclax, -j-cs-j,sh. Taurang

HL2, Thranduil-x

HL1, Radagast plays So You've Come Back on Sarkarxë

## SITE

END Ren.Indur

{Deadly opponents, 3 more turns of this; used many magic resources this turn for no MPs}