

RADAGAST-PLANTS

50avatar

C	7	Lórien	<u>RESOURCE DECK/HAZARD DECK</u>
I	3	Rhovanion	40 cards in R. deck, 27 R. cards in sideboard
F	9	vs. Bolg	40 cards in H. deck, 13 H. cards in sideboard
A	1	Wilderland	14 characters in deck
M	7	Skin Changers/Woses	8 starting cards
K	5	Kelvar & Olvar	17 creatures
			DC: 22r+17h+11c=50
			142 TOTAL CARDS

Deck Outline

[Overview](#)

Resources

Hazards & Sites

Characters & Companies

[Summary](#)

Radagast the Tamer

White Council

Fellowship

History

OVERVIEW

The humble servant of Yavanna is a Wizard from the West and works with the master-less inhabitants to ward off the evil against them. Aiwendil has taken root in Mirkwood among its kelvar and olvar for the healing from the hurt done by the Necromancer. The chance to thrive and grow is the wizard's unpossessive love he extrudes. Radagast's lore in herbs and beasts is without peer in Middle-earth. His home, Rhosgobel, is in sight of the cursed Amon Lanc or Dol Guldur. The primordial woodland is home to the Silvan elves of Thranduil, son of Oropher. Friends of men, elves and dwarves will aid the Brown to withhold the advancement of the evil onto Greenwood the Great. Orcs, spiders and evil spirits patrol under the canopy of limbs.

Politics and foreign news are received by apathy and ignorance from the Brown Wizard. Pleasure and joy are from the daily moments with the 'lesser creatures.' No one else cares for them as his Queen and as he does. Radagast has allied himself to the folk of the wood to work together in a passive assault. The elf-Queen Galadriel and the elf-King Thranduil will take a proactive stance to the evil. Meanwhile, Radagast is given the task to find out the identity of the Necromancer. This will be perilous for the Wizard and may return without news, and even not return at all. Yet there is a growing menace from the North – orcs are breeding again. For now, the realms of Mirkwood, Anduin Valley and Rhovanion have a new friend. Much time is spent away from his Brothers, who are focusing their strength in the Peoples of Middle-Earth. The Great Eagles and little squirrels are his folk now.

Changes to Fate Practice Avatar Game, v05 to v06

Deck changes for resources were towards greater CvCC presence. Agents Wyrmslayer and Kori were removed and replaced by Sprautabern and Aryn. Shipwright was added to the starting company to include another Sage.

+

The faction The Bears of Carrock were replaced with The Great Eagles. The attempt to bring the eagles into play is more difficult, but Radagast should have the direct influence to have success. The eagles were sent to Lady Galadriel.

+

The Sun Unveiled x3 was replaced with Pity Mixed With Horror. That resource needs Gates of Morning, which is tough to keep in play. The benefit of PMWH is a character can be discarded on a Roll of 2. Likely that character is a Ranger so to be used with Drugu during the next deck. Also, it can be played has a hazard removing a weak minion facing tough strikes. Get rid of that minion to force Bolg to face a Cave-Worm strike.

+

Token of Goodwill was removed for a third copy of Drugu. The minor items are valuable to this player. CvCC will be the game of choice during the Council Turns.

+

A copy of Herb-lore removed; it was tough to play with a wounded wizard. Safe From the Shadow was given to another player.

+

Hazards include swapping Huorn with Black Crows. The awakened plant is just too weak for the Wilderland Division. Black Crows will play again the thicker bark creatures.

+

Taint of the Wilds x3 replaces Lure of Nature. I have now agreed to use the Taint hazards. Only Four He Has and Seek Without Success added. Eagles aHunt and Elven Wards removed.

Change in hazards hope to use the agents more along with playing strong creatures more often.

RESOURCES (40/27)

3	3	1	Wizard staff
2	2	1	Habergeon of Silver
2	2	1	Dwarven Axe
		1	B Hunting Runeknife
		1	Boneharpoon
		1	Leaf Brooch+
		1	Waybread
		1	Potion of Prowess*
		*	Healing Herbs
		*	Horn of Anor
1	1	1	Hives
1	3	1	The Great Eagles
2	2	1	Eagle-Watch
3	3	1	Ents of Fangorn
3	3	1	Woses of Old Pûkel-land
3	3	1	Woses of the Drúadan F
2	2	1	Woses of the Eryn Vorn
0	1	1	Escaped Slaves
3	3	1	Beornings
2	2	1	Woodmen
2	3	1	Lothragh
2	1	1	Meneldor
2	1	1	Gwaihir
2	2	2	Rescue Prisoners
4	4	1	Pass the Doors of Guldur
1	1	1	When You Know More
		1	Dark Numbers

14/12

Wholesome Forest
Mount Slain

3		Dark Quarrels	sgate
3		Skin Changers	
3		Fifteen Birds in 5 Fir Trees	sgate
	1	Many Leagues	move
2		Marvels Told	ritual-2
1		Say Friend and Enter	Sa, rit
	2	Peaceful Coexistence	
1		Hope Renewed	
1		Rush Along Recklessly	move
2		Gates of Morning	Penv
1		Widuskapin Ritual	ritual
	1	Looking Forward	
1	1	Fog	Lenv
*		Draw Swords Together	pe
1		Aiwendil	pe
	1	Eryn Lasgalen	pe
	1	Forewarned is Forearmed	pe
	1	Alliance Among Neighbors	pe
	1	Coeval in Age and Power	pe
1		Safe From the Shadow	pe
	1	Lock Nor Bar May Hinder	char
3		Smoke Rings	
2	1	Longbottom Leaf	
	2	Herb-lore+	
	1	Wizard's River-horses	spell-2
1		Kindling of the Spirit	spell-2
	1	Spying Out the Land	spirit-3
	1	Sacrifice of Form	spellx

26/15

HAZARDS (40/13)

3	Cave-worm	drake	1	1	16	x	o1,e2
1	Landroval	animal, eagle*					
1	Lord of the Eagles	S-animal, eagle*					
3	Great Northern Bear	animal, bear*					
1	2 Beijabar Bees	vermin					ex2
3	Naugol	dwarf-L	2*	3	9	6	
3	Men of the Wood	men*					
3	Beorning Toll	men*					
1	Lord of the Carrock	men*-P					
%	Radagast the Tamer						
							19/2

21/11

2	Twilight						
1	Taint of the Wilds	P.corr-R					
1	Taint of Deep Lore	P.corr-Sa					
1	Taint of Glory	P.corr-W					
1	1 Dragon-sickness	S.check					
1	A Lie in Your Eyes						
2%	Weariness of the Heart	S.check					
1	Wielder's Curse						
2	Call of Home	S.infx- general I					
2	Shut Yer Mouth*	P.infx-DI					ex1
2	Rebel-talk	P.infx-general I					ex1
2	So You've Come Back*	P.infx-general I					o2
2	Kelvar Enraged	L-attack					ex2
1	Flooded to the Surface						
3	Ride Against the Enemy	S					
1	Nobody's Friend	S.agent					
3	Seek Without Success	S-agent					ex1
1	Only Four He Has%	S.agent					o2
1	Stench of Mordor						
3	An Unexpected Outpost	S-cycle					

SITES		FD-1	BL-1	W-8	SL-0	DD-1	CS-0	UD-0	T-0	I-0
WF	Lórien		haven/					leaf brooch, waybread		
Ev	Puolihmisten Satama							Land Reborn		
AV	Beorn's House				x			Beornings		
AV	Eagle's Eyrie							Meneldor + Great Eagles		
WF	Cerin Amroth							x		
Fa	Wellinghall				x			Ents of Fangorn		
WR	Thranduil's Halls				x			x		
WR	Celebannon		m		x			x		
SM	Rhosgobel		heal		x			heal		
SR	Gyogorasag Sanctuary		heal		x			x		
Ca	Traith Chefudoc		m, M		wose.4w8			hidden- faction		
Ol	Wose Passage-Hold							faction		
AV	Mathlaburg		Info, m		men			Know More		
An	Druadan Forest				x			faction		
WM	Woodmen Town				x			Woodmen		
SR	Strayhold		Info, m, M		men			x		
US	Lothragh Camp		m		men.xd6			Lothragh		
HP	Giant's Isle		m					x <i>hidden</i>		
AV	Framsburg		m(H)					x		
AV	Carrock		Info, m		animals			x		
AV	Gladden Fields		ring		undead			Hives		
WF	Hermit's Hill		m		men			x		
MM	Sonondor's Mound		m&		animal.1w9			x &GOM/DON		
MM	Daeron's Pool		m#		dark.all.8(mind)			Eagle-Watch		
GN	Ovir Hollow		m, M		Bairnax			Habergeon of Silver		
FV	Shab Arch		m, M, G		Throkmau			Wizard Staff		
WM	Caras Amarth		m, M, ring		traps			x		
HM	Cor Angaladh		m, M, ring		undead			x		
HM	Mountains of Mirkwood		Info, m		spiders			x		
BL	Bandit Lair		m, ring		men			x		
SR	Buhr Widu		m, M		troll			x		
US	Lugdruong		m, M		orcs.3w9			Rescue Prisoners, Runeknife		
Gu	Mount Gundabad		m, M, G		orc			x		
DG	Deep Cleft		m, M		orc			Rescue Prisoners, bone		
TO	Urdic Camp		m*,M*		men			Rescue Prisoners, axe		
HM	Sarn Goriwing		m, M		orc			x		
SM	Dol Guldur		Info, m, M, G		orc/troll/nazgul			Pass Doors		

CHARACTERS-10		4-4-6-3-2	a-16
4 Radagast	10/10/6/9	W/Sc/R/D	WIZARD Rhosgobel
2 Beorn	7/2/7/9+	W/R	Man Beorn's House
2 Grimbeorn	6/1/6/8*+	W/R	Man Beorn's House +2P.orcs, +2P.Beornings
Wacho	2/0/1/8+	Sc/Sa	Man Woodman Town
1 Waulfa	4/1/3/7	Sc/Sa	Man any site in W. Mirkw
1 Ulred	3/0/3/8	R	Man Mathlaburg +2DI.Rivermen
1 Wose Hunter	3/0/3/8*	W/R	wose
1 Shipwright	3/0/3/7*	W/Sa	sd Grey Havens, any elf-hold port
1 Peath	4/1/4/7*	R/D	Man Dunnish Clan-hold
Amala	2/0/2/8+	Sa	Man Cor Angaladh, Woodmen-Town
1 Naric	3/0/4/8+	W	bk Cor Angaladh, Dol Guldur, +1P.OT
1 Lorthand	3/0/3/8+	Sc	Man Cor Angaladh, Lar-haz
1 Glosnar	3/0/5/7+	R	Sinda Cor Angaladh, Lorien, +2P.orcs
1 Kori	5/0/4/8a	W/R	fb GemDeeps, WindD +1P.O,T
2 Goblinbasher	7/1/6/9a	W/R	Man BeornH, Carrock +2P.O, 1CP
1 Sprautabern	4/0/4/8*a	W/Sc	Man Ligr Wodaize Berne +1P.O,W.
<i>starting company:</i> at Lorien			
1 Sprautabern	4/0/4/8	W/Sc	Draw
1 Wose Hunter	3/0/3/8	W/R	
2 Grimbeorn	6/1/6/8	W/R	horn of anor
1 Pearth	4/1/4/7	R/D	healing herbs
1 Shipwright	3/0/3/7	W/Sa	
<hr/>			
13/20 GI		Hand-8	Mind-26
#1 CareTakers			
Radagast	10/13/9/10	W/R/Sc/D	W 1 staff, Form
Grimbeorn	6/1/6/8	W/R	M 1 horn
Wacho	2/0/1/8	Sc/Sa	M 0 More
Lorthand	3/0/4/8	Sc	M 1 boneharpoon
#2 WilderMen			
Beorn	7/2/7/9	W/R	M 0
Amala	2/0/2/8	Sa	M 0
Naric	3/0/7/8	W	bk 2 dwarven axe
Glosnar	3/0/5/9	R	sd 2 habergeon

OBJECTIVE

Radagast and his band of wilderland folk are to rouse the inhabitants of Wilderland to fight against evil that is making their homes unsafe. Heavy faction and missions are the main resources. Bolg is going to be the main enemy to watch-out against. One or two of Sauron's Ulairi are suspected to be at Dol Guldur. One group of heroes will be the fighters to ambush the enemy who venture into the Vales of Anduin. In the case the companies have little to do, then focus your efforts on the orcs.

Radagast will use his herb lore to heal the wounded. Unique movement possibilities allow safe travels through Wilderland. There is a special mission that needs to be accomplished. Someone will need to learn the identity of the Necromancer. This mission will be dangerous and requires planning and precise execution to complete. Radagast is also responsible to rescue any hero prisoner in Wilderland.

RADAGAST & SPELLS

Bring in the wizard-specific cards to the discard pile as soon as Radagast is revealed. His ability to draw an extra card for each Wilderness in his site's path will not be utilized to its greatest effect since he expects to move into non-Wilderness regions much. He will be drawing at least one extra card since most of his regions have Lórien as a nearest haven. **Herb-lore** can heal the battle-weary. His bonus to corruption is vital to his strategy with the use of the staff.

Use his Wizard Staff to maximum effect with rituals and spells. **Marvels Told** is there to play when you can tap the wizard, so to keep Mirkwood safer for other players. **Wizard's River-horses** will discard all those Nazgûl events if they are in play or cancels an attack if the wizard is alone. Do not expect the wizard to be alone unless a skin-charge is removed from the company. **Kindling of the Spirit** gives combat bonus for your characters for the rest of the turn. Play this event when teaming with six other characters. Then you will have five characters with at least 9 prowess against orcs! The inherit bonuses of the staff helps the Wizard in the follower and combat departments. The corruption threat is less from his bonus.

Try to play **Sacrifice of Form** during the second deck unless he is revealed on Turn 1 or 2. Attempt to kill a Dragon with this spell. There is no hurry to play this spell due to the lack of direct influence of other characters to have followers and thus large companies. Eagle's Watch is a faction allowing the wizard to use **Spying Out the Land** as a spell. The other spells have a -2 to the corruption check; this minion resource has a modifier of -3. **Spying Out the Land** allows you to see hazards from opponent's hand. These are the only hazards that can be played that turn against the spell-caster's company.

Looking Forward is a short-event that allow a Wizard to face a creature attack. The Wizard, during the organization phase, selects 7 cards from either playdeck. One creature attacks alone to the Wizard. Then any attack of that creature is cancelled that turn. Cards are then placed on the play deck. Do this for your own Great Northern Bear and Peaceful Coexistence.

The elves of Evermist require the presence of Radagast during the game. An arrangement of their meeting needs to be done, but the Brown can just use Gwaihir Airlines.

CHARACTERS

Radagast has recruited the help from elves, dwarves, and men. Only two characters are a Diplomat and three are Sages. The Brown is not a sage and a Sage needs to be in play at all times to play sage events. Ranger is another vital skill. Two companies will be operating in and around Mirkwood: Wildermen and the Caretakers.

You do not have many characters: only eleven. Six Rangers are in the decks that are not grey agents! Two of the characters have a low body stat of 7.

Beorn is the first of the nine W/Rs in the deck – three are grey agents. He is a Man with great stats of 7 prowess and 9 body. He has +2 DI against Beornings. His two DI can be used to control Wacho. He and Grimbeorn are skin-changers. Grimbeorn is a bit smaller at 6 prowess and 8 body. He has +2 prowess against Orcs and +2 DI against Beornings. The grey agent and creature hazard manifestation of this character are in this deck.

Wacho is a rarity being a low-mind Scout/Sage. His home site is Woodman Town. He cannot fight using one prowess. He has +2 DI against Woodmen.

Pearth is a woman and has another rare set of skills of Ranger and Diplomat. Her 4 prowess is good, but 7 body is low. She has the typical +5 prowess against Nazgul. Her home site of Dunnish Clan-hold is four regions from Lorien, but she will start the game. She will be the first to discard to play another character so to have her available later in the game if needed.

Waulfa is a unique dual character also a Scout/Sage. His 7 body is risky. His home site of any site in Western Mirkwood can be used to cancel an AA at those sites. He has +2 DI against factions playable at sites in Mirkwood. Discard him when another Sage (i.e. Wacho) is played. Protect him to the point of keeping him at Lorien. He has +2 direct influence against characters and factions playable at sites in Heart of Mirkwood, Western Mirkwood, or Woodland Realm. If at such a site, you play Widuskapin Ritual there.

Ulred is a Man from the trading town of Mathlaburg on the lower Anduin. He is a dual character very likely used by minions. He has average 3 prowess and 8 body, but with the vital Ranger skill.

There are four Ûsanya. Each has two home sites with one at Cor Angaladh. Each has one skill and a special ability. None may be included in the starting company and only be brought into play at a home site. Also, multiple Ûsanya can be played on the same turn.

Amala is a Sage Man from Woodmen-town. She has 2 mind, 2 prowess, and 8 prowess. As a woman she has +6 against Nazgul. Tap her to allow a Ûsanya in her company to attempt to remove a corruption hazard by +3.

Glosnar is a Ranger from Lorien. This albino Sinda has +2 prowess against Orcs. His 3 mind gives a high 5 prowess, but low 7 body. He always faces the first strike from an Orc attack regardless of his status or attack's capabilities.

Lorthand is a Sagath from Lar-huz. This Scout has 3 prowess, 3 mind, and 8 body. Wounding him from an opponent's character causing that opponent to make a body check modified by -1.

Naric is a Blacklock from Dol Guldur. He is the Warrior of 3 mind, 4 prowess, and 8 body. He hates Orcs and Trolls by +1. Tap him to cancel a traps attack against his company.

COMPANIES

The starting company will begin at Rivendell with five characters with all the five skills. Ulred is the Ranger. Grimbeorn is the Warrior. Grimberon is the main Warrior. Wacho will be kept at Lorien to play Marvels Told and be ready for his Light Enchantment. This group's goals are to draw cards and play items fast so to prepare the main characters when they are drawn. Pearth is the Diplomat with Healing Herbs. Sproutabern is a grey agent starting the game with Draw Swords Together. Discard the grey agent in a few turns.

1 Sproutabern	4/0/4/8	W/Sc	Draw
1 Ulred	3/0/3/8	R	horn of anor
2 Grimbeorn	6/1/6/8	W/R	
1 Pearth	4/1/4/7	R/D	healing herbs
Wacho	2/0/1/8	Sc/Sa	

Two core companies will use 13 of 20 GI. There is no card mechanism in this deck to play a grey agent as a character. Goblin-basher is included. Play this agent in case Beorn is not in play. Anduin Vales borders many regions, so this grey agent can be turned face-up at many sites.

The Caretakers will have Radagast as their guide. They will influence factions, visit dangerous sites, and gather any other items needed by both groups. Grimbeorn is the man in the company. He has no followers due to his use of Skin-changer. Give him Horn of Anor for +3 against faction influence attempts. Wacho is the sage - protect him with his one prowess. He may stay at Lorien for protection. Wacho has the event When You Know More to aid in faction influencing. Lorthand is the third Scout. Give him Bone-harpoon for 4 prowess and the ability to kill wolf creatures. Radagast has 2 DI unused with these three as followers. The two Men can carry items. Just seven MPs are tied to this company.

#1 CareTakers

Radagast	10/13/9/10	W/R/Sc/D	W 1	staff, Form
Grimbeorn	6/1/6/8	W/R	M 1	horn
Wacho	2/0/1/8	Sc/Sa	M 1	More
Lorthand	3/0/4/8	Sc	M 1	boneharpoon

The Wilder Men is a band of friends who share the burden to fight the evil of Dol Guldur. They will play weapons and harass the enemy at every moment. This team will be conducting rescues. Beorn is the warrior in the company with 7 prowess; he can use Skin-changer and Ranger. He will control Amala, who is the Sage. Naric is the Warrior with a Dwarven Axe for 7 prowess and 8 against Orcs. Glosnar wears Habergeon of Silver for 9 body and has 7 prowess against Orcs. Just eight MPs are tied to this company.

Move to Ligr Wodaize Berne to play grey agent Sproutabern if Walls Behind Walls is not played on Radagast. Keep him in play until Skin-changers is played on him.

#2 WilderMen

Beorn	7/2/7/9	W/R	M	0	
Amala	2/0/2/8	Sa	M	0	
Naric	3/0/7/8	W	bk	2	dwarven axe
Glosnar	3/0/5/9	R	sd	2	habergeon

Only Wose Elite Hunter is the extra character. Those in the starting company can be replayed in the second playdeck when one of the two Skinchangers goes to your hand. Consider keeping Beorn and Grimbeorn as characters for the Wilderman Company; one will be in your hand ready to be played as a character the turn after the other uses Skin-changer. Thus you can plan your movements so to move Wilderman away from Lórien using Skin-changer and move Radagast to Lórien to play one of the two Skinchangers on the next turn. Lock Nor Bar May Hinder allows fetching a character from the discard pile and playing him with no conditions.

ITEMS

Some hoard and wose items are planned to be used by Radagast. Their value is important for current and expected needs. Ten items are included with two playable at Lorien.

One greater, three major, and four minor items are included. Two are food items. The **Staff** is vital to be played. It grants +2 DI and +2 prowess for 2 corruption. The staff provides +2 to corruption checks when using a spell. At the start of the END phase the wizard can tap to fetch a Light Enchantment, Spell, or Ritual.

Beadmaker's Hunting Runeknife is a rune, major item weapon. It is played at any Ruins in the Northern Waste. It gives +1 prowess to maximum of 9. Tap this item when borne by a Ranger to force opponent to play a non-unique Animal hazard creature to attack a lone bearer. Else tap and discard the item to modify body and strikes of a non-unique Animal or Wolf attack by -1 and thus use Peaceful Coexistence.

Dwarven Axe is a beauty. A dwarf receives +3 prowess (max. 8) and two corruption points.

Habergeon of Silver is a hoard armour item. It gives +2 body to a maximum 10 to anyone for two corruption points.

Bone-harpoon is a minor dual item. This two-handed weapon is only playable in the Northern Waste. A warrior gains +1 prowess to maximum of 6. Wolf and Animal strikes have a body modified by -1. If a bearer is assigned a strike from a Wolf or Animal attack, he can discard the item to make a roll and add bearer's prowess. A result greater than the attack's prowess defeats the attack.

Horn of Anor is a minor, instrument item. Bearer receives +2 direct influence against on factions. You have nine factions. You need the help.

Food item **Waybread** will help characters stay alive. **Healing Herbs** is useful with Waulfa and Rhosgobel expected to be useful too. **Potion of Prowess** gives +1 prowess to all in the company for turn. This helps with resource event attacks.

Leaf Brooch is for playing the offering attempts or to keep a wose item in play discarding this item instead.

ALLIES

Meneldor is a Warrior with 5 prowess, but a low body of 7. He can use the Warrior event in the deck. Tapping his home site will cause a bit of trouble using Fifteen Fir Trees for both decks. Play this ally with Radagast to allow the wizard to easily visit the Elves of Evermist. Next deck, play on Wacho as a bodyguard.

Gwaihir has a decent four prowess. His special ability is discarding to allow movement with two or less characters to move to any non-Shadow-land or Dark-Domain in Wilderland or adjacent territories. Use this ability to visit far away sites like for Land Reborn, Wose-hold in Eriador, or to Illuin Mountains to play a faction. Bolg is not likely to travel far, but you may need to use this ally to return to a haven with wounded characters.

Many Leagues is a movement resource giving someone the chance to travel a great distance. Number of non-flying entities must be equal or less than flying entities in the company. Also, you must be at Isengard or a non-Underdeeps Shadow-hold or Dark-hold. Also, the Wizard must be with the company. Thus you need one of the Eagle allies. Move Radagast to the Northern Waste. The site to reach is any Haven or Free-hold in the same or adjacent region as current site. Deep Cleft is in the Northern Waste thus you can reach Eriador, Wilderland, or Great Central Plains.

Peaceful Coexistence allows a Wolf or Animal creature with one strike for each of its attacks to be taken as an ally. Radagast, Beorn's House or Woodmen-Town characters can do this. One such character starts the game. The creatures include: Swamp-dragon, Ninevet, Snow-lion, Great Northern Bear, Fell-bear, Caran-Carach, and Were-wolf. Think about visiting Northern Waste against that division in hopes of spotting a bear. Else use Dark Quarrels to reduce an attack to half its normal. Wolves of 3 strikes and Dire Wolves of 4 strikes will be reducing to two strikes. Then use Beadmaker's Hunting Runeknife to reduce it by one to one strike.

FACTIONS

The native animals and people of the land will band together to repel the evil from the Hill of Sorcery. You will play 11 factions: four Man, one Ent, three Wose, and four Animal. Beornings, Woodmen, Lothragh, Escape Slaves, Woses, Hives, Eagle-Watch, Eagles, and Ents are to be found and called upon. It will be easy to influence all the factions. Six of them are in or adjacent to the Anduin Vales. Only When You Know More enhances faction influence attempts except for the bonus due to Radagast himself as your avatar. Radagast will have 5 DI available for attempts. Tapping of Wacho grants +7 available. This configuration allows five factions to be influenced on a roll of 2. Four factions will be played at Free-holds, two at Ruins, and five at a Border-hold. Some factions have an ability for use by this avatar.

The Woodmen from the Heart of Mirkwood may be difficult if the minion's have the idea to subvert these simple folk. They need an attempt of 8 to play Men (+1).

Beornings are the same needing an 8 to play Men (+1). Play them at Beorn's House, but know you cannot visit there that deck if you want to play Beorn or his son there.

Lothragh is a dual Man faction from the Illuin Mountains at Lothragh Camp. An influence attempt greater than 9 (Elves -2, Men +1, Logath Herdsman -2, Demon trophy +4). This two MP faction is far from Wilderland or eight regions from Lorien including three Shadow-lands through Dragon-Gap. The reason to include them in the deck is tapping the faction to give -2 prowess to any Animal or Wolf creature attack against a company moving in the Northern Waste or adjacent regions in Great Central Plains or Wilderland. This includes Gundabad, Anduin Vales, Narrows, Northern Rhovanion, Iron Hills, and Dorwinion.

Escape Slaves is a faction played at a tapped Shadow-hold or Dark-hold during the same site phase that you played Rescue Prisoners if the influence is greater than 7. You can store the faction at a Free-hold or Border-hold for 1 MP. The race of the faction then becomes Man for a Wizard company. You can play the faction at Deep Cleft only after playing a Stolen Knowledge.

Woses of the Drúadan Forest are three regions away in a Free-Domain. An attempt of 9 is needed.

Woses of Old Pûkel-land are four regions away in a Wilderness and through double wilderness. An attempt of 9 is needed.

Woses of the Eryn Vorn are five regions away in Cardolan. An attempt of 11 is needed. It is normally played at The Worthy Hills. Instead play it at Traith Chefudoc.

The Great Eagles will be played at Eagle's Eyrie. Take your time to play this faction since you want the site available to use Eagle-mounts. No modifications are given on the card. A high attempt of 10 is required.

Eagle-Watch has two home sites, but play it close to Anduin in the Misty Mountains. A high attempt of 11 is needed, but Radagast in the company gives +3. This factions allows playing Spying Out the Land. Play this faction in the first deck.

Hives are an animal faction needing an attempt of 6 to play. Hives has a low influence check played with a character with a home site of Beorn's House. This faction taps to shuffle Beijabar Bees, which you will use before CvCC. You should tap two or more minions with this creature used in this manner. Galadriel will then have one less reason to untap Wellinghall.

Alliance Among Neighbors is a permanent-event that adds 1 Misc. MP to each unique hero faction adjacent or in a region with a Dragon's Den. You have Lothragh, Hives, Great Eagles, Eagle-Watch, and Beornings. Thranduil of Mirkwood has Ravens, Wood-Elves, and Raft-Elves. Lady Galadriel has Bears of the Carrock.

MISSIONS

A few missions are in the deck. Pass the Doors is your major mission; it is discussed later.

When You Know More is a boost to your faction influencing.

Dark Numbers is Stolen Knowledge played after facing an Orc, Troll, or Man attack. Discard it for +3 against a faction influence attempt. You need this event for Pass the Doors or the chance to play Escape Slaves from Deep Cleft. The other Stolen Knowledge requires a tough site phase at a Shadow-hold. Rescue Prisoners is another mission required by Pass the Doors.

Rescue Prisoners will be kept in play during the second deck so to use Lock Nor Bar May Hinder. The cost of the mission event is that the bearer cannot untap. Use Smoke Rings to grab the mission event again. There are two copies of it in the deck. Play one copy on Mount Gundabad during the second deck. Urdic Camp is another option too. You need to play it at a tapped site and face a two strike with 7 prowess Spider attack.

Eryn Lasgalen is a unique event allows each of your unique factions played at sites in Mirkwood or its adjacent regions to tap for -1 to the prowess and strikes of a rescue-attack or Rescue Prisoners attack in Mirkwood. Radagast will have four such factions (Hives, Eagles, Woodmen, Beornings). A massive modification will allow just one character to not tap for whatever strike is left. Some minion players nearby have prisoner resources or hazards. Original: 4s7p, 3 factions tap = > 1s4p handled by a 5 prowess character.

GATES OF MORNING

This wizard has three resource using Gates of Morning. **Fifteen Birds in Five Fir Trees** will cancel one attack may be two. It will prevent you from having a site phase, but with so little characters you cannot afford to lose a few. One character must tap to face remaining attacks; that will either be Beorn or Grimbeorn. What a bummer. You may have to travel to Rohan to play items and characters. Gates of Morning must be I play so expect no more than 40% of use.

The deck is design to cancel attacks. **Dark Quarrels** will handle Orc, Troll or Men attacks. But try to use this with Gates of Morning to reduce the number of any attack to half so to use Peaceful Coexistence.

Fog is a long-event only playable if Gates of Morning is in play. All FD become BL, all BL becomes W, all DD becomes SL, all SL becomes W. This will help you play our Awakened Plant creatures and to draw cards. Also, moving to Southern Mirkwood will be safer. You will visit 16 regions. One is a Free-Domain, another a Border-land, three are Shadow-lands and two are Dark-Domains.

Fair Travel in Dark-Domains will lower the hazard limit for every such region in your path or two if Gates of Morning in play. This resource is primarily for use in Gundabad and Southern Mirkwood.

ANDUIN VALES AND MIRKWOOD

Traveling the Men-i-Rhûn and other routes can be dangerous to any folk. Wilderland is a place of Wyrms, Dol Guldur and the Misty Mountains. Four of the site types are present. Border-Lands and Wilderness will be the frequent region types being seen. This gives a wide range of creatures to be played on the company, including Dragon Ahunts. Several events are in the deck to give warning signals to the brave. CvCC will be sought throughout the game.

Beorn and Grimbeorn with **Skin-changer** deal tough blows in combat. Playing this resource will send them to your hand, but you visit Beorn's House to play them again or use Lock Nor Bar May Hinder in the second deck.

Radagast will focus on the following regions: Dragon Gap, Talath Uichel, Gundabad, Anduin Vales, Southern Mirkwood, and Brown Lands.

Forewarned is Forearmed reduces all non-Lairs to one AA and hazards to one attack and multiple creature attacks to a single attack. This resource is specifically for use entering Dol Guldur. The event is only discarded if an affect site has its AA defeated.

Widuskapin Ritual is a ritual played on Woodmen-town. Now, you can discard a minor item from the company at the site to heal fully a non-overt, non-Ringwraith character. Or discard the event to fully heal a character anywhere that has a home site of Woodmen-town.

Rush Along Recklessly is there to allow reaching sites divided by mountains. The company can move two extra regions with the cost of raising the hazard limit for each non-Ranger. This may be as much as two or low as zero. Old Pukel-Land is six regions from Gundabad and Dragon Gap. Cardolan is six regions from Dragon Gap avoiding Angmar or Triple Wilderness via Gap of Isen. Ukal Sej is six regions from Anduin Vales, Southern Mirkwood, and Dragon Gap.

Hope Renewed allows characters to join a company engage in CvCC. The conditions include Gates of Morning and two or more wounded characters in your company. Any characters in the same territory or any character in hand with the same home site join the company. These new characters can face an assigned strike. Have this event in hand when visiting Dol Guldur.

Say Friend and Enter is another Ritual. You tap a sage at the end of the movement/hazard phase to cancel any ongoing hazard effect that would cause his company to do nothing during the site phase. Spawn may spew malicious darkness your way.

AGENTS

Grey agents have been putting into place final means to stop the Enemy. You do not have any anti-agent resources. Instead you have grey agents. You have four grey agents. One is a manifestation of a character. That is okay. Keep the agent face-down until needed at sites used as safety sites. There are two warriors, two ranger, a Scout, a Sage, and a Diplomat. With so many Awakened Plant creatures it is wise to play them at Ruins, Shadow-holds, or Dark-holds using agents. But there are only five such sites: Willow Dingle, Lind-or-Burum, Wellinghall, Valagalen, and Cor Angaladh. Use Nature's Revenge to provide more sites. 57 Ruins, non-Lairs are found in a Wilderness Thranduil of Mirkwood has that hazard. [384 sites]

Hero sites	Haven	Free	Border	Ruins	Lairs	Shadow	Dark
Coastal Sea	1	1	3	14	2	4	
Double Coastal Sea				1			
Triple Coastal Seas				1			
Free Domain	1	13	1	1		1	
Border Land	1	11	18	12		2	
Wilderness	6	20	33	57	12	14	
Double Wilderness		2	2	7	2	2	
Desert			5	6		2	
Double Desert		1		1		1	
Jungle	2	4	5	7		4	
Shadow Land			10	12	5	14	7
Dark Domain		2		1		6	7
Underdeeps				18		9	5
Dungeon				5			
	11	54	77	143	21	59	19

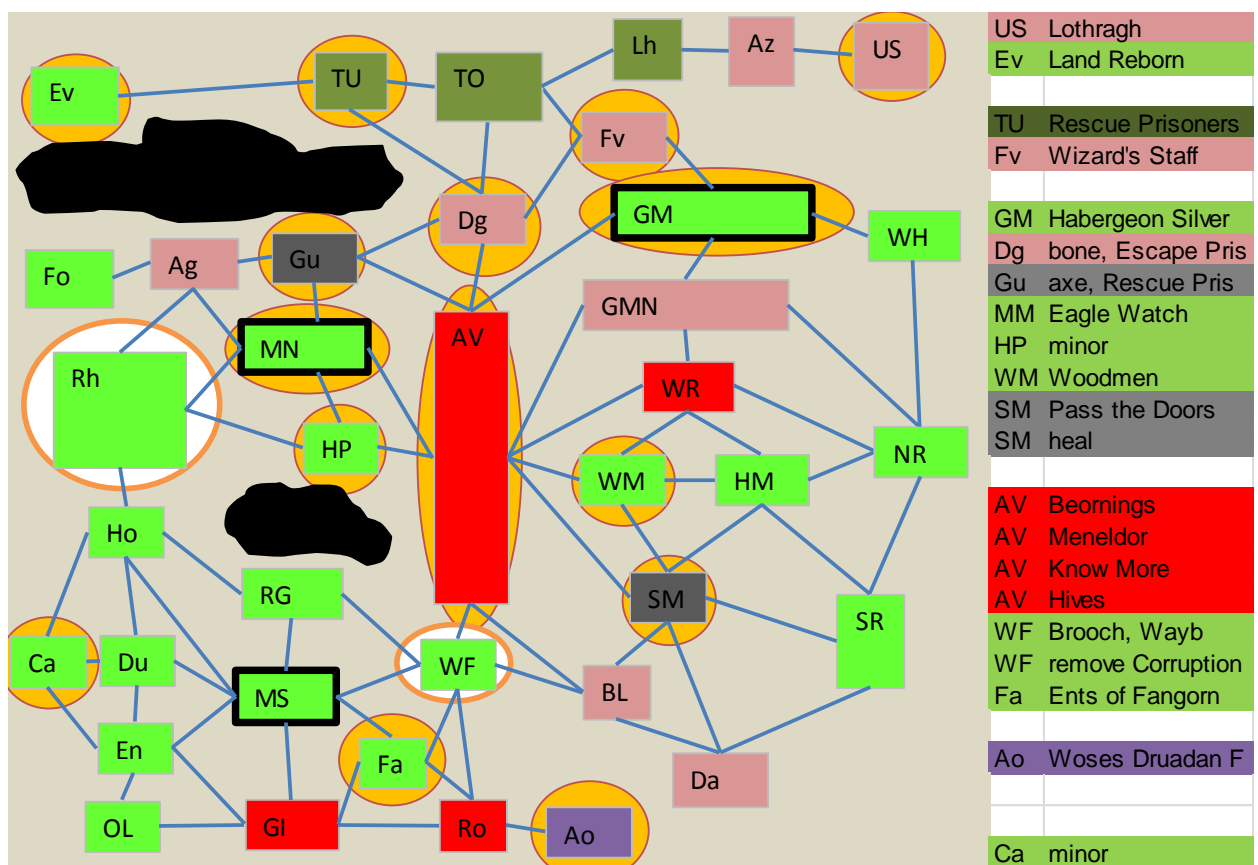
Goblin-basher is a manifestation of Beorn. This manifestation will be played before the character. Attack with this grey agent until Seek without Success is played to discard the grey agent. Against the Eriador Division move him to Mount Gram via Sonondor's Mound. Move him to Deep Cleft facing the Northern Waste Division if you have played Knowledge of the Enemy there. Move him to the Dead Marshes against the Mordor Division.

Sproutabern is from the Northern Waste. His Warrior skill is useful, but not his Scout skill. A 4 prowess and 8 body is average. He has +1 prowess against Orcs and Wolves. He can move two regions per agent action if moving to a site in the Northern Waste. He can tap during the MOVE phase to attack a company at or moving to his Ruins or Shadow-hold or home site. Move him to Foroviakain when facing the Northern Waste Division to bother Throkmau. Move him to Sarn Goriwing to bother his division. Move him to Willow Dingle against the Eriador Division. Move him to Lind-or-burum via Lorien facing the Mordor Division.

Ellindel is an elf grey agent. She is a Ranger with any home site in Arthedain. Keep her face-down in Eriador when facing that Division. Else move her into Gondor when facing those in Mordor to such sites along the coasts to Ruins in a Wilderness. Use Seek without Success on this agent. When she is face-up Wisp of Pale Sheen may be played keyed to her current non-Haven

site. This is not an ability to be exploited by you. Elven Wards though is affected at her current region as Hollin. Move her to a region with minions if this hazard is played. Move her to Mount Gundabad for the last eight turns. Move her to East Bay of Forochel so she is ready to move one region to play Seek Without Success.

Wold & Foothills	H	Lorien	gandalf, radagast, galadriel, thranduil	.	
Fangorn	F	Wellinghall	radagast, thranduil, theoden	.	
Anduin Vales	F	Beorn's House	radagast	.	
Anduin Vales	F	Eagles' Eyrie	radagast	.	
Anduin Vales	R	Gladden Fields	radagast		Undead
Anduin Vales	B	Mathlaburg	radagast		Men
Anórien	B	Drúadan Forest	radagast, theoden	.	
MM-Northern Spur	R	Daeron's Pool	radagast		Dark Encl
Gundabad	S	Mount Gundabad	radagast		Orcs
Grey Mountain Nar	L	Ovir Hollow	radagast		Dragon
Dragon Gap	S	Deep Cleft	radagast		Orcs
Western Mirkwood	B	Woodmen-Town	radagast	.	
Southern Mirkwood	D	Dol Guldur	radagast, galadriel, thranduil		Orcs
Southern Mirkwood	F	Rhosgobel	radagast, thranduil	.	
Foroviakain	L	Shab Arch	radagast		Dragon
Old Púkel-land	B	Wose Passage-hold	radagast, theoden	.	
Cardolan	B	Traith Chefudoc	radagast		Wose
Ukal Sej	B	Lothragh Camp	radagast		Men
Ukal Sej	S	Lugdruong	radagast		Orcs
Everdalf	F	Puolihmisten Satama	evermist,radagast	.	



SITES

Radagast has all the site types in a clump of Wilderland, except for Coastal Sea. Movement into Eriador, Northern Waste and Gondor is expected. Sites west of the Great River were the focus of this player. He will use Lórien as his main haven. Only 9 of the 20 sites have a rugged automatic-attack. Another two have weaker automatic-attacks. This wizard will also tap sites in 15 regions from Everdalf to Anorien to Ukel Sej.

He will face a variety of AA: dragon (2), men (3), wose (1), undead (1), Dark Enchangement (1), orcs (3). Eleven sites are shared, but just three have automatic-attacks - Dol Guldur, Lothragh Camp, Urdic Camp.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	5	6	2	2	3	1	20

Radagast is one of three White players, all wizards, to need to visit each of the site types. He will visit one haven, five free-holds (most except for Gandalf), six border-holds, two ruins, two Lairs, three shadow-holds, and one dark-hold.

One site is hidden, two contain a hoard, two port on river, and two are Ancient-dwarf ruins.

Most of the sites are within three regions of Lorien – all but six. Three more are four regions away. Seven of the sites are within two region movement of Wold & Foothills. Only three sites are more than four regions away. The sites in Ukal Sej and Everdalf are many regions so use flying or Rush Along Recklessly. Four of the six sites in Anduin Vales will be used.

The Wizardhaven Lorien is shared with Gandalf, Lady Galadriel, and Thranduil of Mirkwood.

Rhosgobel will also be used for a safe place; healing effects are universal in a company at that site. Many free-holds are marked on your map at five. Two free-holds have your factions. **Eagle's Eyrie** is your tarmac. An ally and faction are found there too. **Wellinghall** has Ents of Fangorn. Think about moving your company to **Beorn's house** with Skin-changers, Fifteen Birds in hand. You will cancel one or two attacks and have a boosted man facing all there remaining attacks. Visit the Elves of Evermist at a **free-hold**.

A few border-holds are on your map. **Woodmen Town** has a faction. **Mathlaburg** is where to play When You Know More. But beware of agents at that site. **Traith Chefudoc** is a wose-hold four regions away in Cardolan. This is a hidden site allowing minor and major items. This deck has no major items, but the attack of 4 strikes with 8 prowess is tough for a minor item. The site can tap to fully heal a character, else the character is discarded. Play a wose faction at **Druadan Forest** using Old Drûg. Play a third Wose faction at **Wose Passage-hold** in Old Pukel-Land. **Lothragh Camp** is far away in a Shadow-land. Play a faction there after facing a six prowess Men detainment attack. Minor items are found there. Play Bone-harpoon there if the faction is in the discard pile.

The only site that is Ruins, Lairs, Shadow-holds, or Dark-holds you share is Dol Guldur.

Four ruins must be visited by Radagast for friends and weapons. **Gladden Fields** will have Hives. **Daeron's Pool** has another Animal faction. **Ovir Hollow** has one strike of 11 prowess. Habergeon of Silver is found there. **Shab Arch** is the den of Throkmau the Vain. Play Wizard's Staff there. Avoid Framsburg and Hermit's Hill to allow other White Players to tap these sites. Keep Goblin-basher face-down ready to attack at sites available.

The dangerous sites that are needed for your missions are bordering Wilderland. Play a copy of Rescue Prisoners at **Urdic Camp** after tapping the site with Dwarven Axe. This site is five regions from Lorien, but its attack is vicious at Men 5 strikes with 7 prowess. Stay close by

moving to **Deep Cleft** playing Escape Prisoners and tapping the site with Bone-harpoon. Play the second copy of Rescue Prisoners at **Lugdruong** far away in Ukal Sej. Tap the site with the major item runeknife after facing the tough 3 strikes with 9 prowess Orc attack. This site is four from Rhubar, 8 from Lorien, or

Then there is Dol Guldur. It has three AA. Only visit it when playing your mission. For CvCC against Bolg's orcs, you might have to visit Ruins, Mount Gundabad or a Lair. Think about surprising minions at a site in a mountain region that requires first moving from an adjacent region. That company will not expect that.

One site with AAs is expected to be used by other White Players - Dol Guldur. The mission at the dark-hold though is expected to be occur when the other white players are there too.

~~— Kori is a dwarf grey agent. He will move in the Under Deeps bothering Felagrog. His home sites are Gem Deeps and Wind Deeps. He has two special abilities. First, he can tap during the MOVE phase at a company's new site to prevent that company from moving again that turn. This nullifies Gangways Over the Fire. Move him to Under Leas to stall minion companies in the first 16 turns. Else, he can tap at a company's new site to create an additional Trap AA at that site. Move this agent to Rusted Deeps against the Northern Waste Division or to Under Gates against the Eriador Division. Move him to Sulfur Deeps in the last eight turns to stall Felagrog.~~

RED DAWN

Radagast has a few factions that may engage in FvFC. The Doom of Choice is not in the deck.

Positively Hasty allows an Ent and Awaken Plant factions to move using region movement to an adjacent region to the faction's home region when that region has an Orc or Troll faction. This restricts regions to Gap of Isen, Rohan, and Wold & Foothills. Battle in such regions is unlikely until the Power Decks. Use this card as Game Point slot.

You may have to move your factions into Wold & Foothills during the White Council. Only two factions can move using the mustering card: Beornings and Woodmen.

WILDERLAND DIVISION

Several allies are near Radagast's unmarked borders. Galadriel and Thranduil will be in the Wilderness or in their warm homes. The Elf-Lady and Elf-Lord will rescue Radagast if he is in peril. The dwarves Lord Thrain and Lord Thorin may be trampling with their iron-shod boots from the Misty Mountains to the Iron Hills. They are busy with burning grudges. Dwarves and Thranduil are targeting Dragons for killing, which will make the Upper Anduin safe. Théoden may be seen too on rare occasions. Elrond Half-elven can help you if you trek into the Northern Misty Mountains. Forewarned is Forearmed is vital for both you and Galadriel. One copy is in the sideboard to ensure it is in play when needed.

A few other divisional players may be near the Anduin Vales at times. Gandalf the Grey might have dunedain in Wilderland influencing away dark elves. Gandalf too might travel from Tolfalas north to Goblin-Gate for riddles in the dark.

OPPPONENTS

Mirkwood and the surrounding mountains are full of terror. Bolg will come from Gundabad and wreak havoc. Khamûl is a threat with his sorcerers. The Mouth and his orcs are under the

eaves of Greenwood the Great. Dragons too come down to hunt. The Anduin Vales will be a place that of history again – first with the One Ring now with combat. Radagast is fortunate to use Herb-lore and have all his necessary sites within four regions of Lórien.

Radagast will need to consider combatting anyone controlling the ally Stinker. This will be done by taking captive the ally's controller so discarding the ally. The storing of such a prisoner is of no concern. Either release the prisoner the next turn or store the prisoner at Lorien.

MARSHALLING POINTS

- C=7 Character MP will be from your final companies. Beorn and Ghan have 9 body. Grimbeorn is vulnerable at 8 body. There are three Elite Woses; you just need one.
- I=3 Wizard Staff is the only item to count.
- F=11 Many MP are found in your factions. Beornings and Ents are 3 MP each. Bears, Hives are 1 MP. Woodmen is a dual resource; it might be influenced away. Eagle-Watch have a high roll to play. Bears can increase in MP value by playing Beorning Skin-changers (up to 3 more MP!). All but the Woodman and Eagles-Watch total the nine MP.
- A=1 Meneldor is your only ally in the deck. As a warrior he might not survive.
- M=7 Many MP come from this type. Rescue Prisoners and a light enchantment event will give you 3 MP. You are counting Doors since it is so important to accomplish.
- K=3 With two skin-changers and Woses having such a large bonus against orcs you should kill several creatures for 5 MP.

GAME POINTS

Positively Hasty x1, Sanctuary, Peaceful Coexistence

PLAYDECK MANAGEMENT

The deck is designed to support a two-part resource strategy: factions&items; and storing Pass the Doors of Dol Guldur. The lands the heroes will roam are perilous and require the right equipment and skills for their tasks. Many allies who can aid Radagast are living in the land. Shuffling into the playdeck will be infrequent for this player. Expect the first deck to exhaust during Turn 9 and the second deck during Turn 17. Also expect the third deck to exhaust during Turn 24 allowing the player to strategize specific cards to be in hand that turn.

The first play deck will play items and factions. It is important to play two factions before Wilderland becomes dangerous. Radagast's company will influence the factions. There are 26 resources in the SB. This is a large amount to play within two cycles. Most of these cards are not necessary to be brought into the playdeck, but most need to be in the DP by the first exhaustion. Three cards will be dumped to the discard pile during the second deck.

You may want to use Smoke Rings to shuffle Ranger characters during that time Skin-changer and Seek Without Success will help too.

The Staff will cycle certain cards. The deck has a high amount of duplicates to allow flow of cards into your hand. Radagast's Wilderness drawing ability will aid in cycling. The deck will thin resource-wise to give Radagast the speed for laying essential cards at opportune moments. This is required to enter Dol Guldur.

The deck has 47 resource events. One-third are permanent-events. Fast drawing is expected for the second deck with two moving companies and Radagast in Wilderness. Seven resource events have two copies and six resources have three copies. This wizard has three skill cards,

three spells, and two environments. Two are rituals. One is Light Enchantment and two are Stolen Knowledge.

1ST DECK

The first objective is to build a strong company to face the hazards near Mirkwood and the dragons from the nearby lairs. The starting company is mostly non-unique heroes with the purpose to begin playing resources for the stronger characters. All the items (except the Staff) are in the PD. Items can be played early to avoid the massive build-up of minion companies and the awakening of Dragons to the north. Many resources are in the PD to help in this endeavor. The mission to Dol Guldur needs to start the turn after Galadriel plays Fog late in the first deck.

There are 23 resources to be played outside of Lorien. You need to play a third of them before the mission to Dol Guldur. Start the mission no later than Turn 10. On Turn 12, you can be healed ready to play a resources for three more turns before the Warlord Phase. Exhaust no later than Turn 10. Stormcrow will discard any event played on a wizard's company.

The avatar will tap once to shuffle LBL and x4 to place 20 cards in the discard pile. LBL will shuffle six cards..

An Unexpected Outpost will shuffle all three copies of Dark Heart to have time to play on Sentinel of the Grove.

First Exhaust

The sideboard is expected to have 0 resource and 11 hazards when the deck exhausts.

The five hazards to shuffle include: Infested Jungles, Tauremornalome, and Seek Without Success x3.

Resources to place in the sideboard include cards that can be recycled by Wizard's Staff: Marvels Told, Wizard's Riverhorses. Also move both Lock Nor Bar May Hinder copies. Think about one copy of Rescue Prisoners.

2ND DECK

By this time corruption and influencing will be important. Discard permanent-events that disrupt your strategy with Marvels Told and keep Twilight handy. Most of the items should be in play. Get Wizard's Staff in play. Focus on playing the factions. Consider keeping the second copy of Rescue Prisoners in play a character so to bring characters into play. Play the remaining resources allowing a focus of CvCC during the Warlord Phase.

An Unexpected Outpost will shuffle all two copies of Curse Him, Root and Branch and Only Four He Has.

Smoke Rings will likely shuffle Gates of Morning. Tap the avatar to place Marvels Told and Wizard's Riverhorses into the discard pile.

Second Exhaust

The sideboard is expected to have 0 resources and 4 hazards when the deck exhausts.

The four hazards to shuffle include: Beijabar Bees and Gloom x3.

Resources to place in the sideboard include Lock Nor Bar May Hinder x2. Use instead wose items for LNBMH if those items were in the discard pile. Old Drug will get those quickly into play.

Expect at least two Game Point resources to be in the sideboard now. Tap the avatar and use

Smoke Rings to get these resources into the playdeck.

3RD DECK

Use Smoke Rings to shuffle Drugu into the deck. Use Outpost to shuffle Old Man Willow. Move into Mirkwood to draw Bolg there so to play those creatures with your hazard events in play.

Have Skin-changers attack Bolg's company. Use the Wose characters to attack the other, weaker company.

PASS THE DOORS OF DOL GULDUR

The playing of Pass the Doors of Dol Guldur (Doors) will be difficult. See below. First, the site has three AA. The Necromancer gives an extra automatic-attack with a huge prowess, which is non-cancelable. Forewarned is Forearmed must be in play to be rid of two AA. The Maia attack is non-cancellable, but the resource event does not cancel it, but can be reduced to non-existence. This resource is played by you. Let someone take the Maia strike if that attack is selected. Elite Wose will let him face the strikes.

Stolen Knowledge will be played to play Doors. The playing of Rescue Prisoners requires a tapped site, so play a minor item to tap the site. Rescue Prisoners and Dark Numbers can be played earlier before moving to Dol Guldur. The stay at Dol Guldur will be perilous.

TASK	NEED
Auto-attacks	Forewarned is Forearmed (Galadriel)
<i>Maia attack</i>	<i>Elite Wose Hunter</i>
Tap Site	untapped CH to play minor item*
Knowledge	untapped CH to play Knowledge
Prisoners*(2s7p)	untapped CH to keep Prisoners
*This is going to be a minimum of 3 cards in your hand.	

This mission will come at the end of the First Deck or in the second. I recommend in the second deck. Three characters can pull this off: Radagast, Elite Wose Hunter, and Beorn

Radagast	W/Sc/R/D	staff, waybread	CP: 2---8p/9b	Herb-lore
Beorn	W/R		CP: 0---7p/9b	
Wose	W/R		CP: 0---3p/8b	[+3P.orcs]

R	B	W	action
U	U	U	Orcs AA --- 3 strikes at 7 prowess; Cancelled by Forewarned is Forearmed
U	U	U	Trolls AA --- 2 strikes at 8 prowess; Cancelled by Forewarned is Forearmed
U	U	w	Nazgul AA --- 1 strike at 15 prowess [Wose taps: 4p/8b]
U	U	w	Maia AA --- 1 strike at 20 prowess Wose wounded: 3p/8b against Maia --- 1s20p; hope he survives
U	t	w	Beorn taps to play a <u>minor item</u> to tap the site.
t	U	U	Radagast taps and discards <i>Herb-lore</i> . Beorn untaps and Wose untaps.
t	U	U	Discard Dark Numbers to play <u>Pass the Doors of Dol Guldur</u> .
U	U	U	Discard <i>Waybread</i> to untap Radagast.
U	t	t	Play Rescue Prisoners. Spiders --- 2 strikes at 7 prowess. Beorn taps: 7p/9b against Spider --- 1s7p. Radagast does not tap: 8p/9b against Spider --- 1s7p. Wose taps to keep Rescue Prisoners. Tap Pass the Doors of Dol Guldur. Don't forget to thank your hosts.

Move to Dol Guldur. Two AA will be cancelled by Forewarned is Forearmed, which is played by Galadriel. The Maia attack cannot be cancelled, so your opponent has no choice. Wose

will faces attack; he will be wounded at best. This will ensure not defeating an AA at the site discarding the resource event. Then tap Beorn to play the minor item. Tap Dol Guldur. Radagast now taps and discards Herb-lore. This will untap Beorn, heal Wose, and untap the Wose.

Discard Stolen Knowledge to play Doors. Discard Waybread to untap Radagast and Wose.

Play Rescue Prisoners; Beorn will tap and Radagast will not tap. Wose taps to keep Rescue Prisoners. Tap Doors. All the characters are now tapped.

Remember that the wizard needs to tap to discard Herblore.

The Necromancer and Khamûl will have at least one company at Dol Guldur when you visit. Bolg, Dwar, and Hoarmûrath may send a company to Dol Guldur to say hello. That's 5 minion companies looking for a Wizard to squash! If you are a Ringwraith and using Dol Guldur, why not have three Earth-Tremors in your PD?

Think about moving to Dol Guldur on the turn after Saruman moves to Nurn for his mission. Any minion attacking you cannot attack Saruman in Nurn. If he moves the next turn to Mount Doom to confront Saruman, then his minions may be wounded.

Be careful about Stormcrow. That hazard will discard the mission if controlled by a wizard's company.

SIDEBOARD MANIPULATION

There are 26 resources in the SB to be included in the PD. This is a large amount and requires Radagast tapping to bring in 5. His W. Staff can be used for the 3 spell/ritual cards. Smoke Rings can get DP and SB cards.

SIDEBOARD-26

1	Wizard staff		dp111
1	Woses of the Eryn Vorn		dp112
1	B Hunting Runeknife		dp113
1	The Great Eagles		dp115
1	Ents of Fangorn		dp121
1	Escaped Slaves		dp122
1	Woodmen		dp123
1	Meneldor		dp124
2	Rescue Prisoners	leaf3	dp125
1	Pass the Doors of Guldur	leaf3	
1	Many Leagues		dp134
1	Business Elsewhere		dp114
1	Fog	leaf2	
1	Eryn Lasgalen	leaf2	
2	Peaceful Coexistence		dp131, dp132
1	Alliance Among Neighbors		dp135
1	Forewarned is Forearmed	leaf1	
1	Lock Nor Bar May Hinder		dp133
1	Longbottom Leaf	leaf1	
2	Herb-lore		dp141, dp142
1	Wizard's Riverhorses		dp143
1	Spying Out the Land		dp144
1	Sacrifice of Form		dp145
E1	Marvels Told		dp211
E1	Wizard's Riverhorses		dp212
E2	Lock Nor Bar May Hinder		

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	0	0	-	-		
SB to DP	20	+4	2	+1		
Smoke	-	-	-	-		
Leaf	6	-	-	x		
avatar card	-	-3	-	-3		
other	0	0				

HAZARD

The kelvar will be united against the evils of the world. A scent will immerse minions causing diversion and chaos. Three-quarters of the creatures are specific to Wilderland. Thus, you will use these creatures on-guard. But your hazard events are fast to play on anyone.

CREATURES

You have 17 creatures in the playdeck and 21 creature cards overall. This is an animal and Wilderland free-people theme using animals, men, and two drake creatures. 12 creatures are specific to Anduin Vales. These will clog the hand so use On-Guard. Not many creatures are normally keyed to generic site/region types. If a minion company starts at Dol Guldur and has Wold & Foothills in their path, then they can face any of the creatures.

Only Kolver Enraged enhances your Bears and Eagle creatures by +1 strike and -2 body. Giant's Isle in High Pass has 8 creatures keyable. Gundabad and Withered Hearth have five creatures with all have 12 or greater prowess. Great Northern Bear will help scare minions and Dragon-lords. The three northern regions of Mirkwood has six creatures.

A Cave-worm has made the Iron Mountains home. The largest drake of 1 strike with 16 prowess will tap any minion if not wound. Angmar, Gundabad, Redhorn Gate, High Pass, Gap of Isen, Narrows, Withered Hearth, Númeriadur, and Iron Hills are targets. With this creature in hand move to High Pass to sucker a visit.

Landroval is a unique animal with two strikes of tough 12 prowess and 6 body. He can only face overt companies, but chooses defending characters. He is limited to regions: Double Wilderness, Border-land, Shadow-land.

Lord of the Eagles is a creature and a Short-event. You have Gwaihir as an ally. So play this as a creature during the first deck. The creature has 3 strikes with 11 prowess of 6 body. Defending characters are selected. You can key the attack to Anduin Vales, High Pass, Misty Mountains, Wold & Foothills and to sites in these regions. It can only be played against overt companies. The Watchful Peace allows keying to any adjacent non-Dark-domain region of those named. Make sure it is not killed. Else use as a short-event to fetch any Free-People hazard creature to hand. You have 8 other such creatures.

[Dragon Gap, Angmar, Rhudaur, Redhorn Gate, Fangorn, Rohan, BL, WM, WR, GMN].

Great Northern Bear is another animal with 12 prowess, but has 7 body. He only has one strike with +4 prowess against Dragons. He can be keyed to 11 regions adjacent to Anduin Vales (except Wold & Foothills, Southern Mirkwood) and Woodland Realm. Non-haven sites in these regions will also face the bear. Only one copy of this creature can be played during a given movement phase.

Bejabar Bees is a 1 MP vermin and animal creature with 20 strikes with zero prowess. You must have Doors of Night not in play to these take flight. It is detainment keyed to Anduin Vales, Beorn's House, Rhosgobel, The Carrock, and Ligr Wodaize Berne. Also, can be played as a resource short-event by one with a home site listed above when Combat is declared.

Beorning Toll is a free-people creature for the Anduin Vales. It is Men giving a tough 11 prowess/6 body strike to all in the company. It is found in Anduin Vales, High Pass, Wold & Foothills, and Redhorn Gate and non-haven sites in these regions.

Men of the Wood is a strong creature of 9 prowess of 5 strikes. It is found in five regions (Anduin Vales, any region in Mirkwood, and non-haven sites in these regions). If the attack is not defeated or cancelled, then resources requiring Scout Ranger in target company cannot be

played this turn.

Naugol is an interesting hazard. As a creature it is limited to Dwarf-holds, site of a Dwarf-lord, or region containing a site with a Dwarf-hold. But its three strikes at 9 prowess and 6 body is useful to survive the discard pile. It is +2 against Orcs. Or as a long-event modifies Dwarf attacks created by Old Enemies and Ride Against the Enemy.

Lord of the Carrock is one of the unique creatures found in the deck. The permanent-event effect to modify by -2 influence attempts against Man factions may be positive if played against a Division with many such factions (e.g. Gondor, Harad) and played within a few turns of a deck exhaustion. However, the use of the grey agent and the character may regulate the hazard to be played as a creature. The creature has one strike at a Nazgul quality of 16 prowess and 9 body. It will tap any target and likely wound. It is keyed to a few regions: Anduin Vales, High Pass, Wold & Foothills, Redhorn Gate, Woodland Realm, and Western Mirkwood. Only the Wilderland Division will see the bear tracks and nothing else before the rampage.

Black Crows are a creature and a Short-event. The creature stats are puny with six strikes at 2 prowess keyed to any non-Under-deeps Ruins. You may play this as a creature to discard Full of Froth and Rage. Use it as an event to fetch a hazard you played as a creature this MOVE phase. This can get that unique Awakened Plant creature played after Tree-herder. If not, then Men of the Wood is just as a find as a choice. Think of this: play Tree-herder, reveal Fangorn for him to attack. Then play Black Crows to fetch Fangorn. Use Fangorn to fetch Tree-herder and play that creature and reveal another plant creature all for four against the hazard limit to play four creatures when you had just one reliable creature in hand.

Creatures

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

-
- FD:
 - 1 BL: Landroval
 - 4 W Feeders Landroval
 - 4 WW
 - 4 SL Feeders Landroval
 - DD
 - CS

-
- | | | | | | | |
|----|-------------------|----------|------------|------|------|------|
| 12 | Anduin Vales | | Great Bear | Toll | Wood | Bees |
| 8 | High Pass | caveworm | Great Bear | Toll | | |
| 5 | Redhorn Gate | caveworm | | Toll | | |
| 3 | Wold & Foothills | | | Toll | | |
| 5 | Gundabad | caveworm | Great Bear | | | |
| 3 | Dragon Gap | | Great Bear | | | |
| 3 | Grey Mts. | | Great Bear | | | |
| 5 | Grey Mt Narrows | caveworm | Great Bear | | | |
| 6 | Woodland Realm | | Great Bear | | Wood | |
| 6 | Heart of Mirkwood | | Great Bear | | Wood | |
| 6 | Western Mirkwood | | Great Bear | | Wood | |
| 3 | Southern Mirkwood | | | | Wood | |
| 3 | No. Rhovanion | | Great Bear | | | |
| 5 | Withered Hearth | caveworm | Great Bear | | | |

Hazard EVENTS-34

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption-8

Taint of the Wilds gives 1 CP and forces a corruption check of the target whenever a Ranger resource is played in his company or at his site. The removal is a bit tougher since the target must be at his home site or haven to remove normally. An the result is rough at 6. This taint was selected with many Rangers in Wilderland wanting to avoid dragons.

Taint of Glory is corruption for warriors. It burdens with one corruption point and forces a corruption when a Warrior resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of Deep Lore is corruption for sages. It burdens with one corruption point and forces a corruption when a Sage resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Weariness of the Heart is a dual hazard. Either give a character -1 prowess modification for the turn or force a corruption check.

Dragon Sickness is a short-event played on a character bearing a major or greater item. A corruption check is forced modified by -1. Expect a character to support the check.

Wielder's Curse is Dark Enchantment playable on a weapon. A strike against the bearer causes a CC; a failed CC wounds the bearer or another in the company – bearer's choice.

Main Theme: Plant Enhancer-9

These hazards reduce free general influence. So You've Come Back increase the mind of every other non-follower in the company. This hazard will force moving to a darkhaven.

Rebel-Talk is similar, but prevents a character to be a follower. Its roll to remove is also high. Select a high-mind character in the character that is currently a follower. The result may cause the target to eat most of the remaining unused direct influence and thus make vulnerable to hazards for two turns.

Shut Yer Mouth reduces the targets DI by two. Give this to leaders. The roll to remove is high at a 7 mark.

Call of Home takes a minion to hand if sum of a roll and free general influence is less than 10.

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 mind (6+6=12).

Secondary Theme-0

Kelvar Enraged is the enhancer for many animals (apes, bears, boars, eagles, and whales) adding a strike. You have eight such creatures.

Flooded the Surface is a permanent-event bringing the under-deeps into the light. The event is played on a site allowing the hazard player to replace one of the site's automatic-attacks with one from an adjacent site. Additionally, if the Reach of Ulmo is played, then any animal or drake

creature keyable to Coastal Sea may be played at the site. Ninevet, Rain-drake, Sea Serpent count among this short list. Visit Mount Gundabad or The Wind Throne to sucker an attack.

Support Cards-5

Seek without Success will be used by your Ranger Grey Agents. Nobody's Friend is there to fetch these agents or to reveal them far away from a home site.

Only Four He Has is playable on a strike from an agent attacking a character bearing a ring special item. Focus on those own by Khamual. Use this with Ordered to Kill and reveal on-guard. Success does not cause a body check, still wounds, and steals the ring special item. Try to get Goblin-basher to play this event during the second and third decks.

Stench of Mordor is a permanent-event and Environment. It is tapping one character in each Dark-Domain at the start of the site phase. Doors of Night applies this to Shadow-lands may be afflicting a player every turn. Facing the Wilderland Division will tap those at Dol Guldur and Mount Gundabad. The other divisions have Darkhavens in Shadow-lands. Be wary affecting Thranduil of Mirkwood when he visits the Narrows. You will visit that region as well. The hazard is there to tap a strong minion before he combats you.

Ride Against the Enemy uses a character card as an attack. The company must move through one Wilderness. The attack is given one strike with a prowess as the character +7. Likely, you will place some characters (e.g. Woodelf, Emissary) in the sideboard after first exhaustion. Shuffle them into the second deck and play this hazard after itself has been shuffle using Outpost. The attack should tap at least one character facing a strike of 9 prowess.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

TURN01, vs. Hoarmurath

MOVE

Gorbag, -sl,dh

HL2, Galadriel-x

HL1, Radagast plays An Unexpected Outpost shuffles Shut Yer Mouth

TURN01, vs. Ren

MOVE

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

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

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

HL3 Radagast plays An Unexpected Outpost shuffles Shut Yer Mouth.

HL2, Radagast plays Kori as agent face-down

{Review on Turn 7, should not have played as agent; kept for RAtE and Naugol}

HL1, Radagast uses Beorn OG

TURN01, Rhosgobel, U

U	Grimbeorn the Old	6	1	6	8	Man	W		R			0		
U	Elite Wose Hunter	3	0	3	8	wose	W		R			0		
U	Sprautabern	4	0	4	8	Man	W	Sc				1	Draw Swords Together	Healing He
U	Peath	4	1	4	7	Man			R		D	1		Horn of An
U	Wacho	2	0	1	8	Man		Sc		Sa		0		

Aiwendil		Lothragh		
Cave worm		Rush Along Recklessly		
Dark Quarrels		Smoke Rings		
Hives		Widuskapin Ritual		
0		0		
Turn: 1	Hand: 9	MP: 5	SP: 0	PD: 83
Ren	Hoarmura Dwar	Uvatha	BOLG	

, Master of the House, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Alatar the Hunter, Merkampa at Home
, Scorba at Home, It Stinks, Mordor in Ruins
, Wrath of the Olvar, Chill Them With Fear
, Sleepless Malice

UNTAP

ORG

Sprautabern transfers Healing Herbs to Hunter, croll=auto.

Sprautabern and Wacho stay.

Others move to Lothragh Camp using Rush Along Recklessly.

MOVE.2-Radagast

Sprautabern, -,fh

HL2, Ren uses Vuk OG.

HL1, Hoarmurath-x

HL1, Smeagol-x

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

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

Plays Aiwendil. Radagast the Tamer discarded.

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

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

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

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

HL3, Ren plays Lure of Expedience on Peath

HL2, Ren plays An Unexpected Outpost to shuffle from SB: [*Worn and Famished*]

HL1, Ren keys Uiendarlaif to Forruhn, animals.wolves.5s5p, -2.extra

Grimbeorn, 10b/6p+2p.skin-1t+8sroll=15, fail

Grimbeorn, 10b/6p+2p.skin-1t+11sroll=18, fail

Elite, 3p+4sroll=7,fail

Peath, 4p-1x-2e+10sroll=11,fail. killed creature; 8% to fail;

Aiwendil, moving through two W, dumps 3 resources from SB to DP:

[Wizard's Staff, Peaceful Coexistence x2]

SITE

Lothragh Camp . (1)Men---Each character faces 1 strike with 6 prowess (detainment).

Dark Quarrels cancels attack.

Smoke Rings shuffles Dark Quarrels.

Peath taps to make INF attempt on Lothragh.9

+1.di+2.horn+1.mod+7.iroll=11,pass

END

TURN02, vs. Hoarmurath

MOVE

Gurthlag, -,dh

HL2, Radagast plays Shut Yer Mouth on Gurthlag.

HL1, Radagast uses OG Woses of the Drúadan Forest

Gorbag, -sl-w-w,rl

HL2, Radagast uses Weariness of the Heart on Muzgash for -1 prowess.

HL1, Radagast uses OG Widuskapin Ritual

Leg It Double Quick played to move to Vamag. Above the Abyss in hand.

+

Gorbag, -w-bl,rl

HL2, Radagast moves agent Kori from Gem-Deeps to Glittering Caves.

Hoarmurath, -,sh

HL2, Radagast uses OG Hives.

@ Lothragh Camp, T

											Aiwendil		
T	Grimbeorn the Old	6	1	6	8	Man	W	R			0		
T	Elite Wose Hunter	3	0	3	8	wose	W	R			1	Healing Herbs	
T	Peath	4	1	4	7	Man		R		D	3	Horn of Anor	Lure of Expedience

@ Rhosgobel, U

U	Sprautabern	4	0	4	8	Man	W	Sc				0	Draw Swords Together
U	Wacho	2	0	1	8	Man		Sc		Sa		0	

Call of Home	Radagast			
Dark Quarrels	Smoke Rings			
Dark Quarrels	Smoke Rings			
Longbottom Leaf	Taint of Deep Lore			
0	0			
Turn: 2	Hand: 9	MP: 7	PD: 70	SP: 0
Hoarmura Uvatha	Ren	Dwar	BOLG	

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Lord of the Woods, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, It Stinks, Mordor in Ruins

, Great Need or Purpose, ~~Sleepless Malice~~

UNTAP; Kori agent untaps FD at Glittering Caves.

ORG

Longbottom Leaf played and shuffles [Longbottom Leaf, Forewarned is Forearmed.]

Smoke Rings shuffles Rush Along Recklessly. Keep avatar in hand. Peath no tap remove hazard, 2hroll-3x=-1, fail. Grimberon+ move to Logath Camp. Sprautabern+ stay.

LONG Sleepless Malice discarded by Hoarmurath

MOVE

Sprautabern, -,fh

HL2, Hoarmûrath plays The Moon is Dead

HL1, Hoarmûrath uses OG Nevazar

Grimbeorn, -sl-bl-w-ww,bh

Forewarned is Forearmed played.

HL3, Hoarmûrath keys Mewlips to WW, undead.2s10p, TMiD=3s11p; 20% to all tie.

HL2, xHL, Hoarmûrath plays Turning Hope to Despair on non-detainment Undead attack

Grimbeorn, 6p+7sroll=13,fail

Elite, 3p+9sroll=12,fail

Peath, $4p+7s_{roll}=11$, ineff. Wow!

HL2, Hoarmurath plays Taint of Ambition on Peath

HL1, Hoarmurath plays Out of the Swamps

Aiwendil, moving through two W, dumps 2 resources from SB to DP:

[Wizard's River-horses. Beadmaker's Hunting Runeknife]

SITE

END

TURN 03, Hoarmurath

MOVE

Gurthlug,-dd-sl,haven

HL2, Thráin-x

HL1, Radagast plays Taint of Deep Lore on Shaman.

WATTAN shuffles A Nice Place to Hide

TURN 03, Dwar

MOVE

Gorfaur, -bl-fd-fd-w,ruins

HL3, Radagast plays Taint of Glory on Gorfaur, now with 6CP

HL2, Radagast uses OG Glosnar

HL1, Galadriel-x has Bregalad in hand.

Dwar RW, -dd-dd-sl,haven

Dog-lord of Waw played on RW.

HL2, Radagast-x

HL1, Galadriel-x

HL1, Thg-x ELRiW is in hand.

Ufkral,-dd-sl,haven

Yellow Fanged Guard played on Brawler.

HL3, Radagast-x

HL2, Galadriel-x

HL1, Thrain-x

TURN03-3.2 {Bolg is at Mount Gram}

@ Rhosgobel, U

U	Sprautabern	4	0	4	8	Man	W	Sc			0	Draw Swords Together
U	Wacho	2	0	1	8	Man		Sc		Sa	0	

@ Logath Camp, T

												Aiwendil
T	Grimbeorn the Old	6	1	6	8	Man	W		R		0	
T	Elite Wose Hunter	3	0	3	8	wose	W		R		1	Healing Herbs
T	Peath	4	1	4	7	Man			R	D	4	Horn of Anor

Beorning Toll	Great Northern Bear		Death Carrying Vermin
Beornings(H)	Lord of the Carrock		Orc Veteran
Dark Quarrels	Radagast		Orc-Mounts
Dark Quarrels	Smoke Rings		Pûkel-men
0	0		Riven Gate
0	0		The Tormented Earth
Turn: 3	Hand: 8	MP: 7	PD: 63
Dwar	Hoarmura	Uvatha	Ren
			BOLG
			Wose Ambush
			0

Forewarned is Forearmed

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

, It Stinks, Doors of Night, Mordor in Ruins

, Worn and Famished, Foul Fumes, Wake of War

UNTAP

ORG

Peath taps remove Lure hazard, 7hroll=pass. Smoke Rings shuffles Peaceful Coexistence.

Grimbeorn+ move to Beorn's House. Sprautabern+ stay.

MOVE

Sprautabern, -,fh

HL2, Dwar uses OG Pûkel-men

HL1, Hoarmurath-x

HL1, Smg-x

Grimbeorn, -ww-w-w-bl,fh

HL3, Dwar-x

HL2, Hoarmurath-x

HL1, Uvatha plays Choking Shadows, DON, to change Wold & Foothills on site card into SL.

Foul of Fumes taps site.

Aiwendil, moving through two W, dumps 3 resources from SB to DP:

[Escaped Slaves, The Great Eagles, Ents of Fangorn]

SITE

END

TURN 04 vs. Hoarmurath

MOVE

Shaman, -,haven. Minas Morgul

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

Gorbag, -sl-dd,ruins. Barad-dur, Mordor in Ruins

HL3, Thranduil keys Shelob's Brood to surface site; spiders.4s8p; WoW=5s9p

Extra strike to orc Sniffler.

Gorbag, 6p+2wp+5sroll=13

Muzgash, 4p+9sroll=13

Orc sniffler plays Orc Stealth

Gûrthlug, 5p+10sroll=15.

Rolls for the four would have killed creature.

Hoarmurath, -sl-ww-ww-sl-sl-bl-dd,haven; Dol Guldur

HL2, Thranduil-x

HL1, Radagast plays An Unexpected Outpost to shuffle from SB:

[So You've Come Back,So You've Come Back,]

Radagast has in hand Lord of the Carrock

TURN 04 vs. Uvatha

MOVE

Ulrac, -ww-sl,bh Easterling Camp {Smeagol is here}

HL4, Radagast plays Lord of the Carrock as permanent-event

HL3, Radagast plays Stench of Mordor; Uvatha counters with Twilight.

HL1, Thranduil keys Giant Spiders to WW. Spiders.2s10p, WoW+PTD=3s12p

Ulrac taps to play Ruse to cancel attack. [Black Vapour in hand]

Come By Night Upon Them played on site.

Uvatha, -sl-sl-dd,haven Chey Goumal

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

Forced March played. Move to Nuriag Camp with its high AA prowess.

+

Uvatha, -dd-sl-sl,bh Nuriag Camp

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

@ Beorn's House, U

@ Rhosgobel, U

Beornings(H)		Habergeon of Silver			Asdriags	
Dark Quarrels		Naugol			Gleaming Gold Ring	
Dark Quarrels		Radagast			Heralded Lord	
Gates of Morning		Radagast			Incite Minions	
0		0			Nevido Smôd	
0		0			Nûriags	
Turn: 4	Hand: 8	MP: 7	PD: 60	SP: 0	Seized By Terror	
Uvatha	Hoarmura	Ren	Dwar	BOLG	Well Aimed	
					0	

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People.
Yavannas Plea, Devouring Wyrms, Merkampa at Home
, It Stinks, Doors of Night, Mordor in Ruins
, Lord of the Carrock, Wrath of the Olvar
, Foul Fumes

ORG

Radagast(Sprautabern,Wacho) move to Ovir Hollow. Grimbeorn+ stay.

LONG Uvatha.Foul Fumes discarded

MOVE.4-Radagast

Grimbeorn, -,fh Beorn's House

HL3, Uvatha uses OG Incite Minions

HL2, Hoarmurath plays Twilight to discard Gates of Morning

Radagast, -dd-bl-sl,RL Ovir Hollow

HL3, Uvatha plays Seized By Terror on Wacho, 2.mind-12+8hroll=-2. Returns

HL1, Hoarmurath-x Good time to play Undead!

SITE

Beorn's House. No AA

Grimbeorn taps to make INF attempt on Beornings.7

+1.di+2.card+2.horn+1.mod(men)-2.carrock+9iroll=13,tap site

Ovir Hollow, Dragon---1s12p

Radagast taps to support Sprautabern

Sprautabern, 4p+1sup+8sroll=13

Avatar card untaps Radagast.

Radagast taps to play Habergeon of Silver

END

{good turn; lucky versus SL}

CVCC, Hoarmurath vs. Radagast

U	<u>Wacho</u>	2	0	1	8	Man		Sc		Sa	0	
											Orders From Lugbúrz	
U	Gorbag	6	5	8	9	Uruk	W	Sc		3	Whip	The Gwaer
U	Muzgash	2	0	4	8	Uruk	W			0	Orc-Pouch	No Better l
T	<i>Orc sniffer</i>	2	0	2	8	orc	W	Sc		0		

Conflict, insults, and jealousy among the trio of orcs of who will combat.

Radagast plays Dark Quarrels

TURN05 vs Court2

MOVE

Ardûval, sh. Menelcaraca

HL2, Radagast uses OG Great Northern Bear

HL1, Thrain-x

HL1, Thg-x

Linsul, -w-j-w,sh. Menelcaraca.

HL4, Radagast keys Naugol to region with a dwarf-hold (YM Central Spur)

Dwarf.3s9p6b

Arduval taps to play Voices of Malice, Naugrim,-2.res+7.croll=5,pass.

Valnaur plays Blow Turned

Mornaur, 2p+8mroll=10,fail. 6broll

Valnaur, 4p+7mroll=11, fail, 3broll

Palandor, 1p+8mroll=9,ineff

HL3, Radagast plays Naugol as long-event

HL2, Radagast plays Ride Against the Enemy, keyed to W. Naric 1s4p8b; 2s12p8b

Valnaur taps to face both strikes since he is not in core company.

Valnaur, 4p-3x+3msroll=4, success. 10broll+1.delta=11,killed. Transfer items now.

{3 dark elves for this player have been eliminated.}

Records Unread to Mornaur. Ardan Card Deck to Palandor.

TURN05 vs Malezar

MOVE

Malezar, -,sh. Kondu Manara

HL3, Thranduil uses OG Ta-Fa-Lisch

HL2, Galadriel-x

HL1, Radagast-x HL1, Thg-x

TURN05 vs Indur

MOVE

Sakalure, -,bh. Sarul.

HL3, Galadriel-x

HL2, Radagast-x

HL1, Thrain-x

Hargrog, -w-sl-j-sl,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

Veteran, -,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

TURN05 {Bolg at Dol Guldur, Carn Dum}

@ Ovir Hollow, T

T	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1	Habergeon of Silver
T	Sprautabern	4	0	4	8	Man	W	Sc				0	Draw Swords Together

@ Beorn's House, T

T	Grimbeorn the Old	6	1	6	8	Man	W		R			1	Horn of Anor
U	Elite Wose Hunter	3	0	3	8	wose	W		R			1	Healing Herbs
U	Peath	4	1	4	7	Man			R		D	1	Taint of Ambition

@ Rhosgobel, U

U	Wacho	2	0	1	8	Man		Sc		Sa		0	
Dark Quarrels	Naric									Avari			
Dark Quarrels	Radagast									Crack in the Wall			
Longbottom Leaf	Twilight									Giant			
Marvels Told	0									Khelnôr			
0	0									Old Man Willow			
0	0									Perfect Gold Ring			
Turn: 5	Hand: 8	MP: 11	PD: 51	SP: 0						Rain-drake			
Court2	Indur	Malezar	Court	BOLG						Rilia			
										0			

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, Curse Him Root and Branch
, Mordor in Ruins, Full of Froth and Rage
, Lord of the Carrock, Sleepless Malice

UNTAP

[Dark Quarrels in hand, LBL can shuffle Prisoners, Deep Cleft in Bolg's discard pile with a few minor items in play deck; try to play rescue event this deck.]

Longbottom Leaf shuffles from SB: [Rescue Prisoners x2]

ORG

Radagast taps to shuffle from SB to PD: [Sacrifice of Form]

All move to Lorien.

Let Wacho move through Brown Lands since Border-lands will be for the other two companies.

MOVE.5-Radagast

Radagast, -sl-bl-w, haven. Lorien

HL2, Court2 plays River on new site.

Wacho plays Marvels Told targeting Full of Froth and Rage, -2.res+7croll=5.

Grimbeorn, -bl-w, haven. Lorien

Avatar card untaps Radagast.

HL3, Court2-x

HL2, Indur keys Ambusher to BL. Men.2s10p, attacker

Dark Quarrels cancels. Would've selected Grimbeorn and Peath; Abductor for Elite.

~~HL1, Indur keys Abductor to BL. Men.1s10p~~

Wacho, -dd-sl-w, haven. Lorien

HL2, Court2-x has three WW creatures in hand.

HL1, Indur-x

HL1, Smg-x

Peaceful Coexistence played on Wacho

SITE

Lorien. Peath taps to handle River on new site.

END Alatar. Thrain

Hand: two Twilights, Ride AE, Naric.

TURN06 vs Court

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, 8croll-4.res=4,pass.

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

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

Silion, 2p-1e+9mroll=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+8mroll=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+8mroll=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

TURN06 vs Indur

MOVE

Sakalure, -j-sl-j-sl,haven. Amaru.

HL3, Radagast plays Kelver Enraged

HL2, Radagast plays Twilight on Doors of Night

Indur, -sl-t-bl,RL. Charnesra

HL2, Radagst-x

HL1, Thranduil-x

HL1, Thg-x

Hargrog, -,haven. Amaru

Weapons of Morgul played.

HL3, Radagast plays Nobody's Friend to grab Goblin-basher from PD

HL2, Radagast plays grey agent Goblin-basher

TURN06-2.2 {Bolg at Buhr Widu, Carn Dum}

@ Lorien, U

U	Grimbeorn the Old	6	1	6	8	Man	W		R			1	Horn of Anor
U	Elite Wose Hunter	3	0	3	8	wose	W		R			1	Healing Herbs
T	Peath	4	1	4	7	Man			R		D	1	Taint of Ambition
T	Wacho	2	0	1	8	Man		Sc		Sa		0	Peaceful Coexistence
U	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+	
U	Sprautabern	4	0	4	10	Man	W	Sc				2	Draw Swords Together Habergeor

Bone-Harpoon	Naugol				0
Dark Numbers	Radagast				Above the Abyss
Dark Quarrels	Rescue Prisoners				0
Longbottom Leaf	Twilight				Calm-Song
0		0			Sellswords Between Cha
0		0			Steeds
Turn: 6	Hand: 8	MP: 11	PD: 37	SP: 0	To Satisfy the Question
Indur	Court	Court2	Malezar	BOLG	Words of Menace and D
					0

Forewarned is Forearmed

Tokens to Show

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

UNTAP {Bolg has site Deep Cleft in his discard pile}

ORG

Peath taps to remove haz, 7hroll-6.base=1,discard.

Radagast taps to dump from SB to DP: [Woses of Old Pûkel-land, Woses of the Eryn Vorn(H),
 Woodmen(H),Meneldor,Alliance Among Neighbors]

Peath,Wacho stay.

Radagast+ move to Deep Cleft.

MOVE.6-Radagast

Radagast, -w-bl-sl.SH. Deep Cleft.

HL4, Indur plays Doors of Night

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

Dark Quarrels cancels.

HL1, Court-x Court2 has Silent Watcher in hand.

Radagast plays Twilight targeting Doors of Night.

Peath,-,haven. Lorien

HL2, Indur-x

HL1, Court-x

HL1, Smg-x

SITE

Deep Cleft. Orcs.3s7p, dp=1, discard pile. 4s8p

Radagast, 6p-1t+5sroll=10

Sprautabern, 4p+1.card-3x+10sroll=12

Grimbeorn the Old, 6p+2.card-3x+7sroll=12

Elite Wose Hunter, 3p+3.card-3x+6sroll=9

Sprautabern, Sc, taps to play Dark Numbers

Hunter taps to play Bone-Harpoon,taps site.

Avatar card untaps Radagast.

Healing Herbs used to untap Sprautabern

+

Rescue Prisoners played at SH and tapped site.

Spiders.2s7p

Sprautabern, 4p+6sroll=10

Radagast, 6p+8sroll=14

Grimbeorn taps to keep Rescue Prisoners.

Lorien

Wacho taps to play Leaf Brooch, taps site.

END Evermist.Galadriel

MOVE.7-Court

Gorthaur, -cs-j-sl. RL. Ty-ar-Rana, discard technology: Liquid Fire
{Lucky! Drew Veils of Shadow and Hounds of Sauron! Must be the best draw ever!}
HL3, Radagast plays Naugol {Goblin-basher has Nobody's Friend}
HL1, Galadriel-x
Gorthaur taps to use Voices of Malice, So You've Come Back, 9croll-2.res=7,pass.

Taurclax, -j-sl-sl,RL. Ty-ar-Rana
HL2, Radagast-x, few useful hazards
HL1, Galadriel-x
HL1, Thorongil plays Elven Wards; will affect Harad Divisions.

MOVE.7-Malezar

Uthmag, -,sh. Kondu Manara
HL2, Thrain uses OG Precious Gold Ring
HL1, Radagast-x
HL1, Thg-x

MOVE.7-Court2

Arduval, -,sh. Menelcarca
HL4, Galadriel plays Arouse Minions on site, SH.
HL3, Galadriel uses OG lady Galadriel
HL2, Thranduil-x
HL1, Radagast-x
HL1, Thg-x

TURN07-1.2

{Bolg at Sonondor's Mound, Slew the Great Warrior; Carn Dum}

@ Deep Cleft, T

T	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+			
T	Sprautabem	4	0	4	10	Man	W	Sc				2	Draw Swords Together	Habergeon	Dark Numt
T	Grimbeorn the Old	6	1	6	8	Man	W		R			1	Horn of Anor	Rescue Prisoners	
T	Elite Wose Hunter	3	0	4	8	wose	W		R			1	Bone-Harpoon		

@ Lorien, U

T	Peath	4	1	4	7	Man			R		D	0			
T	Wacho	2	0	1	8	Man		Sc		Sa		1	Peaceful Coexistence	Leaf Brood	

Coeval in Age and Powe	Lord of the Eagles			Bitter Cold	
Eagle-Watch	Marvels Told			Curubor	
Fifteen Birds in Five Firtr	Sacrifice of Form			Hounds of Sauron	
Longbottom Leaf	Waybread			Test of Fire	
0	0			Test of Fire	
0	0			The Least of Gold Rings	
Turn: 7	Hand: 8	MP: 11	PD: 21	SP: 0	Twilight
Court	Malezar	Court2	Indur	BOLG	Well-preserved

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Many Shapes of Power and Fear, Bairanax at Home, Mordor Rebuilt
, Sleepless Malice, Naugol

UNTAP

ORG

{Dwarven Axe, Rescue Pr still in deck, WYKM, so no more shuffling; get through the deck.

Should Sacrifice of Form be played soon or wait until Aiwendil is drawn?}

Radagast+ move to Lorien.

Peath stays.

MOVE.7-Radagast

Radagast, -sl-bl-w, haven. Lorien

HL4, Court-x

HL3, Malezar plays Doors of Night

HL2, Malezar plays Pride Increased with Despair on Grimbeorn.

Radagast taps playing Coeval in Age and Power to invert Many Shapes of Power and Fear

HL1, Malezar moves agent FU Ulrith from Pelican Islands to Narik-Zadan

Peath, -, haven. Lorien

HL2, Court-x

HL1 Malezar plays An Unexpected Outpost,

Shuffle from SB: [Muster Disperses, The Ring's Betrayal]

Wacho taps playing Marvels Told, Pride Increased with Despair,

Peath taps to support, 11 croll+1. sup-2. res=10, pass.

SITE

Lorien. No. AA

Grimbeorn taps to play Waybread. Tap site.

Free minor item: Elite taps to play Potion of Prowess.

END

Fixed Kori agent uses in past when hazard limit not used.

MOVE.8-Court2

Ardûval, -w-j-cs,sh. Citadel of Ardor. Crack in the Wall

Lingerers played.

HL4, Thranduil-x Giant Spiders stuck in hand

HL3, Radagast plays Call of Home to Linsul, 7gi+12hroll=19

HL1, Thrain-x

MOVE.8-Malezar

Uthmag, -,sh. Kondu Manara.

HL2, Radagast plays Call of Home on Uthmag, 7.gi+6hroll=13,pass.

HL1, Radagast uses OG Ride Against the Enemy

Malezar, -fd-j-w,sh. Kondu Manara.

HL2, Radagast plays Kelver Enraged

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

Slucrac, -fd-w,RL. Elornan Swamp. Going Ever Under Dark

HL3-1, Radagast plays Lord of the Eagles as short-event to grab from DP: Landroval

HL1, Radagast plays Weariness of the Heart on Ulfacs, -1 prowess.

TURN08-3.2

{Bolg at Giant's Isle, Carn Dum}

@ Lorien, T

T	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+					
T	Sprautabern	4	0	4	10	Man	W	Sc				3	Draw Swords Together	Habergeon	Dark Numbers		Waybreac
T	Grimbeorn the Old	6	1	6	8	Man	W		R			1	Horn of Anor	Rescue Prisoners			
T	Elite Wose Hunter	3	0	4	8	wose	W		R			2	Bone-Harpoon	Potion of Prowess			
T	Peath	4	1	4	7	Man			R		D	0					
T	Wacho	2	0	1	8	Man		Sc		Sa		1	Peaceful Coexistence	Leaf Brooch			

Cave worm		Flooded to the Surface		A Nice Place to Hide
Dwarven Axe		Gates of Morning		Blow Turned
Eagle-Watch		Landroval		Book of Malkora
Fifteen Birds in Five Firtr	Skin-changer			Twilight
0		0		Under His Blow
0		0		Vampire
Turn: 8	Hand: 8	MP: 13	PD: 10	SP: 0
Malezar	Court2	Court	Indur	BOLG
				0
				0

Forewarned is Forearmed

Lingers Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Devouring Wyrms, Curse Him Root and Branch, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes

, Kolver Enraged

, Peril Returned

{other Rescue Prisoner's and WYKM in deck. No play other RP until need to play the Usanya.}

UNTAP

ORG

Rescue Prisoners stored at Lorien, keep Grimbeorn tapped.

Wacho transfers Leaf Brooch to Grimberon, croll=auto.

Sprautabern transfers Habergeon of Silver to Wacho, Peath, Hunter support,

-3.items+2.sup+croll=auto.

Radagast(Grimbeorn,Spratabern), move to Daeron's Pool.

Peath,Wacho,Hunter stay at Lorien; move to Mathlaburg for Light Enchantment next with

Radagast+ so to reach Ukal Sej next turn.

MOVE.8-Radagast

Peath, -,haven. Lorien

HL3, Malezar turns face-down agent Ulrith at Narik-Zadan.

HL1, Court2-x 4 hazards in PD.

Radagast, -w-bl-w-w, RL. Daeron's Pool. Move thru High Pass to draw another card.

HL3, Malezar plays Doors of Night

Radagast response with Twilight.

HL2, Malezar responds with Twilight.

HL1, Malezar keys Slayer to BL, targeting, Sprautabern. Slayer.2a1s11p,attacker

Sprautabern.

Skin-changer played on Sprautabern.

Sprautabern, 4p+2.skin+7sroll=13, defeat

Sprautabern, 4p+2.skin-1t+8sroll=13,defeat, killed creature.

{two Slayer creatures killed}

SITE

Daeron's Pool. RL,

(1)Dark Enchantment---Each non-wizard character in the company faces 1 s with 8 p.

The prowess against such a strike is equal to the characters mind stat.

Grimbeorn, 6m-1t+5sroll=10

Sprautabern, 4m-1t+9sroll=12

Radagast taps to make INF on Eagle-Watch.10

Dark Numbers discarded for use.

+3.radagast+3.dark+7iroll=13,taps site.

END Dain.Thrain

Safe From the Shadow played.

Sprautabern taken to hand; Waybread transferred to Grimbeorn.

{5 cards in PD}

MOVE.9-Adunaphel

Adunaphel, -,haven. Minas Morgul.

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

Harngorin, -sl-w,rl. Haudh-in-Gwanûr

HL4, Thranduil-x

HL3, Radagast keys Landroval to SL. Animal.eagle.2s12p6b,attacker

PTD+Kelter En = 3s14p4b, extra body check.

Adunaphel RW taps at Darkhaven to cancel hazard creature attack not keyed to site.

HL2, Radagast plays Shut Yer Mouth on Harngorin.

MOVE.9-Akhorahil

Hador, -t-cs-cs,RL. Pelican Islands.

HL4, Radagast plays Sprautabern as agent.

HL2, Thranduil-x

HL1, Galadriel plays Arouse Denizens on the site.

Akhorahil, -w-t-sl,haven. Bozisha-Dar

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

Tarvaran, -,haven. Bozisha-Dar

HL2, Radagast plays Taint of the Wilds on Mariner.

Radagast deck exhausts.

From SB:

Spying Out the Land,Rebel-talk,Rebel-talk,Seek Without Success,Wielder's Curse

To SB: Longbottom Leaf,Escaped Slaves,Rescue Prisoners,Dwarven Axe,Amala

{ exhausted as hazard player during Turn 9

{ from DP To SB: Longbottom Leaf, Escaped Slaves, Rescue Prisoners, Dwarven Axe, Amala

{ from SB to PD: Spying Out the land, Wielder's Curse, Rebel-Talk x2, Seek without Success

Average card draw per turn=11; shuffled cards=11

15 MP gathered.

98 h1; 62 p1; 28 d1; 11 r1; 0 v1; 7 o1; 1g1

Drawn to hand; played from hand, discarded, recycled/shuffled, avatar sideboard, onguard.

Good to store on Rescue Prisoners and tapping far away site Lothragh Camp.

TURN09-4.2

@ Daeron's Pool, T

T	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+		
T	Grimbeorn the Old	6	1	6	8	Man	W		R			3	Leaf Brooch	Horn of An Waybread

@ Lorien,U

T	Peath	4	1	4	7	Man			R		D	0		
U	Wacho	2	0	1	10	Man		Sc		Sa		2	Peaceful Coexistence	Habergeor
T	Elite Wose Hunter	3	0	4	8	wose	W		R			2	Bone-Harpoon	Potion of P

A Lie In Your Eyes	Landroval				A Little Gold Ring
Cave worm	Rush Along Recklessly				Above the Abyss
Flooded to the Surface	Skin-Changer				Akhôrahil Unleashed
Kindling of the Spirit	When You Know More				Jaeru
0	0				Poisonous Despair
0	0				The Kuilëondo
Turn: 9	Hand: 8	MP: 15	PD: 91	SP: 0	Veils of Shadow
Akhorahil	Adunaphe	Black	Desert	BOLG	0
Dol Guldur	Carn Dûm	.	.	16 MPs	0

Forewarned is Forearmed

Tokens to Show

Tidings of Death

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes, No Escape From My Magic, His Own Master, Terror From the Deep, Echoes of Nûmenor's Fall, The Dark Days

, Hurling Rocks, Host of Bats

UNTAP

ORG

{ Would like to send Radagast and Grimbeorn to Pelargir to combat Necromancer's minions,
{ but that will leave others vulnerable when they move.

Radagast+ move to Mathlaburg.

Peath+ move to Mathlaburg.

MOVE.9-Radagast

Radagast, -w-bl,bh. Mathlaburg.

HL2, Akhorahil moves agent Om-buri-Om, FD, from “home site” using Hermit’s Hill as first site to Mathlaburg.

HL1, Akhorahil uses OG Lesinavi

Peath, -w-bl,bh. Mathlaburg

HL3, Akhorahil-x

HL2, Adunaphel-x

HL1, Black-x

SITE

Mathlaburg, bh.

(1)Men---2 strikes with 6 prowess (detainment)

Radagast, $6p-3x+9sroll=12$

Peath, $4p-3x+5sroll=6$

Wacho taps to play When You Know More, taps site.

END Evermist.Galadriel(next turn)

Gates of Morning played.

MOVE.10-Black

Kabadir, -,haven. Chey Goumal.

HL2, Galadriel uses OG Finglas

HL1, Radagast-x

HL1, Thg-x

Twilight targets Gates of Morning

WATTAN shuffles from SB: Riven Gate

MOVE.10-Adunaphel

Bereth, -,RL. Haudh-in-Gwanûr, tx2.

HL4, Radagast plays A Lie In Your Eyes on Bereth,

8hroll-5mind-6.base=-3,pass.

HL2, Thráin plays Earth-Tremors

Adûnaphel, -sl-w-w,bh. Southron Oasis.

HL2, Radagast plays An Unexpected Outpost to shuffle from SB: Dragon-sickness
{ Thráin has Mewlips in hand }

Avatar card untaps Adûnaphel RW.

Adûnaphel RW taps to play Voices of Malice, discarding Taint of Ambition

Avatar card untaps Adûnaphel RW. { need to draw cards }

Words of Menace and Deceit played on Adunaphel RW.

MOVE.10-Desert

Nazog, -,fh. Tenolkachyn.

HL4, Thrain-x

HL3, Thranduil-x

HL2, Radagast plays Call of Home on Tracker, 7.gi+6.hroll-10.base=3,pass.

Shaman taps to play Voices of Malice to discard Naugrim, Nazog supports,
-2.items+1.sup-2.res+9croll=6,pass.

HL1, Radagast moves agent Sprautabern,FD, from starting site adjacent to home region site Ligr
Wodaize Berne, of Bernastath to Thaurung,tap agent.

Araudagul,-t,bh. Maresh

{ Desert Deck Exhausts: 11 recycled, 9.3 cards drawn/turn

2nd deck: 79 cards

HL3, Thrain-x

HL2, Thranduil-x

HL1, Radagast-x

TURN10-2.2

@ Mathlaburg, T

U	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+			
U	Grimbeorn the Old	6	1	6	8	Man	W		R			3	Leaf Brooch	Horn of An	Waybread
U	Peath	4	1	4	7	Man			R		D	0			
T	Wacho	2	0	1	10	Man		Sc		Sa		2	Peaceful Coexistence	Habergeoi	When You
U	Elite Wose Hunter	3	0	4	8	wose	W		R			2	Bone-Harpoon		Potion of Prowess

Flooded to the Surface	Ride Against the Enemy		Black Rain
Kindling of the Spirit	Rush Along Recklessly		Black-mail Coat
Landroval	Skin-Changer		Calm-Song
Marvels Told	0		Driven As By A Madness
0	0		Forced March
0	0		Old Treasure
Turn: 10	Hand: 8	MP: 20	PD: 85
Adunaphe Black	Desert	Akhorahil	BOLG
Goblin-Gate	Carn Dûm	18 MPs	0

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Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch
 , Great Army of the North, Mordor Rebuilt, No Escape From My Magic, Terror From the Deepes, Echoes of Númenor's Fall, The Dark Days
 , Earth-Tremors
 , Hurling Rocks, Host of Bats

BOLG at Goblin-Gate; Throkmau is also there.

T	Bolg of the North	9	9	9	9	Orc	W	Sc	R		1	Marching Companies	Saw-Tooth Trophy2	The Ashd War-lord
T	Lugdush	4	0	5	9	Uruk	W	Sc			2	Liquid Fire	Black-Hide Shield	
W	"Two-headed" Troll	2	0	5	8	troll	W				a			
T	Orc Veteran	2	0	4	9	orc	W				1			
											0	A Few Trusty Lads	Orc-Endurance	
												The Sons of Skorg	Marauding Band of Orcs	

@Hoarmurath at Logath Camp; went to combat Alatar's heroes.

T	Gorbag	6	3	8	10	Uruk	W	Sc			3	Orders From Lugbúrz		
W	Muzgash	2	0	4	9	Uruk	W				1	Whip	The Gwaedhel-Sword	
W	Orc sniffer	2	0	2	9	orc	W	Sc			1	Cracking Whip	Smart and Secret	
													No Better Use	

UNTAP

Agent Goblin-basher, FD, untap, NFriend.

Agent Sprautabern untaps, FD, at Thaurung

ORG

{Not much to do now. Combat.

Peath,Wacho move to Lorien.

Radagast(Grimbeorn, Hunter) move to Logath Camp playing Rush Along Recklessly;

Can return using Waybread.

Grimbeorn transfers Horn of Anor to Peath, Elite supports, -3.item+1.sup=2,pass.

EOOP: Rush Along Recklessly played on Radgast's company.

MOVE.10-Radagast

Peath, -bl-w, haven. Lorien

HL2, Adunaphel moves agent On-Eno, FD, from Coastal Signal Tower to Isle of the Ulond
And then turn face-up to reuse sites. {move towards Eriador}

Radagast, -bl-w-w-w-bl-ww, bh. Logath Camp. Rush; AV-WM-HM-SR-DW-FH
{only drew 2 cards}

HL3, Adunaphel-x

HL2, Black-x {only resources}

HL1, Desert plays It Stinks

Skin-Changer played on Grimbeorn.

Elite uses Potion of Prowess for +1, but discard Leaf Brooch.

SITE

Logath Camp. Bh.

(1)Men---each character faces 1 strike with 5 prowess (detainment)

Radagast, 6p-3x+10sroll=13

Grimbeorn, 6p+2.skin-3x+10sroll=15; cc=7croll-1.item-2.res=4, pass.

Elite, 3p+1.wp-1t+7sroll=10

CVCC versus Hoarmurath

Radagast plays Kindling of the Spirit, +1.card-2.spell+croll=auto.

RADAGAST

U	Radagast	x	10	6	9	Wizard	W	Sc	R		D	1+		
U	Grimbeorn the Old	6	1	6	8	Man	W		R			1	Waybread	
T	Elite Wose Hunter	3	0	4	8	wose	W		R			2	Bone-Harpoon	Potion of Prowess

HOARMURATH; has Where's There a Whip in hand.

T	Gorbag	6	3	8	10	Uruk	W	Sc				3	Orders From Lugbúrz	
													Whip	The Gwaedhel-Sword
W	Muzgash	2	0	4	9	Uruk	W					1	Cracking Whip	Smart and Secret
W	Orc sniffer	2	0	2	9	orc	W	Sc				1		No Better Use

Grimbeorn, 6p+2.card+2.skin+2.kindling+1.potion

Gorbag, 6p-1t+2.wp+ Plays Orc Stealth to cancel strike.

Elite, 3p+3.card+1.wp+2.kindling+1.potion-1t+4sroll=13

Muzgash, 4p-2w+3mroll=5, fail. 7broll+1.delta+1.wounded=9, discarded

Grimbeorn, 6p+2.card+2.skin+2.kindling+1.potion-1t+6sroll=18

Sniffer, 2p-2w+9mroll=9, fail. 10broll+1w+1.delta=12, killed.

RADAGAST

HOARMURATH

1	2	3	1	2	3
4	4	6	6	3	9
4	7	10	6	9	3

Waybread transferred to Radagast. Grimbeorn, cc=5croll-1.item-2.res=2, pass; to hand.

END Thorin.Thranduil

MOVE.11-Akhorahil

Hador, -,RL. Benish Armon.

HL4, Galadriel-x

HL3, Thrain-x

HL2, Radagast plays Kelver Enraged

HL1, Radagast plays Stench of Mordor

MOVE.11-Black

Kabadir, -,haven. Chey Goumal

HL2, Radagast plays Wielder's Curse on Broad-headed Spear.

HL1, Radagast uses OG Flooded to the Surface

Gastmorgath, -dd-w-bl-w,bh. Bulchyaden Marches

HL4, Radagast plays Ride Against the Enemy, revealing Grimbeorn. Man.1s13p8b

Faltur, 2p+6mroll=8, success. 4broll+1.delta=5.

HL3, Radagast keys Landroval to BL, animal.eagle.2s12p6b,attacker; KE=3s12p4b

Voices of Malice played by Numir, 5croll-2.res=3. Kelver Enraged.

Motionless Among the Slain played.

Mariner, 3p+6mroll=9,success. 8broll+1.res=9,killed.

Faltur, 2p-2w+7mroll=7, success. 6broll+1.res+1.delta=8,wounded

HL1, Radagast plays Ride Against the Enemy, revealing Shipwright. Elf.1s10p7b

Numir, 2p-1t+8mroll=9, success. 8broll=wounded

MOVE.11-Adunaphel

<Deck exhaust on first company card draw. 8.5 cards drawn/turn, 8 cards reshuffled.

Bereth, -,RL. Haudh-in-Gwanûr

HL4, Thrain uses OG Icy Touch

HL3, Galadriel-x

HL2, Thranduil-x

HL1, Radagast moves agent Sprautabern, FD, from Thaurung to Eldanar.

MOVE.11-Desert

Araudagul, -t,sh. Mount Arysis.

HL3, Thranduil-x

HL2, Radagast-x

HL1, Galadriel-x

HL1, Thg-x

T11-2.2

@ Logath Camp, U

U	Radagast	x	10	6	9	Wizard	W	Sc	R		D	0	Waybread	
T	Elite Wose Hunter	3	0	4	8	wose	W		R			2	Bone-Harpoon	Potion of P

@ Lorien,U

U	Peath	4	1	4	7	Man			R		D	0	Horn of Anor	
U	Wacho	2	0	1	10	Man		Sc		Sa		2	Peaceful Coexistence	Habergeoi When You

Great Northern Bear	Skin-changer				Cult of the Dark Lord
Healing Herbs	Ulred				Elinse
Marvels Told	0				Gifts as Given of Old
Safe From the Shadow	0				Horseman in the Night
0	0				Join With That Power
0	0				Arouse Denizens
Turn: 11	Hand: 8	MP: 20	PD: 74	SP: 0	Riven Gate
Black	Desert	Akhorahil	Adunaphe	BOLG	0
Dol Guldur	Carn Dûm	.	.	17 MPs	Wielder's Curse

Forewarned is Forearmed

Tokens to Show

, Stench of Mordor, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch, Rammas Pelennor

, Great Army of the North, Mordor Rebuilt, Hunt Wild Men like Wild Beast, No Escape From My Magic, It Stinks, Terror From the Deeps, The Dark Days

UNTAP

ORG

Safe From the Shadow played.

Ulred played at Lorien.

All move or stay at Lorien; Waybread used.

MOVE.11-Radagast

Peath, -,haven. Lorien

HL3, Black-x

HL2, Desert-x

HL1, Akhorahil-x

Wacho taps to play Marvels Told, No Escape From My Magic, -2.item-2.res+2.sup+4croll=2.

No Escape From My Magic discarded.

Radagast, -ww-bl-w-sl-sl-w,haven. Lorien FH-DW-SR-DG-BL-WF; Waybread

HL2, Black plays Wielder's Curse on Bone-Harpoon

HL1, Black plays Doors of Night

SITE

END Dain.Thrain

<Black deck exhaust on hand reset: 8 cards drawn/turn, 6 cards shuffled into PD

Safe From the Shadow discard; Radagast

Stench of Mordor; discarded Radagast

Terror From the Deeps discarded. Black

Cards moved from SB to DP: [Ring-chained,Night,Night,Arouse Minions,Arouse Minions]

Cards moved from DP to SB: [Awaiting the Call,Keepers of the True Flame,Dark Tryst,
Telicur,Frozen]

86 cards in second PD.

86	37	43	7	0	2	0	2
h1	p1	d1	r1	v1	o1	g1	b1

MOVE.12-Desert

Nazog, -,sh. Fuinur's Well

HL4, Radagast uses OG Fifteen Birds in Five Firtrees

HL3, Galadriel-x

HL2, Thrain keys Ghosts to sh. Undead.3s9p

Tracker uses Blade-master. Nazog faces two strikes

Tracker, $3p+1p+4mroll=8$, success.

Blade-master cc, $7croll-3.cp=4$

Ghosts cc, $4croll-3.cp-1.card=0$

5broll=wounded

Nazog, $5p+1.card+3.wp-3x+6mroll=12$

Nazog, $5p+1.card+3.wp-3x-1t+5mroll=10$

Vermín for Dinner used to remove from game trophy Nazog bears,

Ent in Search of the Entwines, to untap bearer: Nazog

Arudagul, -,sh. Mount Arysia

HL3, Radagast plays Naugol as long-event

HL1, Galadriel-x

First Deck of all players

	h1	p1	d1	r1	o1
hero	95.7	56.0	34.7	9.6	6.6
minion	94.6	57.1	33.5	7.7	5.2

				BOLG					
				19	18				
C	7	Lórien		4	6				
I	3	Rhovanion		2	1				
F	9	vs. Azog		6	9				
A	1	Wilderland		0	1				
M	7	Skin Changers/Woses		3	0				
K	5	Kelvar & Olvar		4	1				
	top	Sites in DP							
t101		Lothragh Camp			Lothragh				
t104		Beorn's House			Beornings(H)				
t104		Ovir Hollow			Habergeon of Silver				
t106		Deep Cleft			Bone-Harpoon	Dark Numbers	Rescue Prisoners		
		Lorien	Lorien		Leaf Brooch				
		Lorien	Lorien		Waybread	Potion of Prowess			
t108		Daeron's Pool			Eagle-Watch				
t109		Mathlaburg			When You Know More				

1	Radagast	h102,d104
2	Radagast	h103,p104
3	Radagast	h104,p105u
4	Radagast	h106,p106u
5	Beorn	h101,o101
6	Waulfa	h101,d101
7	Ulred	h102,d102
8	Amala	h106,d107
9	Lorthand	h104,d104
10	Glosnar	h103,o103
11	Naric	h105,u106
12	Kori	s00,d101
13	Shipwright	h103,d103
14	Goblin-basher	f106,p106a
1	Habergeon of Silver	h104,p104
2	Dwarven Axe	h108,d109
3	Bone-Harpoon	h106,p106
4	Leaf Brooch	h106,p106,u210
5	Potion of Prowess	h107,p107
6	Waybread	h107,p107,u211
7	Hives	h101,o102
8	Woses of the Drúad	h101,o102
9	Beornings(H)	h103,p104
10	Lothragh	s00,p101
11	Eagle-Watch	h107,p108
12	Gwaihir	h106,d106
13	When You Know Mo	h108,p209
14	Dark Numbers	h106,p106
15	Dark Quarrels	h101,p101,r101s
		h102,p106
16	Dark Quarrels	h101,p105
17	Dark Quarrels	h104,p105
18	Fifteen Birds in Five	h105,d105
19	Fifteen Birds in Five	h106,d107
20	Fifteen Birds in Five	h107,d108
21	Skin-changer	h101,p101
22	Skin-changer	h108,p108
23	Skin-changer	h109,p210
24	Marvels Told	h105,p105
25	Marvels Told	h106,p107
26	Say 'Friend' and Ent	h105,d106
27	Rush Along Reckles	h101,p101,r102s
		h108,p210
28	Hope Renewed	h107,d107
29	Widuskapin Ritual	s00,o102
30	Gates of Morning	h104,p104
31	Gates of Morning	h108,p108
32	Coeval in Age and F	h106,p107
33	Aiwendil	s00,p101
34	Safe From the Shad	h108,p108
35	Kindling of the Spirit	h109,p210
36	Smoke Rings	s00,p101
37	Smoke Rings	h102,p102
38	Smoke Rings	h102,p102
39	Longbottom Leaf	h102,p102
40	Longbottom Leaf	h105,p105

			g108e,h108
1	Landroval		h106,d107
2	Lord of the Eagles		h107,p108
3	Naugol		h104,p105
4	Naugol		h104,p105
5	Naugol		h106,p107
6	Cave worm		s00,p101
7	Cave worm		h101,d102
8	Cave worm		h108,d209
9	Beorning Toll		h103,d103
10	Beorning Toll		h103,d104
11	Beorning Toll		h108,d108
12	Lord of the Carrock		h103,p104
13	Great Northern Bear		h103,d103
14	Great Northern Bear		h104,o105
15	Great Northern Bear		h106,d106
16	Beijabar Bees		h107,d107
17	Men of the Woods		h101,d102
18	Men of the Woods		h106,d106
19	Men of the Woods		h106,d106
20	Twilight		h105,p106
21	Twilight		h105,p106
22	Taint of the Wilds		h109,p109
23	Taint of Deep Lore		h102,p103
24	Taint of Glory		h102,p103
25	Weariness of the He		h101,p102
26	Weariness of the He		h107,p108
27	Call of Home		h102,d103
28	Call of Home		h107,p108
29	A Lie In Your Eyes		h109,p210
30	Flooded to the Surfa		h108
31	Kelver Enraged		h106,p106
32	Kelver Enraged		h108,p108
33	Nobody's Friend		h106,p106
34	Ride Against the En		h104,p105
35	Ride Against the En		h105,p106
36	Ride Against the En		h107,o108
37	Stench of Mordor		h104,p104
38	An Unexpected Outp		s00,p101
39	An Unexpected Outp		s00,p101
40	An Unexpected Outp		h103,p104

	SIDEBOARD		
1	Wizard's Staff	x101	
2	Beadmaker's Huntin	x102	
3	Escaped Slaves	x103	
4	The Great Eagles	x103	
5	Ents of Fangorn	x103	
6	Woses of Old Pûkel-	x106	
7	Woses of the Eryn V	x106	
8	Woodmen(H)	x106	
9	Meneldor	x106	
10	Rescue Prisoners	r105lb,h106,p106	
11	Rescue Prisoners	r105lb,h109	
12	Pass the Doors of Dol Guldur		
13	Many Leagues		
14	Peaceful Coexistenc	x101,h105,p105	
15	Peaceful Coexistenc	x101	
16	Looking Forward		
17	Fog		
18	Eryn Lasgalen		
19	Forewarned is Fore	r102ll,h102,p102	
20	Alliance Among Neig	x106	
21	Lock Nor Bar May Hinder		
22	Longbottom Leaf	r102ll,h106,d107	
23	Herb-lore		
24	Herb-lore		
25	Wizard's River-horse	x102	
26	Spying Out the Land	e1	
27	Sacrifice of Form	r105,h106,d108	
28	Beijabar Bees		
29	Beijabar Bees		
30	Dragon-sickness	r210a	
31	Wielder's Curse	e1	
32	Shut Yer Mouth	r101,h101,p102	
33	Shut Yer Mouth	r101,h108,p109	
34	So You've Come Ba	r104,h105,p106	
35	So You've Come Ba	r104,h108,p108	
36	Rebel-talk	e1	
37	Rebel-talk	e1	
38	Seek Without Succe	e1	
39	Seek Without Success		
40	Seek Without Success		

		HL	SiteOO	sitepath	w	stk	cc		site type	site moved	AA	item	item	faction	ally	mission
1		2	Rhosgobel				1		f	Rhosgobel						
		3	Rhosgobel	dd-w-bl-ww-bl-sl		2	1		bh	Lothragh C men				Lothragh		
2		2	Rhosgobel						f	Rhosgobel						
		3	Lothragh Camp			3			bh	Logath Camp						
3		2	Rhosgobel						f	Rhosgobel						
		3	Logath Camp	ww-w-w-bl				tapped: ChokeS.FoulF	f	Beorn's House						
4	avatar	3	Rhosgobel	dd-bl-sl				Seized by Terror	Lair	Ovir Hollow dragon		Habergeon of Silver				
		3	Beorn's House						f	Beorn's House				Beornings(H)		
									f	Rhosgobel						
5		2	Ovir Hollow	sl-bl-w					haven	Lorien						
		3	Beorn's House					DarkQ		Lorien						
		2	Rhosgobel			1		Marvels Told		Lorien						
6		4	Lorien	w-bl-sl				DarkQ	sh	Deep Cleft orc		Bone-Harpoon			Dark Nurr	Rescue P
		2	Lorien						haven	Lorien		Leaf Brooch				
7		4	Deep Cleft	sl-bl-w					haven	Lorien		Waybreak	Potion of Prowess			
		2	Lorien							Lorien						
8		3	Lorien	w-bl-w-w		2			ruins	Daeron's F dark				Eagle-Watch		
		2	Lorien						haven	Lorien						
9		2	Daeron's Pool	w-bl					bh	Mathlaburg						
		3	Lorien	w-bl		2				Mathlaburg						When You
10		3	Mathlaburg	bl-w-w-w Rush		3	3	Spirit	bh	Logath Ca men			Hoamurath			
		2	Mathlaburg	bl-w					haven	Lorien						
11	Ulred	2	Logath Camp	w2-bl-w- Waybread						Lorien						
		3	Lorien			1		Marvels Told	haven	Lorien						

Hazards played: 42, most among Heros, Third overall.

outpost	4		1	Taint of the Wilds	
agent*	6		1	Taint of Deep Lore	
Twilight	1		1	Taint of Glory	
Radagast the Tamer	0		2	Weariness of the Heart	
Landroval	1		3	Call of Home	
Lord of the Eagles	1		0	Flooded to the Surface	
Naugol	4		3	Kelver Enraged	
Cave worm	1		3	Ride Against the Enemy	
Men of the Woods	0		1	Nobody's Friend	
Beorning Toll	0		0	Seek Without Success	
Lord of the Carrock	1		0	Dragon-sickness	
Great Northern Bear	0		1	Wielder's Curse	
Beijabar Bees	0		2	Shut Yer Mouth	
			2	So You've Come Back	
			0	Rebel-talk	
			2	Stench of Mordor	
			1	A Lie In Your Eyes	