

THE PROGRESSIVE SCENARIOS

HERO RULES

April 2026

The Scenario Tournament format has been created by the players of the Council of Pelargir group, from Hamburg, Germany. They have been playing it for years in a league system, with a decreasing point system for the players reusing the same deck.

The French community has played the Scenario Tournament format in single event tournaments, and has elaborated new rules, with a different tournament point system. These progressive scenario rules are an improvement, with 3 success levels for each scenario.

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I : The Rules



I.1 General

With the following annotations normal tournament rules apply:

- We play 2-deck games, one game lasts **80 minutes** (the player who didn't start finishes his turn or gets a final turn).

But if **The One Ring** is destroyed (hero success), the game ends immediately. Nevertheless, the other player must make his corruption checks (to verify the scenario conditions at the end of the game).

- You need 25 Marshalling Points to call the council. (Please check the normal tournament rules if you are not familiar with them!)
- You can have a 30 cards sideboard deck.
- You may play only Wizard scenarios (i.e. normal Wizard decks).

I.2 Banned Cards

You may not include the following cards in any of your decks:

- **Long Winter**
- **Storms of Ossë**
- **Foul Fumes**

(i.e. no hazard that may tap a site may be included!)

I.3 German Promos Cards

German Promos cards are tournament legal (in their original version, not the DC ones).

I.4 Rule Reminders

* **Neither so Ancient Neither so Potent** gives items MP. (COE Erratum 32)

* Stored cards are **not** considered to be in play, except for uniqueness. (CRF)

*For example, in The Robirrim scenario (#11) **Red Arrow** and **Great Shield of Rohan** must be borne by characters and cannot be stored to succeed the scenario.*

I.5 Special Rules

* You may attempt to influence resources (items, allies) or characters controlled by a Wizard. For items influence attempts, a Wizard has a mind of 10.

* Any character may be brought into play under general or direct influence at his home site (even if your Wizard is in play but not at the site), if you have another character present at that site. (DC rule)

* Characters and allies at a Haven heal from wounded to untapped during the untap phase. Characters and unique allies at their home site heal from wounded to untapped during the untap phase. (from a DC rule)

* During your organization phase, if your Avatar is in play, and if you have at least 5 cards in your play deck, you can discard a copy of your Avatar from your hand to bring one resource card or one character card from your sideboard into your play deck (shuffle your play deck).

I.6 Selecting a Wizard Rule

Start of Game Procedure

At the beginning of each game, before the character draft, follow these steps.

1. Determine who chooses first

Each player rolls two dice. The player with the highest result chooses one of the following options:

Option 1 - Avatar choice

Choose a Wizard, or declare that they will play without a Wizard.

Option 2 - Starting player choice

Choose whether to play first or second.

In case of a tie, both players re-roll. The option not chosen by the highest-rolling player is automatically assigned to the other player.

2. Resolve Option 1 - Avatar choice

The player with Option 1 chooses a Wizard and adds three copies of that Wizard avatar to their play deck, showing them to their opponent. That player may not play any other Wizard during this game.

Alternatively, the player may declare that they are playing without a Wizard. In that case, they may not play any Wizard during this game.

When a player chooses a Wizard, their opponent must remove all copies of that same Wizard from their deck and sideboard, placing them in their out-of-play reserve.

The opponent may then add up to three copies of a different Wizard from their reserve to their deck and/or sideboard. For specific avatar cards, use the procedure described below.

3. Character draft

The character draft is then carried out as usual:

- Maximum of **5 characters**
- Maximum total **mind of 20**

4. Draw starting hands

Each player draws **8 cards** from their play deck. Players may then take a mulligan, following rule 1.9.

5. Resolve Option 2 - Starting player choice

After starting hands and mulligans have been resolved, the player assigned Option 2 chooses whether to play first or second.

6. The game then begins!

I.7 Optional Rules

Normally, for the first round (only), you cannot play against a player with the same scenario (each player indicates his scenario on his tournament sheet).

But it is up to the players to decide if the following variations are used or not in the tournament:

- you can play against a player with the same scenario, even at the first round.
- players do not have to declare which scenario(s) they are playing before the tournament begins.

A majority vote of the players is required for the implementation of these variations.

I.8 Alignment

You are only allowed to play a Wizard deck. Ringwraith decks, Fallen-Wizard decks and Balrogs decks are not allowed.

I.9 Mulligan

If you have no resource card in your starting hand that normally gives any MP(s), you can show your hand to your opponent, and then shuffle this starting hand into your play deck and draw a new starting hand. You can only do this once.



I.10 Tournament Formula

For 4 or 5 players: it is a Round-robin tournament. Each player plays once against each other player.

For 6 players or more: it is a Swiss System tournament. The number of rounds is dictated by the number of participants:

6 - 8 players: 3 rounds

9 - 16 players: 4 rounds

17 + players: 5 rounds

For the first round only, players are paired off randomly. For each round after the first round, each player is paired off with another player with the same (or the closest) total of tournament points. The same players cannot play each other more than once. If there are several options, the point difference between players paired against each other will be as small as possible. If several options with the same point difference exist, the point difference should be first minimized for the player with the higher number of points.

I.11 Scoring

The most important difference to a regular tournament is that you do not only get tournament points for marshalling points, but also for fulfilling the requirements of a certain scenario. You must choose a scenario among the list in II (Wizard scenarios)

Scenario-Points:

- **7 TPs** for a **difficult** scenario
- **5 TPs** for a **medium** scenario
- **3 TPs** for an **easy** scenario

You can win several different scenarios with one same deck (there are some possible scenarios).

In that case, you get the basic scenario-points for the most difficult succeeded scenario.

You also get for additional scenarios:

- **2 TPs** for an **easy** scenario
- **3 TPs** for a **medium** scenario
- **4 TPs** for a **difficult** scenario.

Malus Points:

If both opponents succeed a scenario: - 1 TP for each player

Victory-Points:

If a player has at least two times the number of MPs of his opponent, or destroy The One Ring, it is a decisive victory. Otherwise, it is a marginal victory.

- decisive victory: **4 TPs**
- marginal victory: **3 TPs**
- tie: **2 TPs**
- marginal defeat: **1 TP**
- decisive defeat: **0 TP**

• a bye: 6 TPs for the first round, 5TPs for the second round, 4TPs for the third round, 3TPs for the fourth round, 2 TPs for a fifth round. You have a bye if you are present at the tournament room, ready to play, but no opponent is available. Only one player per round can benefit from a bye. A player can only get one bye in a tournament

- drop: **0 TP**

Scenario-Points, Malus Points and Victory-Points are added up for the total points of a game.

I.12 Tournament Point Ties

If several players have the same number of TPs at the end of the tournament, the following procedure is established:

1) Head-to-Head results. Consider only the games played between them by the tied players. If a player has won all his games against each remaining tied player, he wins the tie-breaker (this procedure can be applied multiple times). Otherwise, proceed to step 2. You win a game if you have more Tournament Points (Scenario Points + Victory Points – Malus Points) than your opponent.

2) The Scenarios fulfilled (*against all players*). For each remaining tied player, the player with the greatest total of Scenario Points wins the tie-breaker (Malus Points excluded).

3) The greatest sum of opponent's scores. For each remaining tied player, add up all of their opponent's Tournament Point totals. The player with the highest sum wins the tie-breaker.

II : The Wizard Scenarios

For each scenario the following applies: to fulfill a scenario a player has to meet all deck building requirements during the whole game, and additionally **the winning requirements for a certain scenario at the end of the game**. You may only refer to the cards in your own deck to meet scenario requirements.

Deck Requirements

You have to respect it when building your deck.

Success Levels

Easy	The minimum success to achieve.
Medium	A greater challenge.
Difficult	The ultimate test.



#1 King Under the Mountain

Deck Requirements

The starting company may only contain the following characters: **Bilbo** and Dwarves with home site: Blue Mountain Dwarf-hold.

Easy

King under the Mountain is in play. The Arkenstone or Returned Exiles is in play.

Medium

King under the Mountain is in play. The Arkenstone and Returned Exiles are in play. A company has successfully played an item, an ally or a faction at The Lonely Mountain, while one of its characters is King Under The Mountain.

Difficult

King under the Mountain is in play. The Arkenstone and Returned Exiles are in play. A company with Bilbo has successfully played an item, an ally or a faction at The Lonely Mountain, while one of its characters is King Under The Mountain. Bilbo is at Bag-end and is wearing The Mithril-Coat.



#2

Gollum's Fate

Deck Requirements

Only the following characters may come into play: **Gandalf, Aragorn, Boromir II, Frodo, Gimli, Legolas, Merry, Pippin, Sam, Strider.**

Exception: you can select Saruman as your Wizard if your opponent has chosen Gandalf.

Easy

The One Ring is destroyed.

Medium

Gollum's Fate is successfully played.

Difficult

Gollum's Fate is successfully played. **The One Ring** must have been successfully tested at a Haven or a Free-hold (or have been influenced away).



#3

Return of the King

Deck Requirements

Aragorn or **Strider** is played as the first character.

Remark and Ruling: «Aragorn or Strider is played as the first character» do not mean that he must be played successfully. If both players play Aragorn (or Strider) simultaneously during the character draft, the two characters «bounce»; but it does not prevent to try to play another Aragorn manifestation card during the rest of the character draft.

Easy

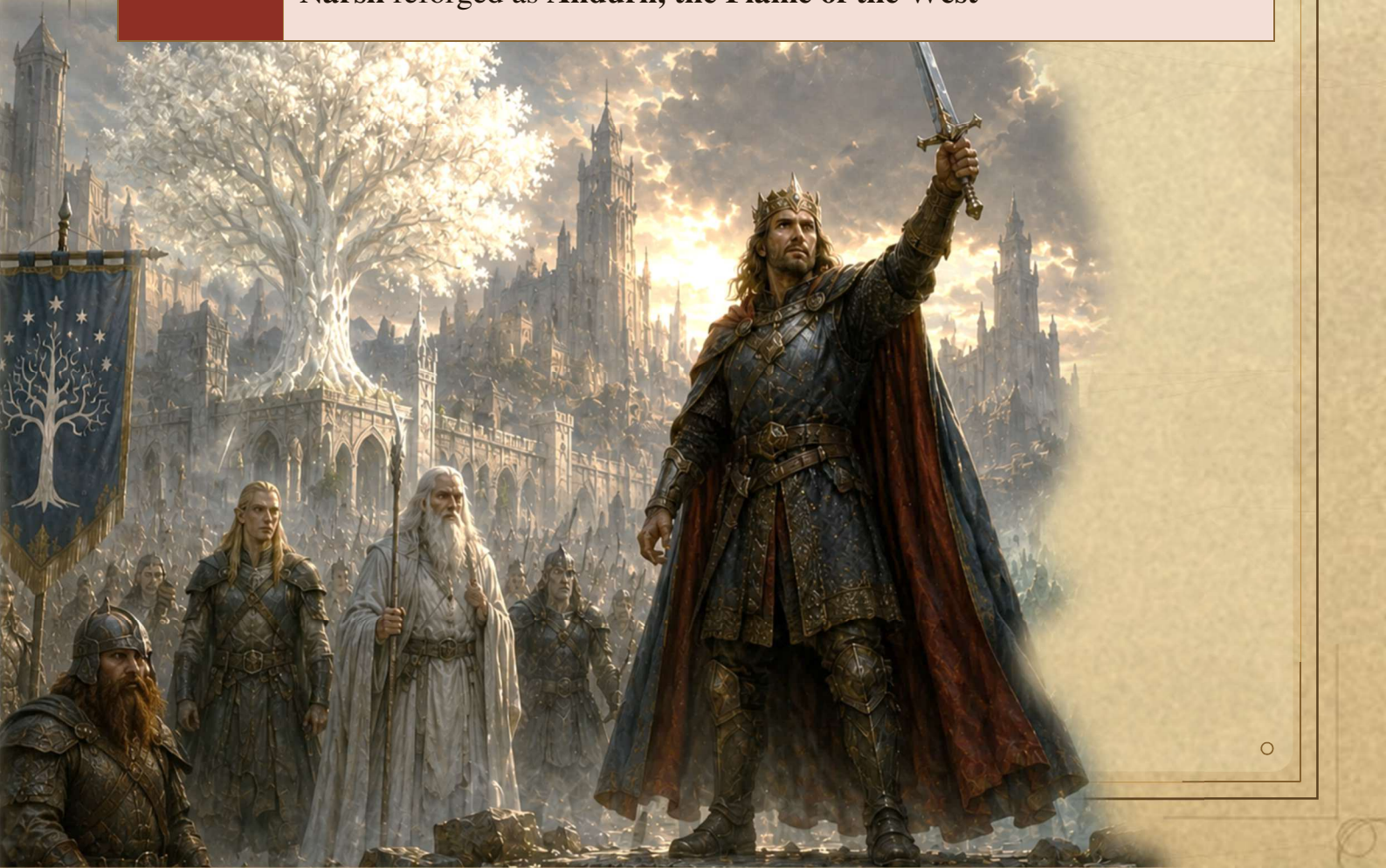
Three of the following cards are in play: **Army of the Dead**, **The White Tree**, **Return of the King**, **Choice of Lúthien**.

Medium

All of the following cards are in play: **Army of the Dead**, **The White Tree**, **Return of the King**, **Choice of Lúthien**.

Difficult

All of the following cards are in play: **Army of the Dead**, **The White Tree**, **Return of the King**, **Choice of Lúthien**. And **Aragorn** bears **Narsil** reforged as **Anduril, the Flame of the West**



#4

The Seventh Palantir

Deck Requirements

None.

Remark: if already successfully stored, Fate of the Ithil-stone or The Ithil-stone does not need to be stored at the end of the game.

Reminder: Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement to or from sites in Gorgoroth, they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like Ash Mountains or Eagle-mounts. Such sites may be reached normally with Under-deeps movement. (CRF)

Easy

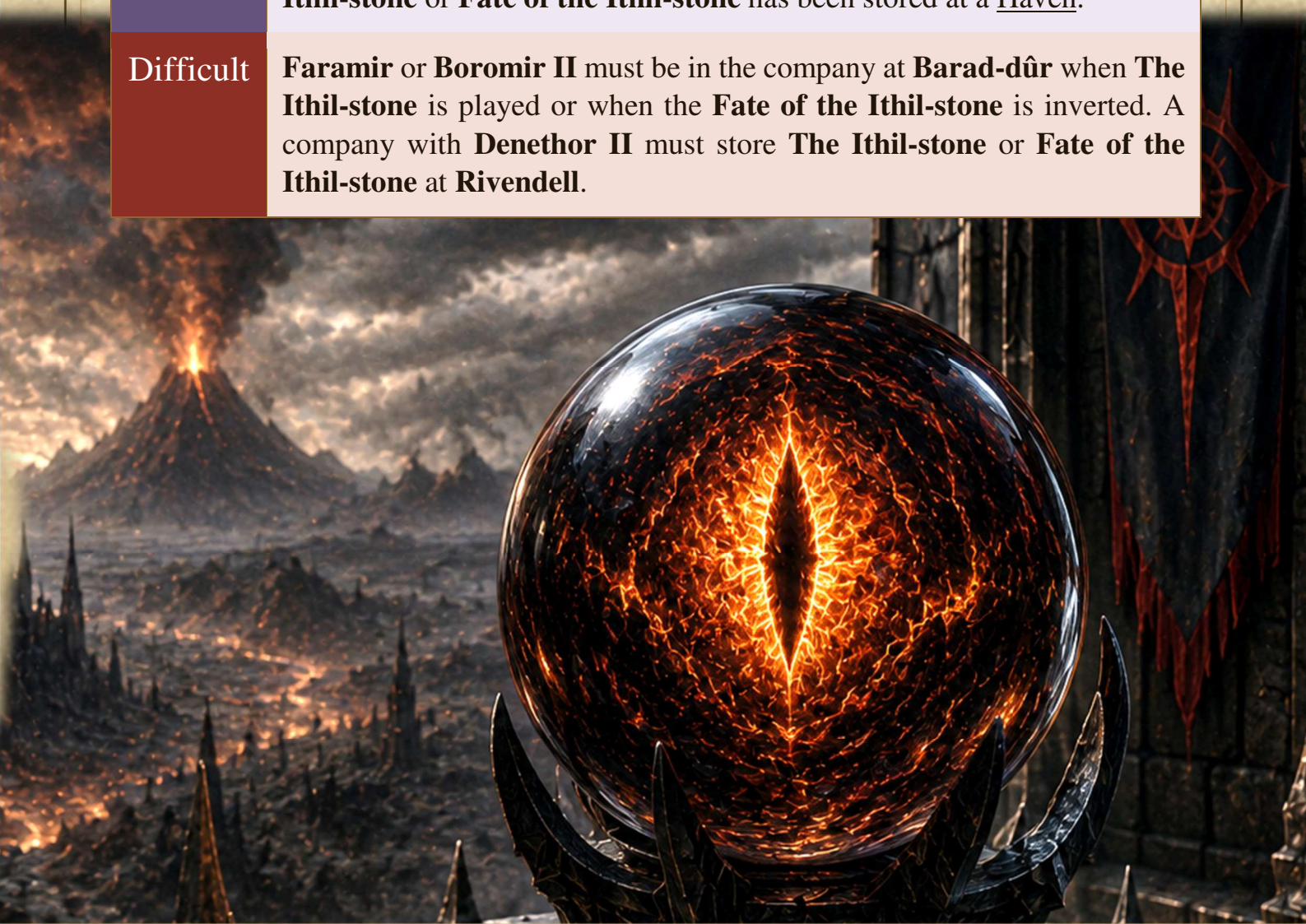
The Ithil-stone or an inverted **Fate of the Ithil-stone** is in play.

Medium

Faramir or **Boromir II** must be in the company at **Barad-dûr** when **The Ithil-stone** is played or when the **Fate of the Ithil-stone** is inverted. **The Ithil-stone** or **Fate of the Ithil-stone** has been stored at a Haven.

Difficult

Faramir or **Boromir II** must be in the company at **Barad-dûr** when **The Ithil-stone** is played or when the **Fate of the Ithil-stone** is inverted. A company with **Denethor II** must store **The Ithil-stone** or **Fate of the Ithil-stone** at **Rivendell**.



#5 Alliance of Free Peoples

Deck Requirements

A “Free Peoples’ company” is a company containing at least 3 characters with a mind higher than 6; one of those characters has to be an Elf, one a Man and one a Dwarf.

Remark: Alliance of Free Peoples can have been played by either player.

The bows are: Bow of the Galadhrim, Bow of Dragon-horn.

The axes are: Dwarven Axe (Zwergenaxt), Durin's Axe.

Easy

Alliance of Free Peoples and three factions (one Man, one Elf and one Dwarf) are in play. A character in a “Free Peoples’ company” has successfully played a **Valiant Sword** at a non-Haven site. This **Valiant Sword** is still in play at the end of the game.

Medium

Alliance of Free Peoples and three factions (one Man, one Elf and one Dwarf) are in play. At least two different weapons, among a **Valiant Sword**, an axe or a bow have been successfully played by a character of a “Free Peoples’ company” at non-Haven sites. Two of these weapons are still in play at the end of the game; the **Valiant Sword** must be borne by a Man, the axe by a Dwarf and the bow by an Elf.

Difficult

Alliance of Free Peoples and three factions (one Man, one Elf and one Dwarf) are in play. A **Valiant Sword**, an axe and a bow have been successfully played by a character of a “Free Peoples’ company” at non-Haven sites. At the end of the game, a Man bears this **Valiant Sword**, a Dwarf this axe and an Elf this bow. All of these characters must have a mind higher than 6.



#6

The Shire

Deck Requirements

None.

Easy

Hobbits, Mistress Lobelia, Mallorn and three Hobbit characters are in play.

Medium

Hobbits, Mistress Lobelia, Mallorn, Red Book of the Westmarch and four Hobbit characters are in play (one of them with **To Fealty Sworn**).

Difficult

Hobbits, Mistress Lobelia, Mallorn, Red Book of the Westmarch and five Hobbit characters are in play (one of them with **To Fealty Sworn**).



#7

Veins of Arda

Deck Requirements

Only Dwarves may be played as characters (but you can play a Wizard).

Remark: If already successfully stored, Mithril or Vein of Arda does not need to be stored at the end of the game.

Easy

One **Vein of Arda** has been stored at a Haven. Another **Vein of Arda** is in play or has been stored at a Haven.

Medium

Mithril is in play.

Difficult

Mithril has been stored at a Haven.



#8

Heirs of Yavanna

Deck Requirements

No Dwarves may be played as characters. **Old Road**, **Great Road** and **Bridge** may not be played.

Easy

Two Woses factions, two Ents and four Rangers characters are in play. **Ghân-buri-Ghân**, **Ôm-buri-Ôm** or **Pôn-ora-Pôn** is in play.

Medium

Two Woses factions, three Ents and five Rangers characters are in play. **Ghân-buri-Ghân**, **Ôm-buri-Ôm** or **Pôn-ora-Pôn** is in play.

Difficult

Three Woses and/or Ent factions, three Ents and five Rangers characters are in play. **Ghân-buri-Ghân** is in play.



#9 The Stones of Fëanor

Deck Requirements

No Hobbits may be played as characters.

Easy

Three different Palantiri have been tapped during the game to use their specific ability. One of these Palantiri is in play at the end of the game.

Medium

Four different Palantiri have been tapped during the game to use their specific ability. Two of these Palantiri are in play at the end of the game.

Difficult

Four different Palantiri have been tapped during the game to use their specific ability. Three of these Palantiri are in play at the end of the game.



#10 Rebuild the Towns

Deck Requirements

None.

Easy

Rebuild the Town is in play at the end of the game at three sites, among: **Buhr Widu**, **Haudh-in-Gwanur**, **Himring**, **Ost-in-Edhil** or **Tharbad**.

Medium

Rebuild the Town is in play at the end of the game at three sites, among: **Buhr Widu**, **Haudh-in-Gwanur**, **Himring**, **Ost-in-Edhil** or **Tharbad**. **No Strangers at This Time** is in play at two of these rebuilt sites. **Men of Dale** or a man faction playable at **Lake-town** is in play.

Difficult

Rebuild the Town is in play at the end of the game at three sites, among: **Buhr Widu**, **Haudh-in-Gwanur**, **Himring**, **Ost-in-Edhil** or **Tharbad**. **No Strangers at This Time** is in play at three of these rebuilt sites. **Men of Dale** or a man faction playable at **Lake-town** is in play.



#11

The Rohirrim

Deck Requirements

None.

Easy

Shadowfax or two **Noble Steed**, **Great Shield of Rohan**, **Red Arrow**, **Riders of Rohan**, and four characters with home site **Edoras** are in play.

Medium

Shadowfax or two **Noble Steed**, **Great Shield of Rohan**, **Red Arrow**, **Riders of Rohan**, **Dunlendings** or **Wild Horses** and four characters with home site **Edoras** are in play.

Difficult

Shadowfax or two **Noble Steed**, **Great Shield of Rohan**, **Red Arrow**, **Riders of Rohan**, **Dunlendings** and **Wild Horses** and four characters with home site **Edoras** are in play. **Helm of her Secrecy** has been played and **Eowyn** is still in play.



#12 The Daughters of Vaiya

Deck Requirements

No Wizard may be played. Only the following characters may be played: **Annalena, Arinmir, Arwen, Eowyn, Galadriel, Galva, Ioreth, Peath, Vôteli, Vygavril**. Only the following items may be played: **Elf-stone, Emerald of Doriath, Emerald of the Mariner, Gems of Arda, Jewel of Beleriand, Necklace of Girion, Necklace of Silver and Pearls, Noldo Lantern, Phial of Galadriel, Star-glass, Torque of Hues**.

Remark: "No Wizard may be played" means that no Wizard card may be included in your deck, your character pool or your sideboard.

Easy

Five characters are in play and each of them possesses an item. **Nenseldë the Wingild, Mistress Lobelia or Goldberry** is in play.

Medium

Five characters are in play and each of them possesses an item (two of them possesses a non-minor item). **Nenseldë the Wingild, Mistress Lobelia or Goldberry** is in play.

Difficult

Five characters (including **Galadriel**) are in play and each of them possesses an item (three of them possesses a non-minor item). **Nenseldë the Wingild, Mistress Lobelia or Goldberry** is in play.



#13

The Firstborn

Deck Requirements

None.

Easy

Four characters, among **Cirdan**, **Elrond**, **Glorfindel**, **Galadriel** and **Thranduil** are in play. One of these characters controls a unique ally. One Elf faction is in play.

Medium

Elrond, **Galadriel** and **Thranduil** are in play. **Cirdan** or **Glorfindel** is in play. Two of these characters controls a unique ally. One Elf faction is in play.

Difficult

Cirdan, **Elrond**, **Glorfindel**, **Galadriel** and **Thranduil** are in play. Two of these characters controls a unique ally. Two Elf faction is in play.



#14 The Great Greenwood

Deck Requirements

Resource Marshalling Points cards may only be played at sites in Mirkwood regions (Southern Mirkwood, Western Mirkwood, Heart of Mirkwood and Woodland Realm), or at **Sulfur-Deeps**.

Remark: If already successfully stored, Pass the Doors of Dol Guldur does not need to be stored at the end of the game.

Easy

Tower Raided has been played on **Sarn Goriwing**, or a tapped **Pass the Doors of Dol Guldur** is in play on a company (or has been stored). Two factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Medium

Tower Raided has been played on **Sarn Goriwing**, or a tapped **Pass the Doors of Dol Guldur** is in play on a company (or has been stored). Three factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Difficult

Tower Raided has been played on **Sarn Goriwing**, or a tapped **Pass the Doors of Dol Guldur** is in play on a company (or has been stored). Three factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.



#15

Ithryn Luin

Deck Requirements

Only **Pallando** or **Alatar** may be used as a Wizard. As characters, only **Adrazar**, **Annalena**, **Arinmir**, **Beretar**, **Folco Boffin**, **Fram Framson**, **Galva**, **Haldalam**, **Peath**, **Vôteli**, **Vygavril** and **Wacho** may be used.

The “eastern regions” are: Dorwinion, Horse Plains, Nurn and Khand.

Remark: if already successfully stored, the “Stolen Knowledge” cards does not need to be stored at the end of the game.

Easy

Men factions with at least 9 Marshalling Points are in play. These factions must be playable in “eastern regions”. Two “Stolen Knowledge” cards must be in play (or have been stored).

Medium

Men factions with at least 11 Marshalling Points are in play. These factions must be playable in “eastern regions”. Three “Stolen Knowledge” cards must be in play (or have been stored).

Difficult

Men factions with at least 14 Marshalling Points are in play. These factions must be playable in “eastern regions”. Three “Stolen Knowledge” cards must be in play (or have been stored).



#16 On the Earth, in the Water and in the Air

Deck Requirements

None.

Remarks: You can fulfill the scenario only once, even if the conditions are met for several characters.

Fifteen Birds in Five Firtrees cannot be used to fulfill the Eagle-mounts card condition.

Easy

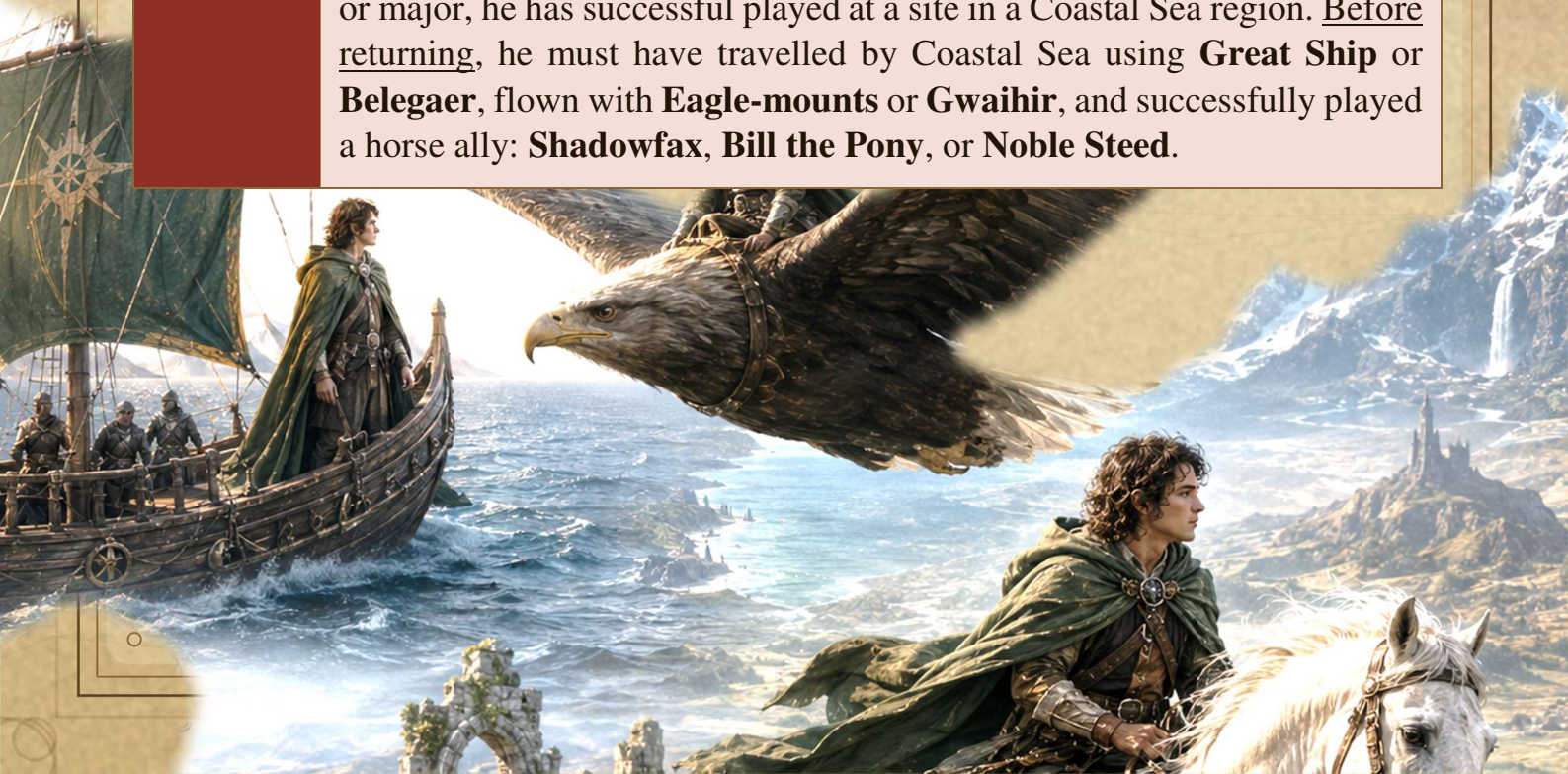
A non-Wizard, non-MP character must be brought into play at his home site, be in play at the end of the game and must have travelled by Coastal Sea using **Great Ship** or **Belegaer**, flown with **Eagle-mounts** or **Gwaihir**, and successfully played a horse ally: **Shadowfax**, **Bill the Pony**, or **Noble Steed**.

Medium

A non-Wizard, non-MP character must be brought into play at his home site, be in play at the end of the game, and return there with an item he has successfully played: unique, hoard, or major. Before returning, he must have travelled by Coastal Sea using **Great Ship** or **Belegaer**, flown with **Eagle-mounts** or **Gwaihir**, and successfully played a horse ally: **Shadowfax**, **Bill the Pony**, or **Noble Steed**.

Difficult

A non-Wizard, non-MP character must be brought into play at his home site, be in play at the end of the game, and return there with an item, greater or major, he has successfully played at a site in a Coastal Sea region. Before returning, he must have travelled by Coastal Sea using **Great Ship** or **Belegaer**, flown with **Eagle-mounts** or **Gwaihir**, and successfully played a horse ally: **Shadowfax**, **Bill the Pony**, or **Noble Steed**.



#17

Reforging

Deck Requirements

None.

Remark: it is not necessary to be at a Haven to play a stored **Reforging** on an item.

Easy

Reforge two items, among **Anduril the Flame of the West**, **Belegennon**, **Ringil**, and **Horn der Herausforderung** (Horn of Defiance). All reforged items are in play at the end of the game.

Medium

Reforge three items, among **Anduril the Flame of the West**, **Belegennon**, **Ringil**, and **Horn der Herausforderung** (Horn of Defiance). All reforged items are in play at the end of the game.

Difficult

Reforge **Anduril the Flame of the West** and two other items among **Belegennon**, **Ringil**, and **Horn der Herausforderung** (Horn of Defiance). All reforged items are in play at the end of the game.



#18 Seven for the Dwarf-Lords

Deck Requirements

None.

Remark: The Dwarven rings do not need to be in play at the end of the game.

Easy

Three Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and two Dwarven factions are in play at the end of the game.

Medium

Four Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and two Dwarven factions are in play at the end of the game.

Difficult

Four Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and three Dwarven factions are in play at the end of the game.



#19 The King of Dale

Deck Requirements

None.

Remarks:

The bows are: **Bow of the Galadhrim**, **Bow of Dragon-horn**.

The arrows are: **Arrows Shorn of Ebony**, **Black Arrow**, **Deadly Dart**, **Red Arrow**.

Easy

Bard the Bowman kills a manifestation of **Smaug**, being the only member of the company.

Medium

Bard the Bowman kills a manifestation of **Smaug**, being the only member of the company. While doing so, he must bear an arrow and a bow. **Roac the Raven** must be in play when Smaug is killed.

Difficult

Bard the Bowman kills a manifestation of **Smaug**, being the only member of the company. While doing so, he must bear an arrow and a bow. **Roac the Raven** must be in play when Smaug is killed. **The Arkenstone** or **The Necklace of Girion** must be in play at the end of the game and have been played at **The Lonely Mountain**.



#20 The Servants of Manwë

Deck Requirements

Saruman cannot be your Wizard.

Remark: If already successfully stored, **The Windlord Found Me** or **Dreams of Lore** does not need to be stored at the end of the game.

Easy

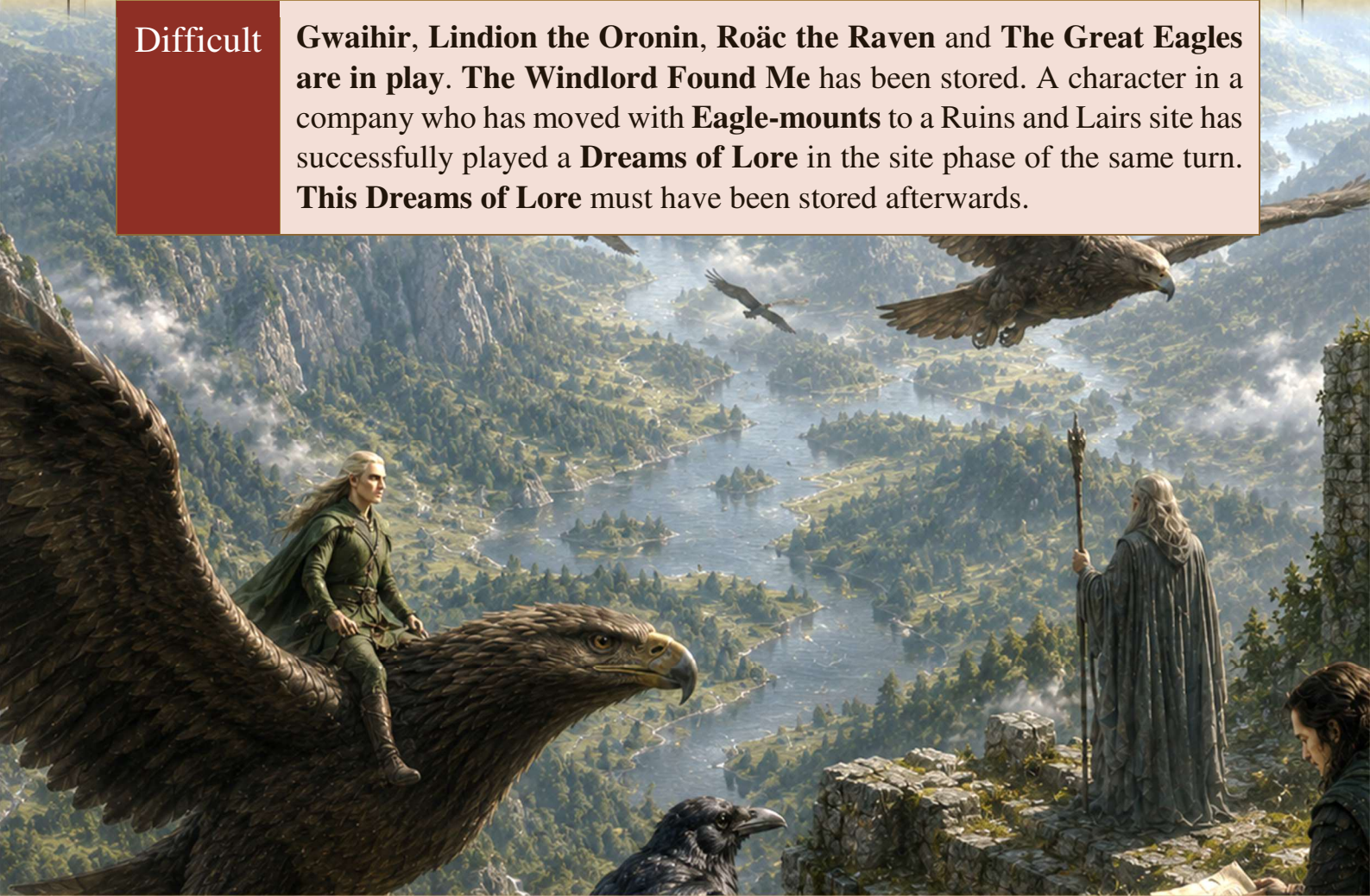
Gwaihir or **The Great Eagles** is in play. **Lindion the Oronin** is in play. **The Windlord Found Me** has been stored. A character in a company who has moved with **Eagle-mounts** to a Ruins and Lairs site has successfully played a **Dreams of Lore** in the site phase of the same turn.

Medium

Gwaihir, **Lindion the Oronin** and **The Great Eagles** are in play. **The Windlord Found Me** has been stored. A character in a company who has moved with **Eagle-mounts** to a Ruins and Lairs site has successfully played a **Dreams of Lore** in the site phase of the same turn.

Difficult

Gwaihir, **Lindion the Oronin**, **Roäc the Raven** and **The Great Eagles** are in play. **The Windlord Found Me** has been stored. A character in a company who has moved with **Eagle-mounts** to a Ruins and Lairs site has successfully played a **Dreams of Lore** in the site phase of the same turn. **This Dreams of Lore** must have been stored afterwards.



#21 Heirlooms of Eärendil

Deck Requirements

None.

Easy

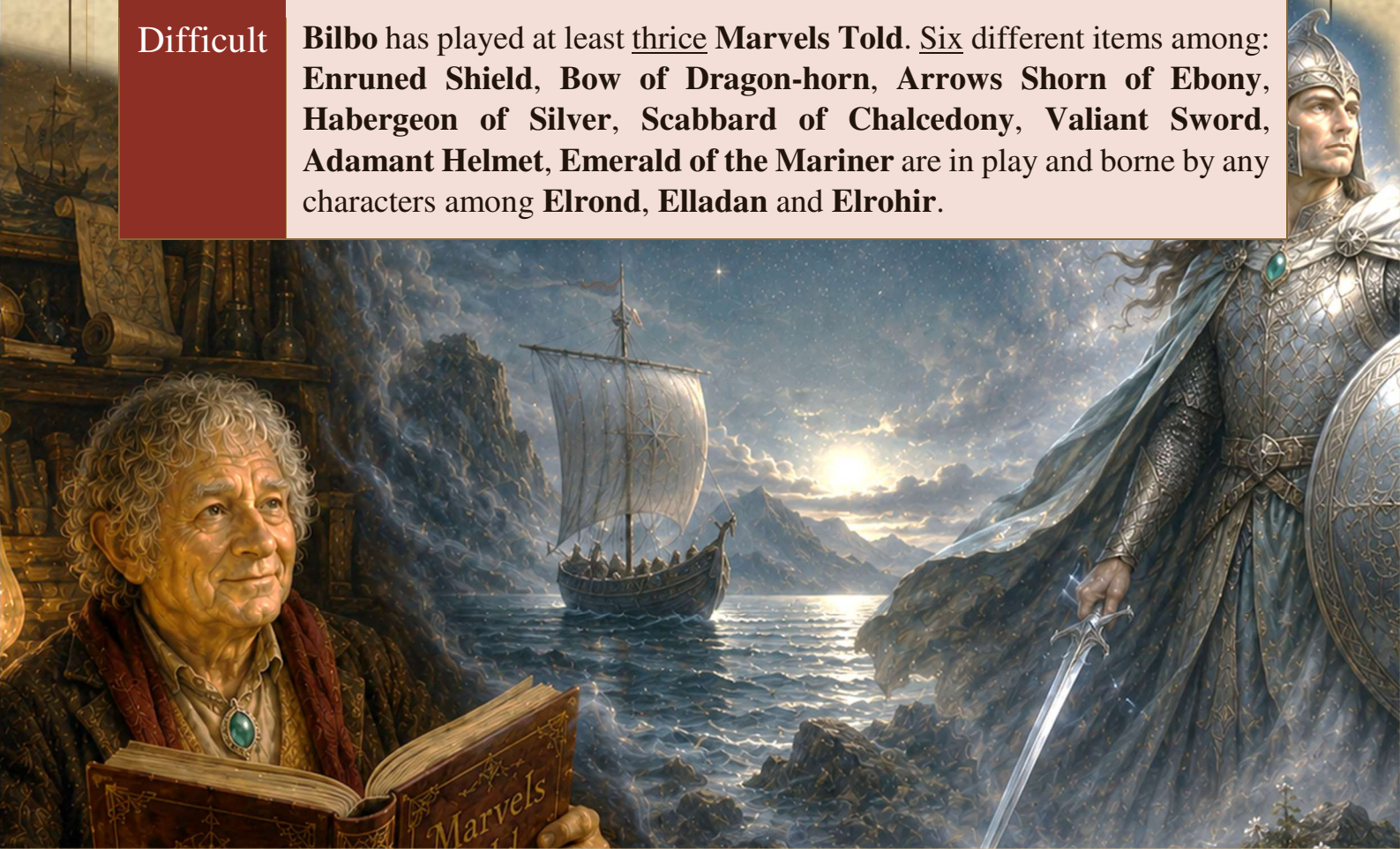
Bilbo has played at least once **Marvels Told**. Four different items among: **Enruned Shield**, **Bow of Dragon-horn**, **Arrows Shorn of Ebony**, **Habergeon of Silver**, **Scabbard of Chalcedony**, **Valiant Sword**, **Adamant Helmet**, **Emerald of the Mariner** are in play and borne by any Elf or Dúnadan characters.

Medium

Bilbo has played at least twice **Marvels Told**. Five different items among: **Enruned Shield**, **Bow of Dragon-horn**, **Arrows Shorn of Ebony**, **Habergeon of Silver**, **Scabbard of Chalcedony**, **Valiant Sword**, **Adamant Helmet**, **Emerald of the Mariner** are in play and borne by any characters among **Elrond**, **Elladan**, **Elrohir**, **Arwen** and **Aragorn** (or **Strider**).

Difficult

Bilbo has played at least thrice **Marvels Told**. Six different items among: **Enruned Shield**, **Bow of Dragon-horn**, **Arrows Shorn of Ebony**, **Habergeon of Silver**, **Scabbard of Chalcedony**, **Valiant Sword**, **Adamant Helmet**, **Emerald of the Mariner** are in play and borne by any characters among **Elrond**, **Elladan** and **Elrohir**.



#22 Sentinels of Numénor

Deck Requirements

Only Dunadan characters can be recruited (but you can play a wizard).

Sentinels of Numénor card: read «cannot be duplicated by a given player».

Easy

Sentinels of Numénor is in play, with at least three factions. For three of these recruited factions, a different character with the corresponding home site is in play. **Stone of Erech** has been played.

Medium

Sentinels of Numénor is in play, with at least four factions. For three of these recruited factions, a different character with the corresponding home site is in play. **Stone of Erech** is in played. **Palantir of Annúminas** has been stored or is in play.

Difficult

Sentinels of Numénor is in play, with at least five factions. For four of these recruited factions, a different character with the corresponding home site is in play. **Stone of Erech** is in played. **Palantir of Annúminas** has been played at **Lossadan Cairn** and is stored or in play.



#23 Raiders of the Lost Artefacts

Deck Requirements

You cannot recruit Dwarven or Hobbit characters.

Easy

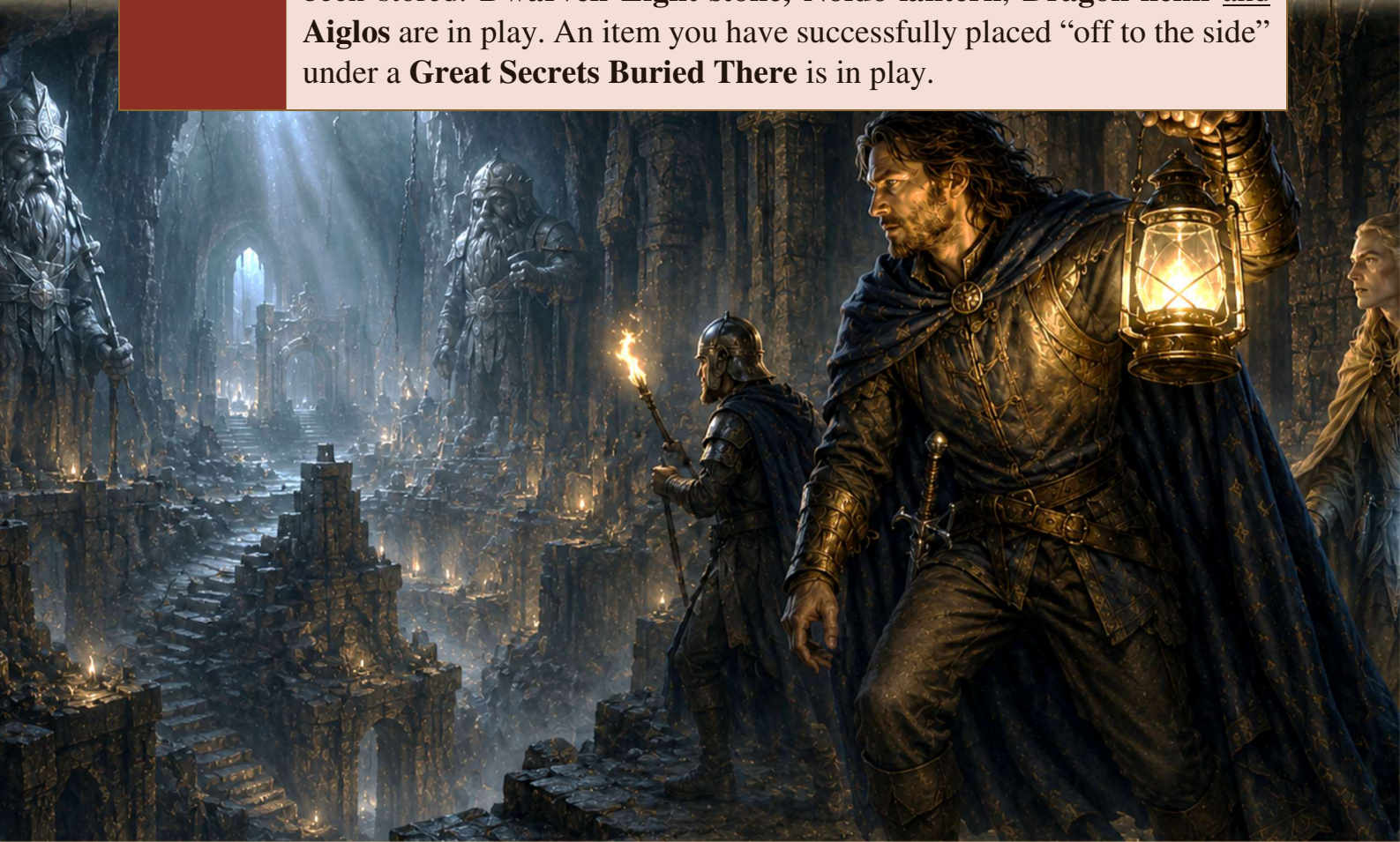
Three different under-deeps sites and one surface site (of an under-deeps site) have been in your discard pile. **To the Uttermost Foundations** has been stored. **Dwarven Light-stone** or **Noldo-lantern** is in play. **Dragon-helm** or **Aiglos** is in play.

Medium

Three different under-deeps sites and two surface sites (of an under-deeps site) have been in your discard pile. **To the Uttermost Foundations** has been stored. **Dwarven Light-stone** or **Noldo-lantern** is in play. **Dragon-helm** and **Aiglos** are in play.

Difficult

Four different under-deeps sites and two surface sites (of an under-deeps site) have been in your discard pile. **To the Uttermost Foundations** has been stored. **Dwarven Light-stone**, **Noldo-lantern**, **Dragon-helm** and **Aiglos** are in play. An item you have successfully placed “off to the side” under a **Great Secrets Buried There** is in play.



#24 Many Magic Rings in this World

Deck Requirements

How to use the power of a Magic Ring:

- **Magic Ring of Courage:** for a warrior character, defeat a non-detainment strike with a minimum value of 11.
- **Magic Ring of Lore:** for a sage character, tap to use a Palantír.
- **Magic Ring of Nature:** for a ranger character, tap to cancel a non-detainment attack against his company.
- **Magic Ring of Stealth:** for a scout character, tap this ring to cancel a non-detainment strike against himself.
- **Magic Ring of Words:** for a diplomat character, influence successfully a faction with this ring bonus.

Easy

Three Magic Rings with different powers have been borne by different characters. These characters have used at least once the power of their Magic Ring.

Medium

Four Magic Rings with different powers have been borne by different characters. These characters have used at least once the power of their Magic Ring.

Difficult

Five Magic Rings with different powers have been borne by different characters. Four of these characters have used at least once the power of their Magic Ring.



Rules Update 04.26 (Grey Havens)

I.10 Tournament formula:

For the first round only, players are paired off randomly. For each round after the first round, each player is paired off with another player with the same (or the closest) total of tournament points. The same players cannot play each other more than once. *If there are several options, the point difference between players paired against each other will be as small as possible. If several options with the same point difference exist, the point difference should be first minimized for the player with the higher number of points.*

1.12 Tournament Point Ties:

If several players have the same number of TPs at the end of the tournament, the following procedure is established:

- 1) Head-to-Head results. Consider only the games played between them by the tied players. If a player has won all his games against each remaining tied player, he wins the tie-breaker (this procedure can be applied multiple times). Otherwise, proceed to step 2. You win a game if you have more Tournament Points (Scenario Points + Victory Points – Malus Points) than your opponent.
- 2) The Scenarios fulfilled (*against all players*). For each remaining tied player, the player with the greatest total of *Scenario Points* wins the tie-breaker (Malus Points excluded).
- 3) The greatest sum of opponent's scores. For each remaining tied player, add up *all of their opponent's* Tournament Point totals. The player with the highest sum wins the tie-breaker.

All illustrations were made by AI.