The Progressive Scenarios Hero Rules

August 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 re-using 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.

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 card 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 Rohirrim scenario (#11) *Red Arrow* and *Great Shield of Rohan* must be borne by characters and can not 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. *(Dreamcard 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 *Dreamcard 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 Special rule : Selecting a Wizard

At the beginning of each game, before the character draft, each player makes a 2 dice-roll.

The player with the highest result (re-roll in case of a tie) chooses immediately between these two options:
Option 1: select a Wizard (or declare playing without a Wizard)
Option 2: choose to play first (or not)

The other option is automatically assigned to the player with the lowest result.

The player with **Option 1** selects a Wizard and add three copies of this avatar to his play deck (showing them to his opponent). He will not be allowed to play a copy of another Wizard during this game. If he declares playing without a Wizard, he will be not allowed to play any copy of any Wizard during this game.

When your opponent chooses a Wizard, you must put all the copies of this same avatar from your deck or your sideboard in your "out of play reserve" and you can add three copies of another Wizard from your reserve to your deck or your sideboard.

See below for the procedure for the "specific" avatar cards.

The character draft takes place as usual (5 characters maximum, 20 maximum mind).

Then, each player draws 8 cards from his play deck. Mulligan can occur (rule 1.9).

And then, at this stage, the other player can activate the **Option 2** : choose to play first (or not).

(from a Belgian variant)

The following procedure is used for the "specific" avatar cards : if a player does not play with his expected avatar, he can exchange up to 3 "specific" avatar cards for the same number of "specific" cards of his new avatar (he shows these cards to his opponent). Replacements cards must take place at the same place: deck or sideboard.

The "specific" avatar cards:
Alatar: *The Hunt*
Gandalf: *Hobbit-lore, Narya*
Pallando: *Eyes of Mandos*
Radagast: *Herb-lore*
Saruman: *First of the Order*

Extra cards (replacement Wizard cards, replacement specific avatar cards) come from your "out of play reserve" (not from your sideboard).

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 play 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 can not 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 minimised 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)

<u>Scenario-Points :</u>

- 7 TPs for a difficult scenario
- 5 TPs for a medium-hard 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 succeeds 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.

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 players, 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 players, 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.

(DR = deck requirements, WR = winning requirements):

1) King Under the Mountain :

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

WR:

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 :

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

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

WR:

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 an Haven or a Free-hold (or have been influenced away).

3) Return of the King :

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

WR:

Easy: 3 of the following cards are in play: *Army of the Dead, The White Tree, Return of the King, Choice of Luthien*

Medium: all the following cards are in play: *Army of the Dead, The White Tree, Return of the King, Choice of Luthien*

Difficult: all the following cards are in play: *Army of the Dead, The White Tree, Return of the King, Choice of Luthien,* and Aragorn bears *Narsil* reforged as *Anduril, the Flame of the West*

*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 do not prevent to try to play the another Aragorn manifestation card during the rest of the character draft.*

4) The Seventh Palantir :

DR: none.

WR:

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.

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)

5) Alliance of Free Peoples :

DR: 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.

WR:

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* in 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 beared 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.

Remarks :
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

6) The Shire :

DR: none.
WR:

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 (two of them with *To Fealty Sworn*).

7) Veins of Arda :

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

WR:

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.

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

8) Heirs of Yavanna :

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

WR:

Easy: 2 Woses factions, 2 Ents and 4 Rangers characters are in play. *Ghân-buri-Ghân, Ôm-buri-Ôm* or *Pôn-ora-Pôn* is in play.

Medium: 2 Woses factions, 3 Ents and 5 Rangers characters are in play. *Ghân-buri-Ghân, Ôm-buri-Ôm* or *Pôn-ora-Pôn* is in play.

Difficult: 3 Woses and/or Ent factions, 3 Ents and 5 Rangers characters are in play. *Ghân-buri-Ghân* is in play.

9) The Stones of Fëanor :

DR: No Hobbits may be played as characters.

WR:

Easy: 3 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: 4 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: 4 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 :

DR: none.

WR:

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 2 of these rebuilt sites. *Men of Dale* or an 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 3 of these rebuilt sites. *Men of Dale* and a man faction playable at Lake-town are in play.

11) The Rohirrim :

DR: none.

WR:
Easy: *Shadowfax* or 2 *Noble Steed*, *Great Shield of Rohan, Red Arrow*, *Riders of Rohan*, and 4 characters with home site Edoras are in play.

Medium: *Shadowfax* or 2 *Noble Steed*, *Great Shield of Rohan, Red Arrow*, *Riders of Rohan*, *Dunlendings* or *Wild Horses* and 4 characters with home site Edoras are in play.

Difficult: *Shadowfax* or 2 *Noble Steed*, *Great Shield of Rohan, Red Arrow*, *Riders of Rohan*, and 4 characters with home site Edoras are in play. *Dunlendings* and *Wild Horses* are in play. *Helm of her Secrecy* has been played and *Eowyn* is still in play.

12) The Daughters of Vaiya :

DR: 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*.

WR:

Easy: 5 characters are in play and each of them possesses an item. *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

Medium: 5 characters are in play and each of them possesses an item (2 of them possesses a non minor item). *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

Difficult: 5 characters (including Galadriel) are in play and each of them possesses an item (3 of them possesses a non minor item). *Nenseldë the Wingild, Mistress Lobelia* or *Goldberry* is in play.

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

13) The Firstborn :

DR: none.

WR:

Easy: Four characters, among Cirdan, Elrond, Glorfindel, Galadriel and Thranduil are in play. One of these characters controls an 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 5 characters controls an unique ally. One Elf faction is in play.

Difficult: Cirdan, Elrond, Glorfindel, Galadriel and Thranduil are in play. Two of these characters controls an unique ally. Two Elf factions are in play.

14) The Great Greenwood :

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

WR:

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). 2 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Medium: "*Tower Raided"* is in play on Sarn Goriwing, or a tapped *"Pass the Doors of Dol Guldur"* is in play on a company (or has been stored). 3 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

Difficult: "*Tower Raided"* is in play on Sarn Goriwing. *"Pass the Doors of Dol Guldur"* has been stored. 3 factions played at sites in Mirkwood and an Elven character with a home site in Mirkwood are in play.

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

15) Ithryn Luin :

DR: 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.

WR:

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).

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

16) On the Earth, in the Water and in the Air :

DR: none.

WR:
Easy: A non-Wizard character with no marshalling points must be brought into play at his home site and must be in play at the end of the game. This character must have used a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), and have been in the air (*Eagle-mounts* or *Gwaihir*), using the abilities of the mentioned cards. The character must also have successfully played a horse ally (*Shadowfax, Bill the Pony* or *Noble Steed*).

Medium: A non-Wizard character with no marshalling points must be brought into play at his home site and must be in play at the end of the game. He must return to this home site with an unique item, or an hoard item, or a major item he has successfully played. **Before that**, this character must have used a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), and have been in the air (*Eagle-mounts* or *Gwaihir*), using the abilities of the mentioned cards; the character must also have successfully played a horse ally (*Shadowfax, Bill the Pony* or *Noble Steed*).

Difficult: A non-Wizard character with no marshalling points must be brought into play at his home site and must be in play at the end of the game. He must return to this home site with a major or a greater item he has successfully played at a site in a Coastal Sea and a horse ally (*Shadowfax*, *Bill the Pony* or *Noble Steed*) he has successfully played. **Before that**, this character must have used a ship to go from a site to another site via a Coastal Sea (*Great Ship* or *Belegaer*), and have been in the air (*Eagle-mounts* or *Gwaihir*), using the abilities of the mentioned cards

Remarks :
You can fulfill the scenario only once, even if the conditions are met for several characters.
Fifteen Birds in Five Firtrees *can not be used to fulfill the* Eagle-mounts *card condition.*

17) Reforging :

DR : none

WR :

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

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

18) Seven for the Dwarf-Lords :

DR : none

WR :

Easy: 3 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 2 Dwarven factions are in play at the end of the game.

Medium: 4 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 2 Dwarven factions are in play at the end of the game.

Difficult: 4 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 3 Dwarven factions are in play at the end of the game.

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

19) The King of Dale :

DR : none

WR :

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. *Roäc 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. *Roäc 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.

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

20) The Servants of Manwë :

DR : Saruman can not be your Wizard.

WR :

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.

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.*

21 : Heirlooms of Eärendil

DR: none

WR :

Easy:
Bilbo has played at least once *Marvels Told*.
4 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 Dunadan characters.

Medium:
Bilbo has played at least twice *Marvels Told*.
5 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*.
6 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

DR: Only Dunadan characters can be recruited (but you can play a wizard).
Sentinels of Numénor card : read «cannot be duplicated **by a given player** »

WR:

Easy:
"*Sentinels of Numénor*" is in play, with at least 3 factions.
For 3 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 4 factions.
For 3 of these recruited factions, a different character with the corresponding home site is in play.
Palantir of Annuminas has been stored or is in play.
Stone of Erech is in play.

Difficult:
"*Sentinels of Numénor*" is in play, with at least 5 factions.
For 4 of these recruited factions, a different character with the corresponding home site is in play.
Palantir of Annuminas has been played at Lossadan Cairn. It has been stored or it is in play.
Stone of Erech is in play.

23 : Raiders of the Lost Artefacts

DR : You can not recruit Dwarven or Hobbit characters

WR :

Easy :
Three different under-deeps sites and 1 surface site (of an under-deeps site) have been in your discard pile.
One "*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 2 surface sites (of an under-deeps site) have been in your discard pile.
One "*To the Uttermost Foundations*" has been stored.
Dwarven Light-stone **and** *Noldo-lantern* are in play.
Dragon-helm **or** *Aiglos* is in play.
An item that has been placed « off to the side » under a *Great Secrets Buried There* is in play.

Difficult :
Four different under-deeps sites and 2 surface sites (of an under-deeps site) have been in your discard pile.
One "*To the Uttermost Foundations*" has been stored.
Dragon-helm, *Dwarven Light-stone*, *Noldo-lantern* **and** *Aiglos* are in play.
An item that has been placed « off to the side » under a *Great Secrets Buried There* is in play.

24 : Many Magic Rings in this World

DR:
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 palantir
- 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

WR:

Easy: 3 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: 4 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: 5 Magic Rings with different powers have been borne by different characters. 4 of these characters have used at least once the power of their Magic Ring.

25 : Treasure Islands

DR: The Ports are : Dol Amroth, Edhellond, Gobel Mirlond, Grey Havens, Lond Galen, Pelargir and Tharbad.
Except the starting characters in Rivendell determined by the character draft, you can only put characters into play at a Port or at a Ruins & Lairs in a Coastal Sea or at Cairn Lossadan.

WR:

Easy :
A *Forgotten Scrolls* has been discarded at a Ruins and Lairs in a Coastal Sea and a non minor item has been played at this site during the same site phase.
Three hoard items have been played at Isle of the Ulond.
A greater item **or** a Palantir has been stored at a Port haven.
Nenseldë the Wingild **or** 2 factions playable at a Port are in play.

Medium :
A *Forgotten Scrolls* has been discarded at **two** different Ruins and Lairs in a Coastal Sea and a non minor item has been played at this site during the same site phase.
Three hoard items played at Isle of the Ulond are in play.
A greater item **or** a Palantir has been stored at a Port haven.
Nenseldë the Wingild **or** 2 factions playable at a Port are in play.

Difficult :
A *Forgotten Scrolls* has been discarded at **two** different Ruins and Lairs in a Coastal Sea and a non minor item has been played at this site during the same site phase.
Four hoard items played at Isle of the Ulond are in play.
A greater item **or** a Palantir has been stored at a Port haven.
Nenseldë the Wingild **or** 2 factions playable at a Port are in play.
A manifestation of Earcaraxë has been eliminated.

26 : Rescues in Mordor

DR : The Mordor sites are : The Under-galleries, The Under-courts and all sites in Gorgoroth, Horse Plains, Imlad Morgul, Khand, Nurn, and Udûn.

Reminder :
Movement to Gorgoroth : Wizard players may only move to or from sites in Gorgoroth by using specific region movement from a site Imlad Morgul, specific region movement that passes through Nurn or Udûn, Under-deeps movement or using special movement resources like Gwaihir or Mountains of Shadow.

WR :

Easy :
Rescue Prisoners has been played at a site in Mordor and has been stored.
The Mithril-Coat has been played at Cirith Ungol and is still in play.
One resource MP card has been played at Morannon and has been stored at Lorien.
Biter and Beater! has been played on a weapon against an orc attack.
Into the Smoking Cone is in play and is tapped.

Medium :
Two *Rescue Prisoners* have been played at a site in Mordor and have been stored.
The *Mithril-Coat* has been played at Cirith Ungol and is still in play.
One resource MP card has been played at Morannon and has been stored at Lorien.
Biter and Beater! has been played on a weapon against an orc attack.
Into the Smoking Cone is in play and is inverted.
Spies Feared is in play.

Difficult :
Two *Rescue Prisoners* have been played at a site in Mordor and have been stored.
The Mithril-Coat has been played at Cirith Ungol and is still in play.
One resource MP card has been played at Morannon and has been stored at Lorien.
Biter and Beater! has been played on a weapon during two different orc attacks.
Into the Smoking Cone has been stored.
Spies Feared is in play.

27 : The White Wizard

DR : None

WR :

Easy :

You have successfully influenced one of your opponent's character, ally, faction or non-minor item.
Wizard's Staff is in play, **or** *Staff Asunder* has been played.
Sacrifice of Form has been played.
The White Council is or has been in your MP pile.
Tom Bombadil **and** *Treebeard* are in play.

Medium :

You have successfully influenced one of your opponent's character, ally, faction or non-minor item.
Staff Asunder has been played, **or** *Wizard's Ring* is in play.
Sacrifice of Form has been played.
Two *The White Council* are or have been in your MP pile.
Tom Bombadil **and** *Treebeard* are in play.

Difficult :

You have successfully influenced one of your opponent's character, ally, faction or non-minor item.
Staff Asunder has been played, **or** *Wizard's Ring* is in play.
The White Wizard is in play.
Two *The White Council* are or have been in your MP pile.
Tom Bombadil **and** *Treebeard* are in play. They each played at least 1 Ritual during the game.