

WHITE MITHRIL: THE REMIX

Note: White Mithril: The Remix is based on the original "White Mithril: To the Uttermost Foundations" scenario version 3.0.0 by Timo Lutter and Christian Jentgens.

Ancient halls, tunnels and caverns plunged in eternal darkness... forgotten realms, artifacts and riches buried beneath the dust of ages... nameless creatures lurking at places without a name... welcome to the Under-deeps!

The White Council has tasked a group of wizards and dwarf-lords to enter this dark world through the east gate of Moria and set up a base of operations within one of the countless chambers of this former dwarven-hold. From there, the Council will send you further instructions, assigning missions to reclaim powerful lost artifacts, rebuild fallen strongholds, rescue tortured prisoners, and foray bravely into the blackest pits to strike fear into the heart of the Enemy where he least expects it. Unknown challenges await the gallant companies on their quest, and unbeknownst to them dark power gathers in the shadows, growing stronger with each passing day...

Ue cannot get out... drums, drums in the deep... they are coming... LotR II

THE PLAYERS

White Mithril: The Remix is a cooperative Hero-only scenario game with focus on the deep places of Middle-earth. Unlike normal MECCG games, this remix version pits a team of wizard and/or dwarf-lord players against a single hazard opponent. The hero decks do not have a hazard portion (see deck construction below), and the hazard player has no resources.

VICTORY CONDITIONS

- ❖ The **hero players win** if they collectively acquire 10 UdMPs plus 5 for each additional player beyond the first (see below). To attempt to claim victory, a hero avatar must enter Moria during the site phase. All characters must immediately make a final corruption check before counting the UdMPs. Normal MPs do not count toward the victory conditions (see below). If, following corruption checks, total UdMPs are less than 10 plus 5 for each additional player, the claim fails and play continues as normal.
- ❖ The **hazard player wins** immediately if he or she eliminates all hero avatars or the hazard sideboard runs out (see below).

DECK CONSTRUCTION - HEROES

Each hero player constructs a play deck of 30 cards and a sideboard of 15 cards. Deck construction follows normal rules for Wizard and Dwarf-lord players, except that no hazards (including non-character agents) may be included.

Starting Companies



Starting company composition follows normal rules for wizard and lord players, with the following changes:

- ❖ Players may begin the game with their avatar in play, but it counts as 10 mind for the purposes of starting company rules.
- ❖ Each player can assign two non-unique minor items (only Dwarf-lords may assign hoard minor items) plus one *Dwarven Light-stone* (if you have a dwarf as one of your starting characters) or one *Noldo-lantern* (if you have no *Dwarven Light-stone* as one of your starting items). In addition, each player may start with one other non-unique major item (only Dwarf-lords may assign a hoard major item).

DECK CONSTRUCTION - HAZARD PLAYER

The hazard player constructs a hazard deck of 30 cards plus 10 cards per additional hero player beyond the first. This deck must be at least half creatures, and may include no more than one quarter corruption cards. This deck may not contain any unique or banned cards other than minion agents (see list below, also note that some cards are treated as unique for the purposes of this scenario). Agents included in the hazard deck must have a home site at or adjacent to an Under-deeps site. The total mind of agents in the hazard deck must not exceed 25, and the total number of agents in the hazard deck and sideboard combined must not exceed 36.

Dark Forces Gather (Hazard Sideboard Counter)

The hazard player starts with a sideboard of 15 cards, plus 5 cards per additional hero player beyond the first. This deck represents the dark power building in the Under-deeps in response to the heroes' forays. At the start of each player turn, the hazard player shuffles one card of his or her choice from the sideboard into the hazard deck. If the last card from the sideboard is shuffled into the hazard deck, the heroes have taken too long and the forces of darkness have overrun the Under-deeps. The hazard player wins.

UNDER-DEEPS MARSHALLING POINTS AND QUESTS

A player cannot gain any victory points unless he or she has accomplished at least one Under-deeps quest, which are rewarded by special Under-deeps marshalling points (UdMPs). UdMPS can be earned by completing Under-deeps quests (see below) and by playing greater items at Under-deeps sites (each greater item is worth 1 UdMP, and hoard items are playable at all Under-deeps sites). Unless otherwise stated, each quest is unique (can only be completed by one player) and every stage of a quest must be completed in order to receive UdMPs.

Clarification: Resources with UdMPs give no additional MPs, unless otherwise stated (e.g., *Aiglos* is worth 5 UdMPs without an additional 5 MPs).

Under-deeps Quests

- I. **Balrog of Moria [5 UdMPs]:** Defeat the ancient evil that once awoke at the Under-gates and turned *Moria* into a shadow-hold. You need to eliminate one manifestation of the Balrog, either *Balrog of Moria* (requires a 2D6 roll of 10,11, or 12, once *Moria's* second automatic attack is determined) or *Durin's Bane* (present at the *Under-gates* subsequent



to playing *Rebuild the Town* at *Moria* during the *Rebuild of Moria* quest or subsequent to playing *Halls of Khazad-dum* at *Moria* during the *Reconquest of Khazad-dum* quest).

- II. **Rebuild Moria* [3-5 UdMPs]:** Cleanse Khazad-dum by forcing the orcs and all other dark creatures to withdraw from the ancient dwarven-halls.
 - a. Play *Tower Raided* at *Moria* (3 UdMPs). You cannot discard one of your starting items in order to play *Tower Raided* (i.e., *Noldo-lantern*). Once *Tower Raided* is in play, any player can rebuild *Moria*.
 - b. Use *Rebuild the Town* to convert *Moria* into a border-hold (1 UdMP).
 - c. With *Houses of Healing* (special rule), *Moria* becomes a Haven (1 UdMP).
- III. **Reconquest of Khazad-dum* [2-7 UdMPs]:** Restore the Halls of Khazad-dum to their former glory by reclaiming the ancient dwarf-hold from the clutches of evil.
 - a. Play *Return to Khazad-dum on Moria* [2 UdMP].
 - b. Play *Halls of Khazad-dum* [3 UdMP].
 - c. Play *Reconquest of Khazad-dum* [1 UdMP, (2 UdMP if inverted)].
- IV. **White Mithril [7 UdMPs]:** Recover the true wealth of *Moria*: Mithril! Prepare your search by storing *Vein of Arda* at *Moria*. Then play *Mithril* at the *Under-gates* and store it at *Moria*.
- V. **Fury of the Iron Crown [3 or 4 UdMPs]:** *Carn Dum*, fortress of the *Witch-king of Angmar*, has always been a threat to the safety of all free people of northern Middle-earth. To diminish the power of this dark-hold, you make your way through the *Iron-deeps* to reach *Carn Dum*. You can choose to either:
 - a. Muster the *Angmarim* to turn them against their former masters by successfully playing this faction [3 UdMPs], or
 - b. Dare to break the power of the *Witch-king* by stealing his *Iron Crown* and subsequently storing it at *Moria* [4 UdMPs].
- VI. **Confront the Necromancer [2 or 4 UdMPs]:** Great evil stirs in the ruins of *Amon Lanc*, now known by the grim name *Dol Guldur*. You may choose one of several options to confront this growing threat.
 - a. News has reached you that a prisoner of great importance is being tortured in the pits of *Dol Guldur*. Tap *Pass the Doors of Dol Guldur* during the same site phase your company successfully plays *Rescue Prisoners* at *Dol Guldur*. One dwarf may immediately join the company, wounded, from your hand, play deck, discard pile, or sideboard. Store *Pass the Doors of Dol Guldur* at *Moria* [4 UdMPs].
 - b. *Thrain II's* imprisonment and torture at the hands of the Necromancer awoke in him a passion to avenge himself by driving the dark power from *Amon Lanc* and reclaiming it for Durin's Folk. A company with a manifestation of *Thrain II* must successfully play *Return to Old Dwellings* at *Dol Guldur* [2 UdMPs].
- VII. **The Spear of Gil-Galad [5 UdMPs]:** Rumors have reached your company that Sauron the Great treasures the legendary spear of Gil-Galad deep within the dungeons of his

* The players may only receive UdMPs for one of these quests.

fortress, *Barad-dur*. Regain this powerful weapon in the name of the free people by playing *Aiglos* at *Barad-dur* (*Aiglos* may only be played at this site).

- VIII. **To the Uttermost Foundations [6 UdMPs]:** Discover the darkest and most dangerous places of the Under-deeps. Deep beneath the evil land of Udun lies the *Under-galleries*: Spy out the enemy's caverns and tap the site by playing *To the Uttermost Foundations* during your organization phase. Untap *To the Uttermost Foundations* at a different Under-deeps site and store it at *Moria*.
- IX. **Great Things Buried There [2-6 UdMPs]:** Many rings of power were lost during the centuries of the third age. However, some rings have a will of their own and so it happens that your company might be lucky to recapture an artifact long forgotten. Play and test a *Gold Ring* at the *Under-grottos*: Lesser Ring [2 UdMPs], Magic Ring [3 UdMPs], Dwarven Ring [4 UdMPs], *The One Ring* [6 UdMPs]. The heroes only receive UdMPs for the first *Gold Ring* tested at the Under-grottos.
- X. **Gems of Arda [3 UdMPs]:** Precious gems lie deep beneath the snowy tops of the White Mountains. Find your way to the *Gem-deeps* and play *Gems of Arda* [3 UdMPs]. *Vein of Arda* does not affect this quest.
- XI. **Spawn of Ungoliant [4 UdMPs]:** Dangerous creatures inhabit the caverns of the Under-deeps. The *Spawn of Ungoliant* certainly belongs to the most evil spiders, lurking at the *Pukel-deeps* and sometimes even beneath Helms-deep at the *Gem-deeps*. You need to eliminate *Spawn of Ungoliant* as it appears as the second automatic attack at the *Pukel-deeps* (requires a D6 roll of 4-6) or *Gem-deeps* (requires a D6 roll of 6).
- XII. **Spider of the Môrlat [4 UdMPs]:** Fled from dark places in the Mirkwood forests, this ancient spawn now hides in *Dol Guldur*, or sometimes even slips down to the stinking caverns of the *Sulfur-deeps*. Eliminate this spawn as it appears at the *Sulfur-deeps* as additional attack with a D6 roll of 6, or follow the creature up to *Dol Guldur*, where it appears as additional attack with a D6 roll of 4-6.
- XIII. **Dragon-Helm [2 or 4 UdMPs]:** Greedy orc war-bands stole the *Dragon-Helm*, and now hide it at *Mount Gram* in the realm of Angmar. Recover the glorious emblazonment of war by successfully playing it at *Mount Gram* [2 UdMPs] and storing it at *Moria* [2 UdMPs].
- XIV. **Knowledge of the Noldor [4 UdMPs]:** Secret news has reached you that the elven smith *Kheleglin*, who retains much of the lost lore of the Noldor of old, is held in the dark lord's dungeons beneath *Barad-dur*. Travel to *The Under-courts* and play *Kheleglin* there. He must be healed to receive the UdMPs.
- XV. **The Grim Folk [2 UdMPs]:** When Durin's folk fled before the oncoming darkness of the Balrog, the dwarves scattered to the winds and old connections were lost. Travel to the distant and dangerous *Mines of Angurath* to bring the isolated *Mornaugrim* back into the fold of the Seven Houses to fight for the free peoples once more.
- XVI. **Dwarven Relics [1-6 UdMPs each]:** Many powerful artifacts crafted by the skilled children of Aüle in ages past were lost or taken when the dwarves were driven forth

from their homes under the mountains. The time has come to reclaim this heritage. Each relic retrieved is worth the listed UdMP, plus 2 UdMP if the relic is stored at *Moria*.

- a. Play *Battle-Axe of the Fallen* at *Ruins of Belegost* or *Ruins of Nogrod* [2 UdMP, 3 if restored with *Reforging*]
- b. Play *Khazadshatur* at *Goblin-gate* [1 UdMP, 2 if restored with *Reforging*].
- c. Play *Durin's Crown* at *Remains of Thangorodrim* [2 UdMP, 4 if restored with *Reforging*]. May only be played at *Remains of Thangorodrim*.

MARSHALLING POINTS

Hero Player Marshalling Point Bonuses

MPs printed on cards do not contribute to the victory conditions, but instead yield bonuses based on the total MPs. These bonuses apply to each player individually (i.e. MPs are counted individually, unlike UdMPs), and are counted normally (e.g. no more than half from one category). Starting at 10 MPs, and for each 5 MPs after that, choose one of the following bonuses to apply for the rest of the game. Once chosen, you may not change a bonus for a different bonus, and each bonus may only be chosen once. If you lose MPs, you must lose bonuses accordingly. The available bonuses are:

- ❖ Your general influence is increased by 5.
- ❖ Once per turn, you may heal one of your characters, at any site, from wounded to tapped during the organization phase.
- ❖ Your hand size is increased by one.
- ❖ Each character you control has their corruption checks modified by +1.
- ❖ Each character you control gains +1 prowess.
- ❖ Each character you control gains +1 body.
- ❖ Draw 1 additional card during the movement/hazard phase.

Hazard Marshalling Point Bonuses

Whenever a hazard card or effect eliminates a character, the hazard player receives the MPs (characters normally with no printed MP value count as $\frac{1}{2}$ MP, rounded down). These MPs do not contribute to victory conditions, but instead, for each 5 MPs collected, the hazard player may choose one of the following bonuses to apply for the rest of the game. Once chosen, the hazard player may not change a bonus for a different bonus, and each bonus may only be chosen once. If the hazard player loses MPs for any reason, he or she must lose bonuses accordingly. The available bonuses are:

- ❖ Your hand size is increased by one.
- ❖ Draw 1 additional card during the movement/hazard phase.
- ❖ The hazard limit for all companies is increased by one.
- ❖ Each hazard creature with printed body gets +1 body; all hazard creatures with no printed body gain a body of 4.
- ❖ Each hazard creature gains +1 prowess.
- ❖ Once per turn, you may use one against the hazard limit to return a non-unique creature from the discard pile to your hand.



- ❖ Each non-minor item in play gives +1 corruption point.

SPECIAL SCENARIO RULES

This scenario is played according to the standard rules, with the following changes:

- ❖ **Teamwork:** Unlike most other MECCG games, the hero players will work together in this scenario as they strive to fulfill the White Council's missions. If at the same site, characters in companies controlled by different players may exchange items, as per normal rules for item exchange. Characters *may not* change control between players, and hero players may not show other hero players their hand.

In addition, companies controlled by different players may form a fellowship (a super-company) for the purposes of the movement/hazard and site phases. A fellowship is treated as a single company, with a single movement/hazard and site phase, with the following additional rules:

- There is no maximum size for a fellowship.
 - Any player with a company in the fellowship may play resources on any character in the Fellowship (normal restrictions apply).
 - The hazard player multiplies the number of cards drawn at the start of the movement/hazard phase by the number of players involved in the fellowship. For example, if three players have combined companies into a fellowship that moves to *The Iron-deeps*, the hazard player draws 12 cards.
 - The hazard limit of a fellowship is increased by 1 for every player beyond the first involved in the fellowship.
- ❖ **Hazard Player Hand:** The hazard player has a base hand size of 5 cards, and must discard down or draw up to the hand size at the end of each hero player's turn. When the hazard deck exhausts, shuffle the discard pile to reform a new hazard deck. When the hazard deck is exhausted, the hazard player may exchange up to five cards from the hazard discard pile with five cards from the hazard sideboard (an equal number of cards must be exchanged).
 - ❖ **Underground:** There is no sun in the Under-deeps, and *Doors of Night* is always considered to be in play for companies at or moving to an Under-deeps site. This effect may not be canceled. Likewise, *Environment* cards (e.g. *Stars*, *Clouds*) have no effect on companies or characters at or moving to an Under-deeps site or on hazards played on such a company or character.
 - ❖ **Corruption Bonus:** Each character gets a +X corruption check bonus (in addition to his/her current +/- corruption check bonus, if there is one). X is equal to the character's MPs and the total maximum is +4 (characters with no printed MP value receive no corruption check bonus). For wizards, X is equal to 3.
 - ❖ **Movement:** All characters start at *Moria* and may only use Under-deeps movement; both starter and region movement on the surface of Middle-earth are not allowed. At the end of a company's first movement/hazard phase, a character can tap to allow his company to move again (another movement/hazard phase follows). Only one character per company is

allowed to do so. If a company stays at a site, the hazard player may draw up to two cards (instead of zero).

- ❖ **Sites:** You can only use Under-deeps sites and their adjacent sites. The hero players are considered to have a common site deck, though multiple copies of sites may be used to facilitate the organization of the playing surface. It may be helpful to keep track of company locations on an Under-deeps map. Tapped site cards return to the site deck, but they remain in tapped status until the first play deck is exhausted once (and so on for the first deck to exhaust twice, three times, etc). Note that any effect that applies to a site or a company at a site applies to all players. For example, if John and Rachel each have a company at *The Gem-deeps* and the hazard player plays *Doubled Vigilance* on the site, each player's company must roll upon entering the site, per the card's text.
The hazard player should also have a site deck (hero versions) for use with agents.
- ❖ **Healing:** Once during your organization phase, your avatar can tap to heal all wounded characters in his company from wounded to tapped. In case your avatar is wounded, he can return to *Moria* and heal from wounded to tapped during his organization phase. This does not apply for characters (unless the player has the appropriate MP bonus).
- ❖ **Playing characters:** Characters and avatars may be played at *Moria* (see below) or at their home site, if that site is adjacent to an Under-deeps site.
- ❖ **Moria:** *Moria* is a shadow-hold and considered a Haven for the purposes of playing characters/avatars and for storing items and miscellaneous events but only at the beginning of the site phase (you need to enter the site in order to do so). Only resources belonging to Under-deeps quests can be played at *Moria* (gold rings, minor, major and greater items **cannot** be played at *Moria*). *Moria* untaps during the untap phase if no characters are present at the site.
When you decide to enter *Moria* during the site phase, your opponent makes a roll (2D6), to determine *Moria*'s second automatic attack:

02: *Nameless Thing* (3 MP. Drake. Three attacks of two strikes each with 10 prowess / 4 body. A character can tap to cancel one of these attacks)

03: *Watcher in the Water* (1 MP. Animal. Each character faces one strike with 8 prowess)

04: *Watcher in the Water* (see above)

05: *Umagaur the Pale* (2 MP. Troll. One strike with 14 prowess / 8 body)

06: Hazard player may play from hand one non-unique creature playable at *Moria*.

07: No second automatic attack

08: Hazard player may play from hand one non-unique creature playable at *Moria*.

09: *Buthrakaur the Green* (2 MP. Troll. One strike with 15 prowess / 6 body)

10: *Balrog of Moria* (5 MP. Long Event. One strike with 20 prowess. As long as he is in play, no character can heal, no new second attack for *Moria* is determined, and he is not represented by a card.)

11: *Balrog of Moria* (see above)

12: *Balrog of Moria* (see above)



If you defeat the second automatic attack, you receive full MPs for the eliminated creature. If the creature was unique, replace its description in the above list with 'no second automatic attack'. *Forewarned Is Forearmed* does not affect *Moria's* second automatic attack.

- ❖ **Second automatic attacks at Under-deep sites:** any hazard creature played as a second automatic attack at an Under-deep site that your company defeats is worth full MPs.
- ❖ **The Gem-deeps & The Pukel-deeps:** When you decide to enter *The Gem-deeps* or *The Pukel-deeps* during the site phase, your opponent makes a roll (D6), to determine if an additional automatic attack appears:
 - 6: The Gem-deeps:** *Spawn of Ungoliant* (4 UdMPs. Spawn. Three strikes with 15 prowess / 8 body. In addition, +1 to all body checks for Elves, Dwarves, Hobbits, Dunedain, and Men resulting from this attack)
 - 4-6: The Pukel-deeps:** *Spawn of Ungoliant* (see above)
- ❖ **The Sulfur-deeps & Dol Guldur:** When you decide to enter *The Sulfur-deeps* or *Dol Guldur* during the site phase, your opponent makes a roll (D6), to determine if an additional automatic attack appears:
 - 6: The Sulfur-deeps:** *Spider of the Môrlat* (4 UdMPs. Spawn. Two strikes with 16 prowess / 9 body.
 - 4-6: Dol Guldur:** *Spider of the Môrlat* (see above)

SPECIAL CARD TEXTS:

The following cards should be read as follows:

- ❖ **Aiglos:** Only playable at *Barad-dur*.
- ❖ **Book of Mazarbul:** Playable at *Moria*, if *Moria* is a shadow-hold. You can store this item at *Moria*, but it gives only 5 MPs when *Moria* has become a Haven.
- ❖ **Durin's Bane** (5 UdMPs. Manifestation of *Balrog of Moria*. Two strikes with 18 prowess / 9 body. This attack cannot be canceled. Any character wounded by this attack is automatically eliminated)
- ❖ **Durin's Crown:** Only playable at *Remains of Thangorodrim*.
- ❖ **Forewarned Is Forearmed:** This card does not affect any second automatic attacks at *Moria*, or additional attacks from the *Spawn of Ungoliant* or *Spider of the Môrlat*.
- ❖ **Houses of Healing:** 1 UdMP. Playable at *Moria* if *Rebuild the Town* is in play. Can only be played at the end of the site phase. *Moria* becomes a Haven for all purposes.
- ❖ **Kheleglin:** Only playable at *The Under-Courts*.
- ❖ **King under the Mountain:** Playable on *Balin*, *Dain II*, *Thorin II*, or *Thrain II*, if his company has defeated a manifestation of the Balrog and *Moria* is now a Haven or *Reconquest of Khazad-dum* is in play and inverted. The target dwarf receives +5 direct influence against Dwarves and Dwarf Factions.
- ❖ **Rebuild the Town:** 1 UdMP. Playable at *Moria* only if *Tower Raided* has been successfully played. *Moria* becomes a border-hold and loses all automatic attacks. Can only be played at the end of the site phase. Once *Rebuild the Town* is in play, *The Under-gates* have a new first automatic attack (no second attack):

- ❖ **Return to Old Dwellings:** Only playable at *Dol Guldur*.
- ❖ **Returned Exiles:** Playable at a tapped or untapped site, where a manifestation of the Balrog was defeated and if the influence check is greater than 12. Standard modifications: *King under the Mountain* (+5), other Dwarves (+2).
- ❖ **The Sulfur-deeps, The Under-Courts, The Iron-deeps:** any Nazgûl, played by your opponent as permanent event, and used as "special" attack according to the very bottom of the site card text, the company defeats, is worth full MPs plus 1 UdMP.
- ❖ **Monstrosity of Diverse Shape:** If a company defeats this card at *The Drowning-deeps* or *Remains of Thangorodrim*, it is worth full MPs and gives an additional 2 UdMPs.

List of banned cards:

All manifestations of Balrog of Moria
 All minion items (except those usable by a Dwarf-lord player[†])
Bane of the Ithil-stone
Buthrakaur the Green
Fury of the Iron Crown
Lucky Search
Mouth of Sauron
Neither so Ancient Nor so Potent
Spawn of Ungoliant
Spider of the Môrlat
Stormcrow
The Will of Sauron
Tidings of Bold Spies
Troll-Purse
Umagaur the Pale
Unabated in Malice
Watcher in the Watcher
Which Might Be Lies
Fellowship

List of unique cards:

An Unexpected Outpost
Assassin
Nameless Thing
Slayer
Return to Old Dwellings

[†] Dwarf-lord players may play and use minion non-ring items as if they were hero items.