

DCCD – RINGWRAITH – ADÛNAPHEL – FAITHLESS STEWARDS

Adûnaphel was born into the royal line of Númenor, during the reign of Tar Ciryatan (S.A. 1823). Conflict between her mother's ties with the Eldar and her father's Adûnaic faction at the Court of Armenelos left the Númenorean lady scarred and with a deep hatred for the Firstborn. Seeking room for her own ambitions, she fled the island and settled at Vamag, on the Umbarean peninsula. There her powers slowly waxed, as she enchanted a Haradrim following with her beauty and diplomatic skills.

But Adûnaphel's reign lasted a mere century. When Tar Ciryatan demanded taxes and total subjugation to Númenorean rule, the Haradrim Queen was approached by Sauron, who saw opportunity to take advantage of this discord amongst his enemies. Thus Adûnaphel the Vain accepted a Ring of Power and became the 7th Nazgûl. But Númenor was the stronger power; Vamag was destroyed and she had to leave for Mordor.

In the Third Age, Adûnaphel returns to Near Harad to build an empire around the fortress of Lugalur in Chelkar. From there she again deploys her arts of seduction, and manages to enlist all sorts of characters discontented with Dúnadan rule. She does not propose open war, but sends agents into Gondor, to spy and search for valuable items.

Starting company: Firiël (*Open to the Summons*), Mélorak,

Harngorin, Jehn Remak (*Orc-liquor*), Dúnadan Mariner

Starting events: *Ard Once Vain*, *Open to the Summons*

Starting site: Lugalur

DC-level: ** DC Graduate (dc intensity 36%, non-FF/NE 21%)

1. This deck is not complicated but requires some knowledge of the area south of Mordor. Your objectives are to spy in Gondor & Harondor (*The Names among Them*, *That Ain't No Secret*), score a few trinkets (*The Kuilëondo*, *Foliant of Warfare*), muster the locals (*Umbarean Corsairs*, *Black Númenoreans*, *Southrons*), and build a Darkhaven to start a *Cult of the Dark Lord*.
2. Adûnaphel enters play at Lugalur. Tap her to get cards into the discard pile: *Adûnaphel's Lute*, *Heralded Lord*, *Foul-smelling Paste*, *Secret Book*, *Mounted Lance*. She can play the *Lute* at Lugalur, by discarding *Ard Once Vain*. With this item she becomes a sage, and you can get *Heralded Lord* to hand for movement. Minor items you play at Calembel (see 7).
3. *Corsairs* and *Black Numenoreans* can both be played at Umbar, as well as Information. By DCE, *That Ain't No Secret* and *The Names among Them* are Stolen Knowledge!; they allow you to play the *Palantir of Osgiliath* (sideboard) at Osgiliath and the *Kuilëondo* at sites in Gondor (e.g. Setmaenen).
4. If you've established a Darkhaven with *Cult of the Dark Lord*, consider moving Adûnaphel there so she is more central and her *Lute* can help with corruption checks. Otherwise she can move to get a faction or an *Oliphant* (sideboard), but in *Heralded Lord* her prowess is low, and her cancelling ability is also very useful, so decide wisely.
5. Get *Faithless Steward* from sideboard to play on an appropriate agent. This depends on the sites that are still available (i.e. not discarded or made a Darkhaven), as the Steward needs to be at his home site to score MP's. *Nb.* meanwhile it might still help out a *Dark Embassy* diplomat.
6. Hazards are Men, they seem not very strong but are designed to steal items. Sacrifice *Ruffians* on a company moving to a Border/Free-hold, only then play *Rank upon Rank* and *Pick-pocket* to have a



good chance to steal something. *Fruitless Victory* helps to get *Ruffians* back, *Thrice Outnumbered* helps recycling the stronger region-bound Man hazards (choose the best one from sideboard).

7. Final Tips:

- *Tribute to Sauron* keeps a site in play, which might be useful to play resources at a later time. For an *Oliphant* (sideboard) the site need be untapped; use *Secret Book* to untap it.
- *Dark Embassy* is best on a Man diplomat, to cancel Man automatic-attacks with *In the Name of Mordor* and increase the roll for a Man faction. *In the Name of Mordor* might also work on detainment attacks created by *Deeper-shadow*. If the Man (Ivic) is a *Faithless Steward*, so much the better.
- Don't worry about getting wounded, *Well Preserved* gets you healed and untapped in the site phase.
- You can also go to Calembel (play Info or a *Steed*), and fetch a *Foul-smelling Paste* from the discard. If you're not wounded, score a *Secret Book*.
- If you got a weapon on a scout, get *Stabbed Him in His Sleep* from sideboard.
- Try to give Jehn a *Steed*, he feels more confident in the saddle.
- Man-holds either have a Man automatic-attack or Man faction playable (likewise Dúnadan-holds). Information you can play at Umbar, Benish Armon, Calembel, Minas Tirith, or Amrun.

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Pool

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Minion Character (7)

1 Dâiruzôr (BO)
 1 Firiël (DM)
 1 Ivic (DM)
 1 Jerrek (LE)
 1 Mélorak (SL)
 1 Sangahyando (SL)
 1 Súrion (DM)

Dual Character (3)

1 Dúnadan Mariner (WR)
 1 Harngorin (SL)
 1 Jehn Remak (SL)

Minion Resource (3)

1 Ard Once Vain (NE)
 1 Open to the Summons (WH)
 1 Orc-liquor (AS)

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Deck

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Hazard (33)

1 Ambusher (TW)
 2 An Unexpected Outpost (DM)
 1 Corsairs of Umbar (TW)
 1 Dunlending Raiders (TD)
 1 Fruitless Victory (NE)
 2 Lawless Men (LE)
 1 Lord of the Woods (FB)
 1 Nobody's Friend (DM)
 1 Out of Practice (DF)
 3 Pick-pocket (TW)
 2 Pierced by Many Wounds (DM)
 1 Pirates (LE)
 3 Rank upon Rank (DM)
 1 Ransom (NE)
 1 Rats! (LE)
 3 Ruffians (WR)
 2 Sellswords Between Charters (LE)
 1 Taint of Glory (WR)
 2 Thrice Outnumbered (LE)
 1 Thrice Told Tales (RS)
 1 Tidings of Bold Spies (LE)
 1 Twilight (TW)

Ringwraith Character (4)

4 Adûnaphel the Ringwraith (LE)

Minion Character (2)

1 Horseman in the Night (LE)
1 Râisha (DM)

Dual Character (2)

2 Dúnadan Mariner (WR)

Dual Resource (4)

1 Foliant of Warfare (RN)
2 Mighty Steed (TI)
1 Southron Scimitar (SL)

Minion Resource (29)

1 Ard Once Vain (NE)
1 Black Númenóreans [M] (AS)
1 Cult of the Dark Lord (SL)
3 Dark Embassy (NE)
2 Deeper Shadow (LE)
1 Diversion (LE)
3 In the Name of Mordor (LE)
1 Not Slay Needlessly (LE)
1 Ruse (LE)
1 Secret Book (AS)
1 Southrons [M] (LE)
2 That Ain't No Secret (LE)
1 The Kuilëondo (WR)
1 The Names Among Them (LE)
2 Tribute to Sauron (NE)
1 Umbarean Corsairs (LE)
1 Voices of Malice (LE)
3 Weigh All Things to a Nicety (LE)
2 Well-preserved (AS)

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Sideboard

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Hazard (12)

1 Angmarim Tribesmen (KN)
1 Corsairs of Umbar (TW)
1 Earth-tremors (DM)
1 Grima Wormtongue (TI)
1 Lure of the Senses (TW)
1 Many Burdens (NE)
1 Men of the Wood (NE)
1 Muster Disperses (TW)
1 Stout Men of Gondor (AS)
1 Too Much to Ask (WR)
1 Twilight (TW)
1 Variag Horse-raiders (NE)

Dual Resource (3)

1 Oliphaunt (SL)
1 Mounted Lance (TI)
1 Tarma of Ar-Pharazôn (SL)

Minion Resource (15)

1 Adûnaphel's Lute (NE)
1 Ancient Secrets (BA)
1 Broad-headed Spear (LE)
1 Faithless Steward (AS)
1 Focus Palantír (LE)
1 Foul-smelling Paste (LE)
1 Haradrim [M] (AS)
1 Heralded Lord (LE)
1 Palantír of Minas Tirith [M] (LE)
1 Palantír of Osgiliath [M] (LE)
1 Phantom Devised by Wizardry (NE)
1 Secret Book (AS)
1 Stabbed Him in His Sleep (LE)
1 Symbol of Malice (KN)
1 Voices of Malice (LE)

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Sites

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Minion Site (33)

- 1 Amrûn [M] (SL)
- 1 An Karagmir [M] (SL)
- 1 Benish Armon [M] (WR)
- 1 Bozisha-Dar [M] (SL)
- 1 Cair Andros [M] (WR)
- 1 Cairn of the Colruh Hazurbal [M] (SL)
- 1 Calembel [M] (WR)
- 1 Dol Amroth [M] (LE)
- 1 Dol Guldur [M] (LE)
- 1 Drúadan Forest [M] (LE)
- 1 Dunharrow [M] (LE)
- 1 Dûsalan [M] (SL)
- 1 Geann a-Lisch [M] (LE)
- 1 Gobel Mírlond [M] (LE)
- 1 Haudh-in-Gwanûr [M] (LE)
- 1 Korondaj [M] (SL)
- 1 Linhir [M] (WR)
- 1 Lugalrur [M] (SL)
- 2 Minas Morgul [M] (LE)
- 1 Minas Tirith [M] (LE)
- 1 Monastery of the True Faith [M] (SL)
- 1 Osgiliath [M] (WR)
- 1 Pelargir [M] (LE)
- 1 Setmaenen [M] (WR)
- 1 Southron Oasis [M] (LE)
- 1 Sturlurtsa [M] (GP)
- 1 Tharagrondost [M] (WR)
- 1 The Hospice of Lost Faith [M] (SL)
- 1 Tolfalas [M] (AS)
- 1 Umbar [M] (SL)
- 1 Vale of Erech [M] (LE)
- 1 Vamag [M] (SL)



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