White Mithril - To The Uttermost Foundations
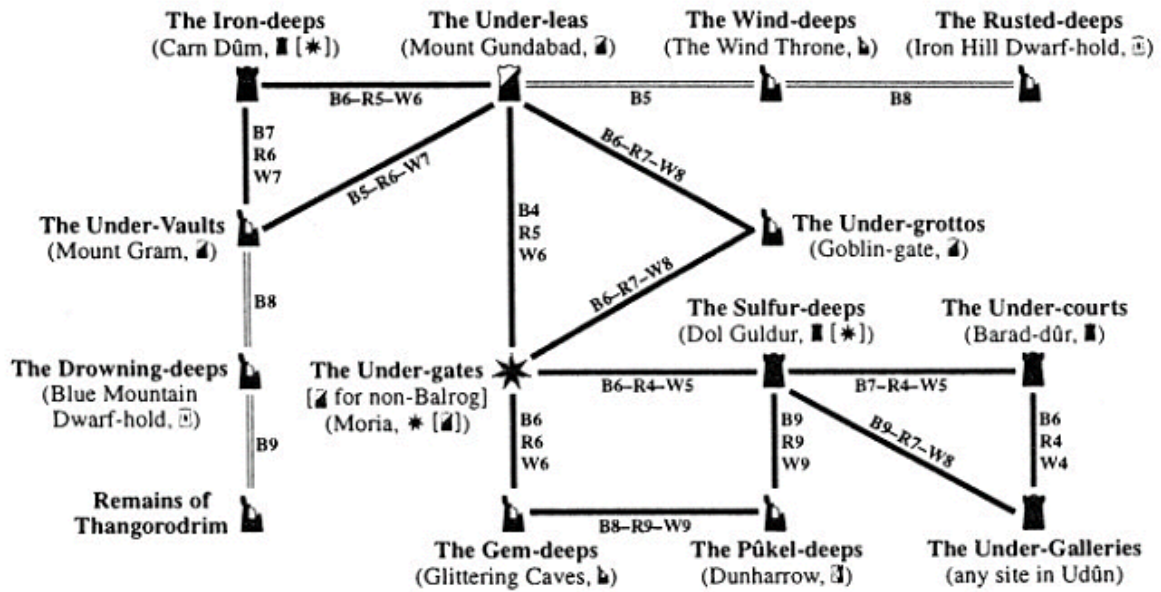## Lure XI - Castle Stahleck, Bacharach - February 25th-27th 2011

The Iron-deeps (Carn Dûm, ▮ [✶]) — The Under-leas (Mount Gundabad, ▰) — The Wind-deeps (The Wind Throne, ▰) — The Rusted-deeps (Iron Hill Dwarf-hold, ▰)

B6–R5–W6   B5   B8

B7 R6 W7   B5–R6–W7   B6–R7–W8

The Under-Vaults (Mount Gram, ▰)   B4 R5 W6   B6–R7–W8   The Under-grottos (Goblin-gate, ▰)

B8

The Drowning-deeps (Blue Mountain Dwarf-hold, ▰)   The Under-gates [▰ for non-Balrog] (Moria, ✶ [▰])   The Sulfur-deeps (Dol Guldur, ▮ [✶])   The Under-courts (Barad-dûr, ▮)

B6–R4–W5   B7–R4–W5

B9   B6 R6 W6   B9 R9 W9   B9–R7–W8   B6 R4 W4

Remains of Thangorodrim   The Gem-deeps (Glittering Caves, ▰)   B8–R9–W9   The Pûkel-deeps (Dunharrow, ▰)   The Under-Galleries (any site in Udûn)

Format: **White Mithril constructed**
Name Of Player:

	Round						
	1	2	3	4	5	6	7
Name Of Opponent							
Category	normal/modified	normal/modified	normal/modified	normal/modified	normal/ modified	normal/ modified	normal/ modified
UdMPs							
Characters							
Specials							
Items							
Factions							
Creatures							
Total Marshalling Points							
Tournament Points							
Total Tournament Points							

Final Tournament Points	
Final Ranking	

Automatic Attacks At Moria

02: *Anarin* (2 MP. Elf. One strike with 9 prowess + 2D6 / 9 body. Attacker chooses defending character)

03: *My Precious* (-1 MP. Hobbit. One strike with 7 prowess + 2D6 / 10 body. Attacker chooses defending characters)

04, 05, 06: *Watcher in the Water* (1 MP. Animal. Each character one strike with 8 prowess)

07: no second automatic attack

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

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

10, 11, 12: *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.)

Defeated by Player 1 ☐	Defeated by Player 1 ☐	Defeated by Player 1 ☐☐☐
Defeated by Player 2 ☐	Defeated by Player 2 ☐	Defeated by Player 2 ☐☐☐

Defeated by Player 1 ☐	Defeated by Player 1 ☐	Defeated by Player 1 ☐
Defeated by Player 2 ☐	Defeated by Player 2 ☐	Defeated by Player 2 ☐

Under-deeps quests:

I. Balrog of Moria [5 UdMPs] - *unique*: 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*).

Quest fulfilled by Player 1 ☐	Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐	Quest fulfilled by Player 2 ☐

II. Rebuild of Moria [5 UdMPs] - *unique*: Restore the former glory of Khazad-dum by forcing the orcs and all other dark creatures to withdraw from the ancient dwarven-halls. Play *Tower Raided* at *Moria* (3 UdMPs + 3 VPs). Use *Rebuild the Town* to convert *Moria* into a border-hold (1 UdMP). With *Houses of Healing* (special rule), *Moria* becomes a Haven (1 UdMP). Note that once *Tower Raided* is in play, both players can proceed to rebuild *Moria* and receive the subsequent UdMPs. You cannot discard one of your starting items in order to play *Tower Raided* (i.e., *Noldo-lantern*).

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

III. White Mithril [7 UdMPs]: Recover the true wealth of *Moria*: Mithril! Prepare your search by storing *Vein of Arda* at Moria. Play *Mithril* at the *Under-gates* [3 UdMPs] and store it at *Moria* [4 UdMPs]. Note that *Mithril* is considered non-unique, which means that both players can accomplish their search for true silver. However, *Mithril* cannot be played twice by the same player.

Played by Player 1 ☐
Played by Player 2 ☐

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

Stored by Player 1 ☐
Stored by Player 2 ☐

IV. Fury of the Iron Crown [3-5 UdMPs] – *unique*: *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 muster the *Angmarim* to turn them against their former masters by successfully playing this faction [3 UdMPs], or you dare to break the power of the Witch-king by stealing his *Iron Crown* [3 UdMPs] and subsequently storing it at *Moria* [2 UdMPs]. The opponent may fulfill the alternative option later on.

Influenced by Player 1 ☐
Influenced by Player 2 ☐

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

Stored by Player 1 ☐
Stored by Player 2 ☐

V. Pass the Door's of Dol Guldur [4-5 UdMPs] - *unique*: News have 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* [2 UdMPs]. If not already in play, you may immediately play *Thrain II* from your hand, play deck, discard pile, or sideboard to join the company, in case you possess the required general or direct influence [1 UdMP]. Due to torture, *Thrain II* joins the company in wounded condition. Store *Pass the Doors of Dol Guldur* at *Moria* [2 UdMPs].

Tapped and played by Player 1 ☐	Rescued by Player 1 ☐	Stored by Player 1 ☐
Tapped and played by Player 2 ☐	Rescued by Player 2 ☐	Stored by Player 2 ☐

VI. The Spear of Gil-Galad [5 UdMPs] - *unique*: Rumors have reached your company, that Sauron the Great treasures the legendary spear of Gil-Galad deep within the dungeons of his fortress *Barad-dur*, a place called the *Under-courts*. Regain this powerful weapon in the name of the free people, by playing *Aiglos* at the *Under-courts* (*Aiglos* may only be played at this site).

Quest fulfilled by Player 1 ☐
Quest fulfilled by Player 2 ☐

VII. To the Uttermost Foundations [6 UdMPs]: Discover the darkest and most dangerous places of the Under-deeps. Deep beneath the evil land of Udun lie the *Under-galleries*: Spy out the enemy's caverns and tap the site [3 UdMPs] 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* [3 UdMPs]. Only the first copy of *To the Uttermost Foundations* played at the *Under-galleries* and stored at *Moria* is rewarded with 3 UdMPs. Any other copy of that card stored at *Moria* is worth 3 VPs. However, the opponent may tap the *Under-galleries* by playing *To the Uttermost Foundations*, to receive the 3 UdMPs for the tapped site.

Tapped by Player 1 ☐	Quest fulfilled by Player 1 ☐	Stored by Player 1 ☐
Tapped by Player 2 ☐	Quest fulfilled by Player 2 ☐	Stored by Player 2 ☐

VIII. 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]. You only receive UdMPs for the first *Gold Ring* tested at the Under-grottos.

Played by Player 1	Lesser Ring ☐	Magic Ring ☐	Dwarven Ring ☐	The One Ring ☐
Played by Player 2	Lesser Ring ☐	Magic Ring ☐	Dwarven Ring ☐	The One Ring ☐

IX. Gems of Arda [3-5 UdMPs]: Precious gems lie deep beneath the snowy tops of the White Mountains. Find your way to the *Gem-deeps* and be the first to play *Gems of Arda* [3 UdMPs]. *Vein of Arda* does not affect this quest. Once stored, additional copies of *Gems of Arda* can be played by the same player at any Under-deeps site [1 UdMP + 2 VPs each]. The opponent may also find *Gems of Arda*, but the first copy has to be played at the *Gem-deeps* and it is worth only 1 UdMP.

Quest fulfilled by Player 1 ☐	Stored by Player 1 ☐	UdMPs
Quest fulfilled by Player 2 ☐	Stored by Player 2 ☐	UdMPs

X. Spawn of Ungoliant [4 UdMPs] - *unique*: 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 second automatic attack at the *Pukel-deeps* (requires a D6 roll of 4-6) or *Gem-deeps* (requires a D6 roll of 6).

Defeated by Player 1 ☐
Defeated by Player 2 ☐

XI. Spider of the Môrlat [4 UdMPs] - *unique*: Fled from dark places in the Mirkwood forests the ancient creature now hides in *Dol Guldur*, or sometimes even slips down to 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.

Defeated by Player 1 ☐
Defeated by Player 2 ☐

XII. Dragon-Helm [4 UdMPs] - *unique*: 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 subsequently store it at Moria [2 UdMPs] to regain its full brightness.

Quest fulfilled by Player 1 ☐   Stored by Player 1 ☐
Quest fulfilled by Player 2 ☐   Stored by Player 2 ☐