

DCCD - WIZARD – GANDALF - A MERRY OLD INN

"Many are my names in many countries", he said. "Mithrandir among the Elves, Tharkûn to the Dwarves; Olórin I was in my youth in the West that is forgotten, in the South Incánus, in the North Gandalf; to the East I go not."

--LotRIV

Gandalf the grey pilgrim has traversed Middle-earth many times, seeking knowledge, offering wisdom, labouring against the designs and plots of Sauron. Of all the Istari his efforts in aid of the Free Peoples have been greatest. And no journey to the North is complete without a visit to Bree; to smoke a pipe, hear the news, and rest his weary limbs by the fireside. There his good friend Barliman runs a merry old inn, minding his own business and brewing an excellent ale. "Keep your nose out of trouble, and no trouble will come to you," that is his motto. But of late the tidings have been strange. Trouble indeed is stirring in the South, and men are coming up the Greenway, looking for some peace. Gandalf calls on Strider the Elessar, his loyal rangers, and the wandering Elven companies in Eriador, to help find out what is going on. And of course, a few inquisitive Hobbits are begging to be taken along on the adventure.

Starting company: Strider, Sam Gamgee (*Backpack*), Robin Smallburrow (*Backpack*), Gildor Inglorion, Barliman Butterbur (*Shield of Iron-bound Ash*)

Starting site: Rivendell

DC-level: * DC Apprentice (dc intensity 33%, non-FF/NE 20%)

1. This deck consists of moving back and forth between Bree and sites in Eriador (mostly Shadow-holds). Send Barliman (with some protection) to Bree, where he can enjoy *A Blazing Fire* and a *Mug of Beer*, smoke a *Pipe*, bring a bunch of Hobbits into play (*Bob*, *Nob*, *Mistress Lobelia*), and generally keep Bree from being discarded.
2. Bree is needed for *You've Come Back Changed*, a mission card that awards Hobbits for going on an adventure. Keep your Hobbits (and Barliman) alive at all cost! Recycle cancel-cards to help them. *Nb.* As per DC rules, characters may heal at their home site, so as long as Barliman survives there is no problem.
3. Let Sam fetch minor items from sideboard using both *Backpacks*: *Elf-stone* is useful controlling Gildor, *Pipe* for recycling tobacco, *Elven-rope* needed to play *Elven Bridge*; others vary per game and your needs at the moment (*Healing Herbs*, *Cram*, *Star-glass*, *Miruvor*).
4. Tap Gandalf 2x to bring cards from the sideboard to the discard pile: *Mistress Lobelia*, *Smoke Rings*, *Pipe-weed*, *Bill the Pony*, *Rangers of the North*; *Noble Hound*, *Bob*, *Elves of the House*, *Brandir* (see 7), *Hobbits*. Use Strider to fetch *Mistress Lobelia* at Bree, and let her get the rest there. Strider should also grab factions at Rivendell, Tol Lamfirth, and Bag End. Use *Pipe* to recycle *Smoke Rings*/*Pipe Weed*. Use *A Blazing Fire* to get *Marvels/Glamour* straight from sideboard.
5. Go to Shadow/Dark-holds (Mount Rerir, Mount Gram, Morkai) to play an item or *The Windlord Found Me*, and invert *You've Come Back Changed*. If possible, try to play *Meneldor* the same turn



as *The Windlord Found Me*, for better turn management. Nb., *Meneldor* allows you to store *Windlord* at any Free-hold (Toll Lamfirth, Bag End), and then play any one character from the discard.

6. Hazards consist of Dragons, Drakes, and Ents: unique creatures with high prowess that hopefully allow you to target an avatar with *Foe Beyond Any of You*. Look for the most useful creature, and get it back to hand with *Black Crows*.

7. **Final tips:**

- By DC rule, any cards from Pool not used in the Draft may go to the sideboard or play deck. Place Beretar, Brandir, and Folco in sideboard, they are back-up characters and/or can be fetched via the discard pile. After playing *Rangers of the North*, you may search for Brandir.
- Play *Rangers of the North* at Tol Lamfirth so your Hobbit can pledge *To Fealty Sworn*.
- *Troll-shaws* allows you to play a major item at Ettenmoors, so use it to your advantage.
- If you *Sacrifice of Form* Gandalf, get *There Is Always Vengeance* from sideboard on Strider.
- Should you have Arwen in play, get *Choose a Mortal Life* from sideboard to control Strider.

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Pool

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Hero Character (10)

1 Barliman Butterbur (TW)
 1 Beretar (TW)
 1 Brandir (KN)
 1 Folco Boffin (DM)
 1 Gildor Inglorion (TW)
 1 Glorfindel II (TW)
 1 Halbarad of the North (WR)
 1 Robin Smallburrow (TW)
 1 Sam Gamgee (TW)
 1 Strider (BA)

Hero Resource (3)

2 Backpack (RS)
 1 Shield of Iron-bound Ash (TW)

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Deck

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Hazards (33)

1 Alatar the Hunter (AS)
 2 An Unexpected Outpost (DM)
 1 Bairanax (TD)
 2 Black Crows (FB)
 2 Cave-drake (TW)
 2 Doors of Night (TW)
 2 Dragon's Desolation (TW)
 2 Ent in Search of the Entwives (LE)
 1 Fangorn* (FB)
 2 Foe Beyond Any of You (RS)
 1 Foolish Words (LE)
 1 Gondring (NW)
 1 Khuzadrepá (GW)
 1 Lord of the Eagles (DF)
 2 Marsh-drake (TD)
 1 Nameless Thing (DM)
 1 Out of Practice (DF)
 1 Peril Returned (TD)
 1 Rumor of Wealth (TD)
 2 Summons from Long Sleep (AS)
 1 Thief (TW)
 2 Twilight (TW)
 1 Watchers at the Gate (WR)

Wizard Character (4)

4 Gandalf [H] (TW)

Hero Character (5)

1 Arwen (TW)
 1 Emissary of the House (FB)
 1 Nob (RS)
 2 Ranger of Arnor (KN)

Dual Resource (1)

1 Elf-friend (FB)

Hero Resource (32)

1 A Blazing Fire and a Mug of Beer (RS)
 1 And Forth He Hastened (TD)
 2 Concealment (TW)
 2 Dark Quarrels (TW)
 2 Elven Bridge (FB)
 1 Estel (RS)
 1 Glamdring (TW)
 1 Great Bow of Yew (FB)
 1 Halfling Stealth (TW)
 2 Halfling Strength (TW)
 1 Hundreds of Butterflies (DM)
 1 Many Turns and Doublings (TD)
 1 Marvels Told (TD)
 1 Meneldor (RS)
 1 Sacrifice of Form (TW)
 1 Smoke Rings (DM)
 1 Sting (TW)
 1 Sword of Gondolin (TW)
 1 The Wind Is Turning (WR)
 2 The Windlord Found Me (DM)
 1 To Fealty Sworn (BA)
 2 Trickery (TD)
 1 Troll-shaws (RS)
 3 You've Come Back Changed (WR)

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Sideboard

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Hazard (10)

1 Ash-drake (NE)
 1 Lost in Free-domains (LE)
 1 Lure of Magic (NE)
 1 Lure of the Senses (TW)
 1 Muster Disperses (LE)
 1 New Moon (TW)
 1 Politics (NE)
 1 The Way is Shut (DM)
 1 Thrice Told Tales (RS)
 1 Vaurak (SL)

Hero Resource (20)

1 Bill the Pony (TW)
 1 Bob (RS)
 1 Choose a Mortal Life (FB)
 1 Cram (TD)
 1 Elf-stone (TW)
 1 Elven Rope (BA)
 1 Elves of the House (FB)
 1 Glamour of Surpassing Excellence (AS)
 1 Healing Herbs (TW)
 1 Hobbits (TW)
 1 Marvels Told (TD)
 1 Miruvor (TW)
 1 Mistress Lobelia (DM)
 1 Noble Hound (DM)
 1 Pipe (DF)
 1 Pipe Weed (DF)
 1 Rangers of the North (TW)
 1 Smoke Rings (DM)
 1 Star-glass (TW)
 1 There Is Always Vengeance (RS)

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Sites

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Hero Site (27)

- 1 Annúminas [H] (KN)
- 1 Bag End [H] (TW)
- 1 Barrow-downs [H] (TW)
- 1 Brandy Hall [H] (RS)
- 1 Bree [H] (TW)
- 1 Cameth Brin [H] (TW)
- 1 Carn Dûm [H] (TW)
- 1 Creb Durga [H] (KN)
- 1 Eagles' Eyrie [H] (TW)
- 1 Ettenmoors [H] (TW)
- 1 Goblin-gate [H] (TW)
- 1 Grey Havens [H] (TW)
- 1 Himring [H] (TW)
- 1 Isengard [H] (TW)
- 1 Lossadan Camp [H] (TW)
- 1 Lórien [H] (TW)
- 1 Moria [H] (TW)
- 1 Morkai [H] (KN)
- 1 Mount Gram [H] (TW)
- 1 Mount Gundabad [H] (TW)
- 1 Mount Rerir [H] (FB)
- 2 Rivendell [H] (TW)
- 1 The Last Bridge [H] (RS)
- 1 Tol Lamfirth [H] (KN)
- 1 Tom's House [H] (FB)
- 1 Tuckburrow [H] (RS)



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