

DCCD - HERO - AVATARLESS - HEIRS OF GIRION

The Lady of the Wood has welcomed the Heirs of Girion into her realm to convince them of the importance of a bold undertaking: to slay one of the Great Dragons of the North. Under the leadership of her trusted husband Celeborn, the company sets out to acquire weapons and support amongst the people of Rhovanion. Behind the scenes Galadriel has set up a meeting with traveling Wizards, Aiwendil, Mithrandir & Morinethar, who will offer their unique skills in the fulfillment of this quest.

Starting company: Bain, Bard Bowman (*Grim Voiced and Grim Faced, Black Arrow*), Celeborn, Eodoric, Mallorn-dweller

Starting events: *Welcomed by the Lord and Lady*

Starting site: Lórien

DC-level: ** DC Graduate (dc intensity 40%, non-FF/NE 20%)



1. The deck is avatarless, but with the help of 1 or more travelling Wizards you ought to perform well none the less. From Lórien set out to Rhovanion, which site depends on your hand. If nothing in hand, Thranduil's Halls or a Dragon's lair are good options.
2. Quickly play a travelling Wizard, using *Long They Journeyed* to grab one fast, as they are your spell casters. The best choice is *Aiwendil*; he stays with you as long as you move in Wilderland, and he is key to your side-boarding, so keep him in play or otherwise recycle him. *Morinethar* is a huge help killing a Dragon, but timing him to accompany you to the Dragon's Lair is tricky.
3. One advantage of an avatarless deck is easy character play, but you do not have much free influence. *Saw Further and Deeper, Elf-friend*, and *Necklace of Girion* help out, and try to score an *Emerald* or *Elf-stone*, both in sideboard, using *Cup of Farewell*. To this end, you might send somebody back to Lórien a few times to fetch characters and receive the Lady's gifts (i.e. use *Cup of Farewell*).
4. Once you have a few weapons, a wandering Wizard, and an At Home Dragon in play, go about to slay the vicious Wyrn. Depending on your draw luck & courage go for Smaug; if you are a chicken try Bairanax. No need to wait too long to attempt to slay a Dragon, your deck can rebound really well, so you might get a second attempt as well.
5. Should you run into Drake hazards or need help entering Lairs, use *Aiwendil* to get factions into your discard pile, and *Horns, Horns, Horns* (sideboard) to get them to play deck. *Alert the Folk* then turns these factions into effective prowess boosters.
6. Once you manage to slay a Dragon, the pay-off might not be great until you bring in *King of Dale* from sideboard. Hopefully 1 of the 3 heirs in the deck is still alive to crown him King... if Bard is around, get *Hidden Valour* (sideboard) to appraise his value.
7. **Final tips:**
 - With *Of the Race of Dale*, Bain, Bard, or Bain can be awesome Dragon-slayers. Do not be afraid to try it with these, and use the big Elves with a weapon to get them into the site untapped rather.

- Eodric can be a good help when moving in Northern Rhovanion.
- *New Supplies* lets you grab food items (*Cram*, *Healing Herbs*) from sideboard.
- In case you need to heal close by, move to Gyogorasag Sanctuary in Southern Rhovanion.
- *No Strangers* is your only Miscellaneous MP card in deck; if you miss out on it, be sure to sideboard a *Profitable Trade* or *Reforging*.
- Hazards are drakes with good frequency of play, followed by some Animals or Bears boosted by the *Wyrms' Stench*. If they clog your hand, just use them for *Dragon-feuds*.

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Pool

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Hero Character (7)

- 1 Bain (GW)
- 1 Bard Bowman (TW)
- 1 Celeborn (TW)
- 1 Eodoric (GW)
- 1 Fanar (FB)
- 1 Mallorn-dweller (FB)
- 1 Wood-elf (FB)

Hero Resource (3)

- 1 Black Arrow (PR)
- 1 Grim Voiced and Grim Faced (GW)
- 1 Welcomed by the Lord and the Lady (FB)

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Deck

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Hazard (34)

- 2 An Unexpected Outpost (DM)
- 1 Bairanax at Home (TD)
- 1 Beorning Skin-changers (BA)
- 1 Black Crows (FB)
- 2 Cave-drake (LE)
- 2 Dragon's Blood (TD)
- 1 Dwarven Warparty (DF)
- 1 Foolish Words (TD)
- 1 Fruitless Victory (NE)
- 2 Great Northern Bear (GW)
- 2 Kelvar Enraged (GW)
- 2 Light-drake (TD)
- 1 Lord of the Eagles (DF)
- 2 Marsh-drake (TD)
- 1 Neeker-breakers (PR)
- 1 Sellswords Between Charters (LE)
- 1 Slayer (LE)
- 1 Smaug at Home (TD)
- 1 Summons from Long Sleep (AS)
- 1 Twilight (TW)
- 2 Watcher in the Water (TW)
- 1 Wielder's Curse (GW)
- 1 Winged Fire-drake (TD)
- 2 Worm's Stench (TD)
- 1 Wyrmsiege (DF)

Grey Agent Character (2)

- 1 Fram Wyrmslayer (GW)
- 1 Goblin-basher (DF)



Hero Character (6)

- 1 Brand (TD)
- 1 Legolas of Greenwood (FB)
- 1 Othar (FB)
- 1 Thranduil [H] (TW)
- 1 Wacho (TW)
- 1 Widfara (TI)

Dual Resource (2)

- 1 Elf-friend (FB)
- 1 Morinehtar (GP)

Hero Resource (32)

- 1 Aiwendil (NW)
- 1 Aranrûth (FB)
- 1 Carc (DF)
- 1 Concealment (TW)
- 1 Cup of Farewell (DM)
- 2 Dragon-feuds (TD)
- 1 Great Bow of Yew (FB)
- 1 Kindling of the Spirit (TW)
- 2 Long They Journeyed (GP)
- 1 Men of Dale (TD)
- 1 Men of Northern Rhovanion (TW)
- 1 Mithrandir (DF)
- 1 Necklace of Girion [H] (DM)
- 1 New Supplies (RS)
- 1 No Strangers at this Time (AS)
- 2 Noble Hound (DM)
- 1 Not at Home (TD)
- 1 Of the Race of Dale (GW)
- 1 Ravens of Northern Rhovanion (DF)
- 2 Saw Further and Deeper (DM)
- 2 Smoke Rings (DM)
- 1 Thane's Attire (GW)
- 1 The Wind Is Turning (WR)
- 1 Vanishment (TW)
- 1 Wizard Uncloaked (TD)
- 1 Wizard's Flame (TW)
- 1 Wood-elves (TW)

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Sideboard

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Dual Resource (5)

- 1 Deadly Dart (PR)
- 1 Dragon-teeth Necklace (GW)
- 1 Hollow by the Left Breast (GW)
- 1 Profitable Trade (DF)
- 1 Sharp Blade (WR)

Hazard (7)

- 1 Ash-drake (NE)
- 1 Covetous Thoughts (LE)
- 1 Earth-tremors (DM)
- 1 Lure of Magic (NE)
- 1 Nameless Thing (DM)
- 1 Too Much to Ask (WR)
- 1 Twilight (LE)

Hero Resource (18)

- 1 Alert the Folk (TD)
- 1 Block (TW)
- 1 Blood of Huan (FB)
- 1 Cram (TD)
- 1 Elf-stone (TW)
- 1 Emerald of Doriath (TD)
- 1 Healing Herbs (TW)
- 1 Hidden Valour (TI)
- 1 Horns, Horns, Horns (DM)
- 1 Iron Hill Dwarves (TW)
- 1 King of Dale (GW)
- 1 Longbottom Leaf (BA)
- 1 Marvels Told (TD)
- 1 Men of Lake-town (TD)
- 1 Reforging (TW)
- 1 Sacrifice of Form (TW)
- 1 Star-glass (TW)
- 1 The Old Thrush (TW)

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Sites

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Hero Site (30)

- 1 Buhr Widu [H] (TD)
- 1 Cave of the Urdharkonur [H] (GW)
- 1 Caves of Ûlund [H] (TW)
- 1 Ceber Fanuin [H] (FB)
- 1 Dale [H] (TD)
- 1 Dancing Spire [H] (TW)
- 1 Framsburg [H] (TD)
- 1 Gondmaeglom [H] (TD)
- 1 Gyogorasag Sanctuary [H] (GW)
- 1 Hermit's Hill [H] (DM)
- 1 Irerock [H] (TW)
- 1 Iron Hill Dwarf-hold [H] (TW)
- 1 Lake-town [H] (TW)
- 1 Long Marshes [H] (DF)
- 1 Long Peak [H] (GW)
- 1 Lórien [H] (TW)
- 1 Mathlaburg [H] (NE)
- 1 Mount Gundabad [H] (TW)
- 1 Mountains of Mirkwood [H] (NE)
- 1 Ovir Hollow [H] (TD)
- 1 Rivendell [H] (TW)
- 1 Rhûbar [H] (FB)
- 1 Sarn Goriwing [H] (TW)
- 1 Strayhold [H] (NE)
- 1 The Carrock [H] (DF)
- 1 The Lonely Mountain [H] (TW)
- 1 The Wind Throne [H] (TW)
- 1 Thranduil's Halls [H] (TW)
- 1 Tower of the Wolf-friend [H] (GW)
- 1 Woodmen-town [H] (TW)



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