

DCCD - DWARF-LORD - THORIN - RETURN TO TOWERS RAIDED

Thorin's memory for old grudges is legendary, and he is making plans again to take back what belongs to the Dwarves. Tribes of fast-multiplying Orcs and The Witch-king have driven his kind from the Iron Mountains, where Firebeards and Ironfists once had their halls, and where Durin himself once awoke. Thus the Lord of Durin's Folk calls on his kin from all Houses, to Raid some Towers, Reclaim the Fortresses of old, and invite the less audacious Dwarves to settle there. Even friendly Giants will be asked to join in the fray.

Starting company: Frerin (*Trusted Counsellor, Thrór's Map*), Dwórin (*Herbs*), Lipór, Bifur, Advisor (*Pipe*)

Starting stage: *Oakenshield, Son of Thráin, Trusted Counsellor*

Starting site: Blue Mountain Dwarf-hold

DC-level: ** DC Graduate (dc intensity 43%)

1. This is a deck for those who love combat. The goal is to reclaim an ancient Dwarf-hold in the Iron Mountains: Mount Gundabad if at all possible, otherwise Mount Gram, Carn Dûm, or Zarak-dûm. Your fighters head out to the Angmar area, to scout the Enemy, quest for weapons, and *Return to Old Dwellings*. King's Advisor stays at home to smoke a *Pipe* and forge a *Cup of Farewell*.
2. Tap Thorin to bring cards into the discard pile: *Block* (grab it with *Oakenshield*), *Smoke Rings/Longbottom Leaf* (recycle with *Pipe*), *His Beard Long and Forked* (King's Advisor can grab it), *Old Prejudice* and non-unique Dwarves (see 5; grab with *Son of Thráin*), Dwarf factions (*The Seven Houses* can get them).
3. After *Returning to the Old Dwellings*, you'll want to invite some Dwarves to settle. *Ironfists* (sideboard) can be played at Mount Gundabad, so it's best to keep this site untapped. Should it be tapped, there are several options. *Forgotten Scrolls* (sideboard) can make Information playable at a Ruins, then *Look More Closely Later* (sideboard) can untap it. Otherwise, make the site a Border-hold with *Kingdom of Old* or *Rebuild the Town* (sideboard) and use *Fireworks* (sideboard). Both options require a (high mind) sage. Third option: play *Fortress Reclaimed* (sideboard) on a site in an adjacent region, and play *Ironfists* there instead.
4. When you have some Knowledge of the Enemy and an item, attempt another *Tower Raided* (sideboard).
5. **Final tips:**
 - By DC rule, unused cards from your Pool may go to the sideboard after the draft. Place the non-unique Dwarves in sideboard, to get them at the right time with *Son of Thráin*.
 - Nurture an Old Grudge: assign a Dragon strike to Dwórin (an Ironfist), tap him to prevent *Old Grudge* from leaving play, and still be in good shape to defeat it. When expecting a difficult influence attempt, get *Old Prejudice* (with *Son of Thráin*): even Dwórin can bring in the *Ironfists* this way.
 - Get a treasure item (*Magical Harp, The Mithril-coat, Necklace of Silver*) on Náin to make him fierce.
 - Bifur, Bofur and Bombur are accounted Firebeards. *Oakenshield* is a shield for *Clad for War*.
 - Go *Hunting Orcs* in the Misty Mountains and encounter there a *More or Less Decent Giant*.
 - If you face a minion opponent in the area, protect your *Return to Old Dwellings* site with some *Dwarven Cunning* (sideboard).



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Pool

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Hero Character (10)

- 1 Attack-lord (DF)
- 1 Bifur (TW)
- 1 Dworin (DF)
- 1 Frerin (DF)
- 1 Lipór (DF)
- 2 King's Advisor (DF)
- 1 Náin, Son of Grór (DF)
- 1 Norin (DF)
- 1 Pathfinder (DF)

Hero Resource (3)

- 1 Healing Herbs (TW)
- 1 Pipe (DF)
- 1 Thór's Map (TD)

Stage Resource (3)

- 1 Oakenshield (DF)
- 1 Son of Thráin (DF)
- 1 Trusted Counsellor (FB)



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Deck

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Hazard (35)

- 1 Alatar the Hunter (AS)
- 2 An Unexpected Outpost (DM)
- 1 Beijabar Bees (NE)
- 1 Beorning Skin-changers (BA)
- 1 Black Crows (FB)
- 1 Caran-carach (NE)
- 3 Dire Wolves (TD)
- 1 Eagles Ahunt (DF)
- 2 Foolish Words (TD)
- 2 Fruitless Victory (NE)
- 1 Lord of the Woods (FB)
- 1 Lure of Expedience (TW)
- 2 Morgai-flies (NE)
- 1 Neeker-breekers (PR)
- 1 Out of Practice (DF)
- 1 Peril Returned (TD)
- 1 Power Built by Waiting (AS)
- 1 Times are Evil (TD)
- 1 Twilight (LE)
- 3 Wake of War (TW)
- 2 Wargs (LE)
- 2 Were-wolf (NE)
- 3 Wolves (TW)

Dwarf-lord Character (4)

- 4 Thorin (DF)

Grey Agent Character (1)

- 1 Kori (DF)

Minion Character (1)

- 1 Drór (DM)

Hero Character (4)

- 1 Bombur (TW)
- 1 Bofur (TW)
- 1 Dís (DF)
- 1 Fíli (TW)

Dual Resource (3)

- 1 Dwarven Axe (DF)
- 2 Old Grudge (DF)

Hero Resource (24)

- 1 A Chance Meeting (TW)
- 1 A More or Less Decent Giant (DF)
- 1 Blue Mountain Dwarves (TW)
- 1 Clan Bonds (DF)
- 1 Cup of Farewell (DM)
- 1 Durin's Axe (TW)
- 1 Escape (TW)
- 1 Hall of Fire (DM)
- 1 Hunting Orcs (DF)
- 1 Khazadshathûr (DF)
- 1 Kingdom of Old Restored (DF)
- 2 Knowledge of the Enemy (DM)
- 1 Magical Harp (TD)
- 2 Marvels Told (TD)
- 3 Return to Old Dwellings (DF)
- 3 The Dwarves Are upon You! (DM)
- 1 The Mithril-coat [H] (TW)
- 1 Valiant Sword (TD)

Minion Resource (4)

- 1 Crept Along Cleverly (WH)
- 2 Swift Strokes (LE)
- 1 We Have Come to Kill (LE)

Stage Resource (4)

- 1 Clad for War (DF)
- 1 Great Achievement (DF)
- 1 Mining Settlement (DF)
- 1 Promise of Treasure (DF)

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Sideboard

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Hazard (8)

- 1 Covetous Thoughts (LE)
- 1 Lure of Magic (NE)
- 1 Many Burden (NE)
- 1 Muster Disperses (TW)
- 1 Nameless Thing (DM)
- 1 Ninevet (DF)
- 1 Slip Treacherously (AS)
- 1 Twilight (LE)

Dual Resource (4)

- 1 Dwarven Art of War (DF)
- 1 Dwarven Cunning (DF)
- 1 Fortress Reclaimed (DF)
- 1 His Beard Long and Forked (DF)

Hero Resource (16)

- 1 Block (TW)
- 1 Fireworks (DM)
- 1 Forgotten Scrolls (DM)
- 1 Ironfists (DF)
- 1 Look More Closely Later (TD)
- 2 Longbottom Leaf (BA)
- 1 Necklace of Silver and Pearls (TD)
- 1 Noble Hound (DM)
- 1 Petty-dwarves [H] (AS)
- 1 Rebuild the Town (DM)
- 2 Smoke Rings (DM)
- 1 Star-glass (TW)
- 1 Tower Raided (AS)
- 1 Wondrous Maps (TD)

Minion Resource (1)

- 1 Old Prejudice (LE)

Stage Resource (1)

- 1 The Seven Houses (DF)

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Sites

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Dwarf-lord Site (3)

2 Blue Mountain Dwarf-hold [D] (DF)

1 Iron Hill Dwarf-hold [D] (DF)

Dual Site (2)

1 The Drowning-deeps [D] (DF)

1 The Wind-deeps [D] (DF)

Hero Site (20)

1 Bar-en-Ibûn [H] (DF)

1 Barrow-downs [H] (TW)

1 Carn Dûm [H] (TW)

1 Dol Guldur [H] (TW)

1 Framsburg [H] (TD)

1 Goblin-gate [H] (TW)

1 Mathlaburg [H] (NE)

1 Moria [H] (TW)

1 Mount Gram [H] (TW)

1 Mount Gundabad [H] (TW)

1 Mount Rerir [H] (FB)

1 Nurunkhizdín [H] (DF)

1 Ovir Hollow [H] (TD)

1 The Iron-deeps [H] (DM)

1 The Under-gates [H] (DM)

1 The Under-leas [H] (DM)

1 The Under-vaults [H] (DM)

1 The Wind Throne [H] (TW)

1 The Worthy Hills [H] (AS)

1 Zarak Dûm [H] (TD)

