

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 Butterbur 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 is stirring in the South, and men are coming up the Greenway, looking for lands where they can find 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 a few inquisitive Hobbits are begging to be taken along on the adventure.

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

Starting site: Rivendell

DC level: * DC Apprentice (DC intensity 35%)

1. This deck consists of moving back and forth between Bree and sites in Eriador (mostly Shadow-holds) where you play items and events. Send Barliman (with some protection) to Bree early on, where he can sit and play *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 alive at all cost! (recycle support cards to help them). After you've dropped Barliman off, give the *Shield* to Gildor (if you deem Barliman safe from opponent's hazards or CvCC). As per DC rules, characters may heal when at their home site.
3. Use both *Backpacks* on Sam to get minor items from the sideboard: *Elf-stone* is useful controlling Gildor, *Pipe* for recycling tobacco, *Elven-rope* allows you to play *Elven Bridge*, others vary per game and your needs (*Healing Herbs*, *Cram*, *Star-glass*, *Miruvor*).
4. Tap Gandalf 2x to bring resources/characters from the sideboard to your discard pile (*Mistress Lobelia*, *Smoke Rings*, *Pipe-weed*, *Rangers of the North*, *Elves of the House*, *Hobbits*, *Bob*, *Bill the Pony*, *Brandir*, and *Nob*). Use Strider to fetch *Mistress Lobelia* at Bree, and let her fetch the rest at that site. Strider should also grab factions at Rivendell, Tol Lamfirth, and perhaps Bag End. Use *Pipe* to get *Smoke Rings/Pipe Weed* back. Use *A Blazing Fire* to get *Marvels/Glamour* straight from sideboard.



5. Go to Shadow-holds (Mount Gram, Morkai, Creb Durga, Mount Rerir) to play an item or *The Windlord Found Me*, and invert *You've Come Back Changed*. Try to play *Meneldor* the same turn as *The Windlord Found Me*, for better turn management. With *Meneldor* you may store *Windlord* at any Free-hold (Toll Lamfirth, Bag End), and play any one character when you do so.
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:**
 - Play *Rangers of the North* (at Tol Lamfirth, but only when you have drawn *To Featly Sworn*).
 - *Troll-shaws* allows you to play a major item at Ettenmoors, use it to your advantage.
 - If you *Sacrifice* Gandalf, get *There Is Always Vengeance* from sideboard on Strider.
 - Should you have Arwen in play, get *Choose a Mortal Life* from sideboard.
 - By DC rule, any card not used from pool may go to the sideboard or play deck. Place Nob and Brandir in sideboard, and bring them later to the discard, so you draw fewer cards.

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Pool

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Hero Character (10)

1 Barliman Butterbur (TW)
 1 Beretar (TW)
 1 Brandir (KN)
 1 Gildor Inglorion (TW)
 1 Glorfindel II (TW)
 1 Nob (RS)
 1 Ranger of Arnor (KN)
 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)
 1 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 Practise (DF)
 1 Rumor of Wealth (TD)
 3 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 (4)

1 Arwen (TW)
 1 Emissary of the House (FB)
 1 Halbarad (TW)
 1 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 Looking Forward (RS)
 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 The Wind Is Turning (WR)
 2 The Windlord Found Me (DM)
 1 To Fealty Sworn (BA)
 1 Torque of Hues (TW)
 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 Lost in Free-domains (LE)
 1 Lure of the Senses (LE)
 1 Lure of Magic (NE)
 1 Muster Disperses (LE)
 1 No Memory of This Place (RS)
 1 Politics (WR)
 1 Ring-chained (NM)
 1 Shifting Paths (DF)
 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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