

## DCCD - MINION - THE NECROMANCER - RINGS OF POWER

For many centuries the spirit of Sauron wandered aimlessly under bog and fen. But with the passing of time he gathered enough strength to assert his will, and the Shadow of the East has now returned to his stronghold at Dol Guldur. While his powers grow steadily, Morgoth's lieutenant does not yet dare to proclaim himself openly. Only the very wise know which malice resides in Mirkwood; but all evil things are drawn to it. And secretly, Sauron sends out his agents to prepare his return to Mordor, rebuild the ancient fortress of Barad-dûr, and gather what knowledge they can about the Free People's movements, and the lost Rings of Power.

**Starting company:** Celedhring (*Master-smith*), Thulin II, Náin, Odoacer, Dunlending Spy, Luitprand

**Starting site:** Dol Guldur

**Starting events:** *Foundations Remain*, *Whispers of Rings*

**DC-level:** \*\* DC Graduate (dc intensity 35%, non-FF/NE 7%)

1. The objectives of this deck are two-fold: rebuild Barad-dûr (*Dark Spires Rising*), and learn more about the powers at work in Lórien (*Knowledge of Nenya*). In the mean time, you will forge fires, weapons, and rings.
2. To rebuild Barad-dûr, you have to fulfill the requirements of *Foundations Remain* and *Dark Spires Rising*. Send a skilled company (Dark Dwarves + a few others) to Barad-dûr and play *Hold Rebuilt and Repaired* several times. While at Barad-dûr you can gather *Blasting Fires*, useful later to enter Lórien. If they are idle, send the Dwarves to Mount Doom or Temple of Kondri Odchi to play *Dark Forges*.
3. Celedhring, Luitprand, Odoacer will roam around Dol Guldur for *Dark Forges* (at Amon Lhaw/Hen, Thranduil's Halls, Lake-town) and playing/testing rings. Quickly play *Maranya* via *Whispers of Rings*. This ring serves to boost Celedhring, to store/discard *Dark Forges*, and make *Vein of Arda* playable.
4. With *The Necromancer*, your agents can come into play at Dol Guldur. But most of them can play a gold ring at their home site, so best bring them in there. Use *Nobody's Friend* to search for an agent, move Celedhring & Co. over to get into the site easily and make use of the *Local Hospitality*. Then test the ring and/or bring them back quickly with *Iron-road*.
5. At the right time, tap *The Necromancer* to get the following cards into your discard pile: *Bright Gold Ring*, *Broad-headed Spear* 2x, *Vein of Arda*, *Minor Ring*. See also 7 for side-boarding hazards. *Rings of Power* gets a gold ring to hand. Discarding a stored *Dark Forges* can play two *Broad-headed Spears*. Tap your Master-smith to get *Vein of Arda* to hand.
6. Near the end of your deck, equip a warrior Elf (Elwen, Vaal Gark, or Prisoner from Ost-in-Edhil) to confront Galadriel and gain some *Knowledge of Nenya* (sideboard). With a *Spear*, *Paltry Ring*, and a Dwarven Ring or *Ring of Fury*, he should be able to face her attack at Lórien untapped. There is also *Swift Strokes* in sideboard; recycle *Iron-road* to store the Knowledge faster.

After rebuilding Barad-dûr, your Dwarves can make a trip to Mines of Angûrath to play the *Mornaugrim* (sideboard). Use *Flight Unmarked* (sideboard) to move there or back in a single turn.





## 7. Final tips:

- By DC rule, unused cards from Pool may go to play deck or sideboard after the Draft. Prisoner from Ost-in-Edhil is best placed in sideboard, you lack initial free GI to play him.
- *The Necromancer* can tap to get any card into the play deck or discard pile! Get several hazards into the discard: *Many Shapes of Power and Fear*, *Angmar Arises*, and/or *Reaching Shadow*. Your other hazards can fish these out. *Many Shapes* gives all Demon attacks +1 strike, which is very useful.
- Reserve rings on *Whispers of Rings* you can immediately play. Your *Master-smith* can play a lesser ring by discarding a stored *Dark Forges*. Use this to boost DI and prowess.
- Storing *Dark Forges* is easy at a Shadow-hold, with *Maranya* or *News Must Get Through*. Consider using *Hold Rebuilt* to convert a Ruins & Lairs to this purpose.
- *The Necromancer* is an avatar for the purpose of non-hazard play. This means you can untap it by discarding another copy of *The Necromancer*, for extra sideboard power.
- Your allies *Black Steed* and *Bolvag* are in sideboard! But as the latter is unique and Orc, you need to invert *Dark Spires* (to remove *Mordor in Ruins*) and cannot send Dwarves or Elves to pick him up.

####  
Pool  
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## # Dual Character (1)

1 Waulfa (NE)

## # Minion Character (9)

1 Celedhring (FB)  
1 Dunlending Spy  
1 Luitprand (LE)  
1 Náin (LE)  
1 Odoacer (LE)  
1 Prisoner from Ost-in-Edhil (FB)  
1 Thulin (DF)  
1 Tros Hesnef (LE)  
1 Uchel (LE)

## # Minion Resource (3)

1 Foundations Remain (NE)  
1 Master-smith (NE)  
1 Whispers of Rings (BA)

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Deck  
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## # Hazard (34)

1 Ambusher (TW)  
1 An Unexpected Outpost (DM)  
1 Black Crows (FB)  
1 Caran-carach (NE)  
2 Cave-drake (TW)  
2 Choking Shadows (TW)  
1 Dark Designs of Mordor (NE)  
1 Darkness Ahead (TI)  
3 Doors of Night (LE)  
1 Echoes of Morgoth's Cry (ML)  
1 Eloeklo, Lindor's Bane (NW)  
1 Foolish Words (TD)  
1 Many Sorrows Befall (TD)  
2 Morgai-flies (NE)  
1 Morgul Night (TW)  
1 Mouth of Sauron (TW)  
3 Nobody's Friend (DM)  
2 Peril Returned (TD)  
1 Power Built by Waiting (AS)  
2 Sellswords Between Charters (LE)  
1 Tidings of Bold Spies (LE)  
2 Vampire (NE)  
2 Were-wolf (NE)

## # Dual Agent Character (1)

1 Vaal Gark (SL)



## # Minion Character (6)

- 1 Elwen (DM)
- 1 Fori the Beardless (DM)
- 1 Gisulf (DM)
- 1 Nimloth (DM)
- 1 Tarin (DF)
- 1 Wormtongue (DM)

## # Dual Resource (4)

- 2 Local Hospitality (RS)
- 2 Rings of Power (NE)

## # Minion Resource (30)

- 2 A Nice Place to Hide (LE)
- 2 Blasting Fire (WH)
- 3 Dark Forges (NE)
- 2 Dark Spires Rising (NE)
- 2 Diversion (LE)
- 3 Hold Rebuilt and Repaired (AS)
- 2 Iron-road (LE)
- 1 News Must Get Through (LE)
- 1 Not Slay Needlessly (LE)
- 1 Orcs of Dol Guldur (AS)
- 4 The Necromancer (NE)
- 2 Tokens to Show (AS)
- 2 Voices of Malice (LE)
- 3 Weigh All Things to a Nicety (LE)



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## Sideboard

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## # Hazard (9)

- 1 Angmar Arises (DM)
- 1 Choking Shadows (TW)
- 1 Demons of Aglarond (TI)
- 1 Drowning Seas (TW)
- 1 Many Shapes of Power and Fear (ML)
- 1 Muster Disperses (TW)
- 1 Reaching Shadow (DM)
- 1 Seek Without Success (DM)
- 1 Twilight (TW)

## # Dual Resource (3)

- 1 Flight Unmarked (RS)
- 1 Mordor in Ruins (NE)
- 1 Mornaugrim (DF)

## # Minion Resource (17)

- 1 Abhorred Ring (NE)
- 1 Black Steed (NE)
- 1 Bolvag (NE)
- 1 Bright Gold Ring (LE)
- 2 Broad-headed Spear (LE)
- 1 Dwarven Ring of Barin's Tribe [M] (LE)
- 1 Knowledge of Nenia (FB)
- 1 Magic Ring of Fury (LE)
- 1 Magic Ring of Savagery (LE)
- 1 Maranya (FP)
- 1 Minor Ring (LE)
- 1 Paltry Ring (LE)
- 1 Ring of Adamant (FB)
- 1 Secrets of Their Forging (LE)
- 1 Swift Strokes (LE)
- 1 Trifling Ring (LE)

## # Hero Resource (1)

- 1 Vein of Arda (DM)



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Sites

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## # Dual Site (1)

1 Mines of Angûrath [D] (DF)

## # Minion Site (32)

1 Amon Hen [M] (LE)  
 1 Amon Lhaw [M] (TI)  
 1 Barad-dûr [M] (LE)  
 1 Barak-shathur [M] (DF)  
 1 Beorn's House [M] (LE)  
 1 Ceber Fanuin [M] (FB)  
 1 Cerin Amroth [M] (FB)  
 1 Dale [M] (LE)  
 1 Dol Amroth [M] (LE)  
 2 Dol Guldur [M] (LE)  
 1 Dunharrow [M] (LE)  
 1 Edoras [M] (LE)  
 1 Iron Hill Dwarf-hold [M] (LE)  
 1 Joghul's Shrine [M] (CP)  
 1 Lake-town [M] (LE)  
 1 Lórien [M] (AS)  
 1 Mathlaburg [M] (NE)  
 1 Minas Durlith [M] (NE)  
 1 Minas Morgul [M] (LE)  
 1 Minas Tirith [M] (LE)  
 1 Mount Doom [M] (LE)  
 1 Nurunkhizdín [M] (DF)  
 1 Nûrniag Camp [M] (LE)  
 1 Ostigurth [M] (NE)  
 1 The Carrock [M] (DF)  
 1 The Under-courts [M] (AS)  
 1 The Under-grottos [M] (AS)  
 1 The Wind Throne [M] (LE)  
 1 Temple of Kondri Odchi [M] (GP)  
 1 Thranduil's Halls [M] (LE)  
 1 Woodmen-town [M] (LE)



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