

DCCD - THE WITCH-KING - ANGMAR ARISES

The Witch-king builds up his forces in the frozen North, to attack Eriador and spread his domain of everlasting cold. While his troops are not yet strong enough to assault Arthedain, he takes on the poor villages of the Lossoth first, nearest to Angmar, and burns them to the ground. When those are destroyed, he might wager an attack on Rhudaur, or even Bree. Meanwhile, the mere presence of The Witch-king stirs all sorts of Undead spirits in Eriador.

Starting company: Agog (*Whip*), Kragbogk the Beserker, Urdrak, Orc Brawler, Orc Brawler

Starting events: *The Morgul-lord*, *Whispers of Rings*

Starting site: Carn Dûm

DC-level: * DC Apprentice (dc intensity 29%, non-FF/NE 15%)

1. This deck is not very complicated, but does require minimal knowledge of sites and regions in The Northern Waste. Lead Agog and crew to Border-holds in Forochel (Lossadan Camp), Everdalf (Leiri), and Lindalf (Hyvät Kalat), to play a ring and then *Burning Rick*, *Cot*, and *Tree*. Kragbogk should be able to burn down the sites fairly easily. Stay in The Northern Waste to make sure Agog is stronger.
2. Send Urdrak to Litash to learn some spells. If he survives, he can play sorcery (*The Tormented Earth*, *Riven Gate*). If he dies, try again with Orc Shaman or test for a *Magic Ring of Weals*. You might also play this ring to recycle sorcery.
3. Tap The Witch-king to get *Angmarim*, *Orcs of Angmar*, *Vasamacil* into the discard pile. You can grab these using *Call to Arms* and *The Morgul-lord*. Only get *Vasamacil* when you draw a back-up copy of *The Morgul-lord*, or The Witch-king loses his War-lord status and home site. *Vasamacil* allows The Witch-king to use sorcery and grab *Riven Gate*, which is useful when going for the *Hillmen* faction (sideboard).
4. Quickly sideboard another Ringwraith (Ûvatha), to help playing factions and moving around. With *Creating Their Domain* The Witch-king can move freely to sites in Angmar. First few turns keep him at Carn Dûm to sideboard, allow character-play, and help testing rings (see 7).
5. There's 2x *Black Rider* in sideboard to wager a trip, to harass an opponent, play the *Hillmen* faction (sideboard), or *The Iron Crown* at Mount Rerir. Otherwise your Orcs must get this prize item; if Agog wants to stay in The Northern Waste, Shab Arch is an option. *Nb.* The Witch-king can use his Crown, thanks to *The Morgul-lord*!
6. Send smaller characters to Morkai to play wolf allies (2 from sideboard). You can play a major item and *Burning Rick* at Ligr Wodaize Berne (or a minor item at Ruskea Vene). Otherwise, choose a Ruins & Lairs like Thaurung or Bernastath, as there you can bring Ice-trolls into play.
7. **Final tips:**
 - Use *Iron-road* to quickly move back to the company of your Ringwraith and test a ring at -2. This increases your chances of getting a magic ring. You can also test the ring by storing it, replaying it later at Carn Dûm. Otherwise, there's *Test of Fire* in sideboard.



- If The Witch-king (or another sage) has nothing to do, he could go to Barad Lughilsarik and get a nasty environment hazard to hand to spread the cold over Middle-earth.
- You can also use the services of *Eloekklo*, the demon of the North Wind, as a short-event, to get a nice environment hazard from sideboard.
- *Out of the Swamps* allows you to play non-unique Undeads at swamps. Suchs sites you find in Anduin Vales, Rohan, Northern Rhovanion, Dagorlad, and Lindalf.
- You might halve the hazard limit to get a few corruption cards in the discard pile. You can play these from the discard following an attack from *Greater Specters*.

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Pool

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Minion Character (10)

- 1 Agog (NW)
- 1 Durba (NW)
- 1 Ice-troll (NW)
- 1 Kragbogk the Berserker (NW)
- 2 Orc Brawler (LE)
- 1 Orc Grunt (NE)
- 2 Orc Shaman (NE)
- 1 Urdrak (NW)

Minion Resource (3)

- 1 The Morgul-lord (NE)
- 1 Whip (LE)
- 1 Whispers of Rings (BA)

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Deck

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Hazard (33)

- 2 An Unexpected Outpost (DM)
- 2 Barrow-wight (TW)
- 3 Doors of Night (TW)
- 1 Eloekklo, Lindor's Bane (NW)
- 1 Exhalation of Decay (DM)
- 2 Ghosts (LE)
- 2 Greater Spectres (TI)
- 1 Ibûn (DF)
- 2 Mewlips (TI)
- 1 Morgul Night (TW)
- 1 Out of the Swamps (TI)
- 1 Peril Returned (TD)
- 2 Plague of Wights (TW)
- 2 Sleepless Malice (TD)
- 1 Slip Treacherously (AS)
- 1 Snow in the Mountains (NW)
- 1 Spells of the Barrow-wights (DM)
- 2 Stirring Bones (DM)
- 1 Stirring Bones (LE)
- 1 Ta-Fa-Lisch (DF)
- 2 The Moon Is Dead (DM)
- 1 Twilight (TW)



Ringwraith Character (4)

4 The Witch-king (LE)

Minion Character (3)

1 Ice-troll (NW)

1 Jûoma (DM)

1 Konihrahn (NW)

Minion Resource (33)

1 Bade to Rule (LE)

1 Black-mail Coat (LE)

3 Burning Rick, Cot, and Tree (LE)

2 Call to Arms (NE)

2 Creating Their Domain (NE)

1 Fizzling Torch (NE)

1 Hatred (NE)

1 High Helm (LE)

1 Iron-home (KN)

2 Iron-road (LE)

1 No More Nonsense (LE)

2 Swift Strokes (LE)

2 The Goblins Are upon You! (NE)

1 The Iron Crown [M] (LE)

3 The Least of Gold Rings (LE)

1 The Morgul-lord (NE)

2 The Tormented Earth (AS)

2 Voices of Malice (LE)

1 War-warg (LE)

3 Weigh All Things to a Nicety (LE)

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Sideboard

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Hazard (9)

1 Drowning Seas (TW)

1 Fell Winter (TW)

1 Gloom (TW)

1 King of the Dead (TI)

1 Long Winter (TW)

1 Lure of Expedience (LE)

1 Lure of the Senses (TW)

1 Muster Disperses (TW)

1 Twilight (TW)

Ringwraith Character (2)

1 Hoarmûrath the Ringwraith (LE)

1 Ûvatha the Ringwraith (LE)

Minion Resource (19)

1 Ancient Secrets (BA)

1 Angmarim [M] (AS)

2 Black Rider (LE)

1 Crept Along Cleverly (WH)

1 Hillmen [M] (LE)

1 Magic Ring of Fury (LE)

1 Magic Ring of Savagery (LE)

1 Magic Ring of Weals (LE)

1 Minor Ring (LE)

1 Morgul-apprentice (NE)

1 Orcs of Angmar (LE)

1 Riven Gate (AS)

1 Test of Fire (LE)

1 Trifling Ring (LE)

1 Vasamacil (NE)

2 War-wolf (LE)

1 Warrior-priests of Angmar (NW)



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Sites

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Minion Site (27)

- 1 Barad Lughilsarik [M] (NW)
- 1 Bernastath [M] (NW)
- 1 Blue Mountain Dwarf-hold [M] (LE)
- 1 Bree [M] (LE)
- 1 Cameth Brin [M] (LE)
- 2 Carn Dûm [M] (LE)
- 1 Dol Guldur [M] (LE)
- 1 Ei Missa [M] (NW)
- 1 Gondring's Lair [M] (NW)
- 1 Hyvät Kalat [M] (NW)
- 1 Kala Dulakurth [M] (NW)
- 1 Leiri [M] (NW)
- 1 Ligr Wodaize Berne [M] (NW)
- 1 Litash [M] (NW)
- 1 Lossadan Camp [M] (LE)
- 1 Malgolodh's Cave [M] (NW)
- 1 Morkai [M] (KN)
- 1 Mornost [M] (NW)
- 1 Mount Gram [M] (LE)
- 1 Mount Rerir [M] (FB)
- 1 Puolihmisten Satama [M] (NW)
- 1 Ruskea Vene [M] (NW)
- 1 Shab Arch [M] (GW)
- 1 Thaurung [M] (NW)
- 1 Weathertop [M] (AS)
- 1 Zarak Dûm [M] (LE)



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