

DCCD - RINGWRAITH - KHAMÛL – RING-HUNTERS

Since the rumours first started to spread in Mirkwood and the vales of Anduin, that the One Ring might have resurfaced, the Dark-lord Sauron broods impatiently on his throne. He must capture this creature Gollum and bring him to the houses of lamentation for questioning. Luckily, his many spies in Mirkwood have picked up a trail. Meanwhile Rhovanion must be searched for anything that shines. This is a mission he can entrust only to his most loyal and best equipped servants: Khamûl the Black Easterling and his ruthless troop of trackers, the famous Grimbûrz, lead by the Grimburch, a great sorcerer. While the Grimbûrz set out to hunt down Gollum and gather Information, Khamûl visits places where rings might be found, drawn in by lingering traces of the Rings of Powers, and guided by his acute senses. Some rings have been consumed by Dragon-fire however....

Starting Company: The Grimburch (Open to the Summons), Ulrac, Odoacer, Tros Hesnef, Luitprand

Starting events: *Whispers of Rings, Hionvor of Womawas Druz*

Starting site: Dol Guldur

DC-level: ** DC Graduate (dc intensity 33%, non-FF/NE 12%)

1. There's plenty to do, so get crackin'! Use *Whispers of Rings* to reserve the correct ring at the correct time. Start with *Cham-en-Faroth*, The Grimburch's personal ring. You'll need a special item to track down *Stinker* with *On the Precious*, so get it pronto! It also helps you become a powerful hunter: use *The Tormented Earth* to defeat rather than cancel creatures.
2. Khamûl will be active getting items and factions, so get help from another Ringwraith (Ûvatha, sideboard). Tap Khamûl to get *Stinker*, *Dragon-helm of Uon*, *Bright Gold Ring*, *Scatha Roused*, and *Minor Ring* from sideboard to the discard pile. These you can grab with respectively: *On the Precious*, *Hionvor of Womawas Druz*, *Rings of Power*, and *Call to Arms*. The *Minor Ring* is useful when you test a *Bright Gold Ring* but have no appropriate ring on *Whispers*.
3. Next, tap Khamûl to get *Overlord of Dol Guldur* from sideboard into play. *Overlord* allows Khamûl to play *Black Rain*, and to capture characters in CvCC. If your opponent is in the area, you might try this, so you can play *Interrogation* (sideboard).
4. *Dragon-helm of Uon* is useful fighting Dragons, playing scout cards, recycling *Black Rain*, and most importantly: playing any type of gold ring at gold ring sites. However, *Hionvor* is also needed, as it allows you to freely move to ring sites and gives you the Warlord status. There is a 2nd copy of *Hionvor* in deck, so you can wait grabbing *Dragon-helm* until you replay *Hionvor* (or use *Weigh All Things* to recycle it fast).
5. Khamûl should try to get hold of the *Scroll of Isildur* [H]. This item will not be used, but offered to a Dragon. Once you have it, get *Consumed by Dragon-fire* from sideboard, head over to the Dragon site (Gondmaeglom), get the faction from the discard pile using *Call to Arms*, and remove *Scroll* from play to gain a massive bonus.
6. Quite a few cards require Khamûl in play. But the deck has flexibility, so if Khamûl is late, just discard these and recycle them with *Weigh All Things* and *The Ring Leaves Its Mark*.



7. Final tips:

- Miruimor is in Pool as backup for The Grimburch. You will probably not need her (nor have free GI to play her), so after the Draft place her in the sideboard (DC rule).
- If *Stinker* dies, there's *Mighty Steed* as back-up ally in sideboard.
- At Strayhold you can get Information and a major item, but also recruit an *Assassin*!
- If you capture *Stinker* early on, bring him to the torture chambers and learn about The One Ring. To do this, get *Curse the Baggins!* (sideboard). If *Stinker* dies you can test for bigger rings easily at Bag-end. Khamûl can go there hopping from ring site to ring site.
- The hazard theme is Spider. If they capture a character in their nets (*Flies and Spiders*), you might visit their rescue-site to take them prisoner with the company (see DC rules).

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Pool

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Minion Character (9)

1 Eradan (LE)
 1 Luitprand (LE)
 1 Miruimor (SL)
 1 Nevido Smôd (LE)
 1 Nimloth (DM)
 1 Odoacer (LE)
 1 The Grimburch (DM)
 1 Tros Hesnef (LE)
 1 Ulrac (GP)

Dual Character (1)

1 Daurukh (GP)

Minion Resource (3)

1 Hionvor of Womawas Druz (NE)
 1 Open to the Summons (WH)
 1 Whispers of Rings (BA)

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Deck

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Hazard (33)

2 An Unexpected Outpost (DM)
 1 Assassin (TW)
 1 Black Crows (FB)
 1 Black Vapour (BA)
 1 Chance of Being Lost (DM)
 1 Crebain (TW)
 2 Flies and Spiders (DM)
 1 Foolish Words (TD)
 1 Fruitless Victory (NE)
 2 Full of Froth and Rage (AS)
 2 Giant Spiders (TW)
 2 Hurnkennec (TI)
 2 King Spider (DF)
 2 Lesser Spiders (TD)
 1 Lesser Spiders (LE)
 1 Power Built by Waiting (AS)
 2 Protecting their Domain (FB)
 1 Seized upon the Bearer (RS)
 1 Spiders Huge and Horrible (NE)
 1 Taint of the Wilds (RS)
 1 Tidings of Bold Spies (LE)
 1 Twilight (TW)
 2 Wake of War (TW)
 1 Watcher in the Water (TW)

Ringwraith Character (4)

4 Khamŭl the Ringwraith (LE)

Minion Character (2)

1 Hador (LE)
1 Leärdinoth (NE)

Minion Resource (29)

1 A Nice Place to Hide (LE)
1 Black Rain (LE)
2 Black Rider (LE)
1 By the Ringwraith's Word (LE)
1 Call to Arms (NE)
1 Favoured by the Eye (NE)
2 Gold Ring that Sauron Fancies (LE)
1 Grimbŭrz (NE)
1 High Helm (LE)
1 Hionvor of Womawas Druz (NE)
2 Iron-road (LE)
1 Large Warrior Loose (NE)
1 Not Slay Needlessly (LE)
1 Ring-drawn (NE)
1 Ruse (LE)
2 That Ain't No Secret (LE)
1 The Ring Leaves Its Mark (LE)
3 The Tormented Earth (AS)
1 Voices of Malice (LE)
3 Weigh All Things to a Nicety (LE)
1 Whispers of Rings (BA)

Dual Resource (3)

2 On the Precious (TI)
1 Rings of Power (NE)

Hero Resource (1)

1 Scroll of Isildur [H] (TW)

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Sideboard

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Hazard (8)

1 Call of Home (TW)
1 Capricious Spirit (RS)
1 Many Burdens (NE)
1 Muster Disperses (TW)
1 New Moon (TW)
1 Shelob's Brood (BA)
1 Slip Treacherously (AS)
1 Too Much to Ask (WR)

Minion Character (2)

1 Dwar the Ringwraith (LE)
1 Ūvatha the Ringwraith (LE)

Minion Resource (17)

1 Abhorred Ring (NE)
1 Bright Gold Ring (LE)
1 Cham-en-Faroth (NE)
1 Consumed by Dragon-fire (NE)
1 Curse The Baggins! (NE)
1 Dragon-helm of Uon (NE)
1 Dwarven Ring of Thrár's Tribe [M] (AS)
1 Gondring Roused (NW)
1 Magic Ring of Savagery (LE)
1 Magic Ring of Weals (LE)
2 Minor Ring (LE)
1 Overlord of Dol Guldur (NE)
1 Scatha Roused (LE)
1 Secrets of Their Forging (LE)
1 Stinker (LE)
1 Voices of Malice (LE)

Dual Resource (3)

1 Interrogation (NE)
1 Mighty Steed (TI)
1 Ring of Detection (NW)

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Sites

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Minion Site (33)

- 1 Bag End [M] (LE)
- 1 Bandit Lair [M] (LE)
- 1 Bree [M] (LE)
- 1 Buhr Thurasig [M] (GW)
- 1 Buhr Widu [M] (LE)
- 1 Caras Amarth [M] (FB)
- 1 Carn Dûm [M] (LE)
- 1 Caves of Ûlund [M] (LE)
- 1 Ceber Fanuin [M] (FB)
- 1 Celebannon [M] (FB)
- 1 Cor Angaladh [M] (FB)
- 1 Dale [M] (LE)
- 1 Dancing Spire [M] (AS)
- 1 Dimrill Dale [M] (LE)
- 2 Dol Guldur [M] (LE)
- 1 Edoras [M] (LE)
- 1 Gladden Fields [M] (LE)
- 1 Goblin-gate [M] (LE)
- 1 Gondmaeglom [M] (LE)
- 1 Gondring's Lair [M] (NW)
- 1 Iron Hill Dwarf-hold [M] (LE)
- 1 Lake-town [M] (LE)
- 1 Minas Morgul [M] (LE)
- 1 Minas Tirith [M] (LE)
- 1 Moria [M] (LE)
- 1 Mount Gundabad [M] (LE)
- 1 Norr-dûm [M] (GW)
- 1 Sarn Goriwing [M] (LE)
- 1 Strayhold [M] (NE)
- 1 The Lonely Mountain [M] (LE)
- 1 The Wind Throne [M] (LE)
- 1 Thranduil's Halls [M] (LE)



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