

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 all of his race 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, Rebuild them, and invite the less audacious Dwarves to settle there and Restore his Kingdom. Even friendly Giants will be asked to join in the fray.

Starting company: Frerin (*Trusted Counsellor, Herbs*), Dwórin (*Backpack*), Dár (*Pipe*), Lipór, Bombur

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

Starting site: Blue Mountain Dwarf-hold

DC-level: * DC Apprentice (dc intensity 43%, non-FF/NE 7%)

1. This is a deck for those who love combat. The main 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 quest for battle-gear items in the Angmar area, and to *Return to Old Dwellings*. To successfully play this card, you 'just' need to face the automatics-attacks again at +2/+2, quite possibly suffer a nasty creature, and then tap a Dwarf. *Nb.* Dár best stays at home to smoke a *Pipe*, sing *Marvels*, and forge a *Cup of Farewell*.
2. After *Returning to Old Dwellings*, you'll want to invite some Dwarves to settle there. *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. First, get *Forgotten Scrolls* from sideboard (with *Backpack* or *Cup of Farewell*), and untap it with *Look More Closely Later* (sideboard). Otherwise, make the site a Borderhold with *Kingdom of Old* or *Rebuild the Town* (sideboard) and untap it with *Fireworks* (sideboard). Or third option, rebuild a site in an adjacent region (e.g. Framsburg) and play *Fortress Reclaimed* (sideboard), so you can play *Ironfists* at that site instead.
3. Tap Thorin 2x to bring some cards into the discard pile (in order of importance): *Block* (recycle with *Oakenshield*), *Smoke Rings/Longbottom Leaf* (recycle with *Pipe*), *Dwarven Cunning* (Dár can get it), *Old Prejudice*, and non-unique Dwarves (see 5; grab these with *Son of Thráin*), *His Beard Long and Forked* (King's Advisor can grab it; best play on Lipór).
4. *Rebuild the Town* requires a Ruins & Lairs, which can be created with *Return to Old Dwellings*, but also with *Tower Raided* (sideboard), on Deep Cleft or Mount Gram. Ideally however, you play *Ironfists* at Mount Gundabad without any additional cards; in that case, go for *Tower Raided* on Creb Durga, and try the *Fortress Reclaimed* trick there to score the *Petty Dwarves*.
5. **Final tips:**
 - By DC rule, unused cards from Pool after the draft may go to deck or sideboard. Place the non-unique Dwarves in sideboard rather, to get them at the right time with *Son of Thráin*.



- If you face a minion opponent who might visit your *Return to Old Dwellings* site, protect it with *Dwarven Cunning* (Dár can get it) and/or *No Strangers* (sideboard).
- You can turn a *Returned* site into a Lordhaven with *Mining Settlement* (sideboard), making healing and storing possible there.
- To diss Dís wisely: Dís can control Fili, or Frerin, but also search for Thorin, should he be late to arrive on the scene.
- Nurture an Old Grudge: assign a Dragon strike to Dworin (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 Dworin can bring in the *Ironfists* this way.
- The Vanity of Náin: get a treasure item on Náin to make him fierce; *Magical Harp*, *The Mithril-coat*, *Necklace of Silver* (sideboard, get with *Cup of Farewell*). Besides Zarak-dûm, there are Cirith Helkalokë and Gondring's Lair as hoard sites.

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Pool

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Dual Character (1)

1 Dár (SL)

Hero Character (9)

1 Attack-lord (DF)

1 Bombur (TW)

1 Dworin (DF)

1 Frerin (DF)

1 King's Advisor (DF)

1 Lipór (DF)

1 Náin, Son of Grór (DF)

1 Norin (DF)

1 Pathfinder (DF)

Hero Resource (3)

1 Backpack (RS)

1 Healing Herbs (TW)

1 Pipe (DF)

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 (33)

2 An Unexpected Outpost (DM)

1 Beorning Skin-changers (BA)

1 Black Crows (FB)

1 Caran-carach (NE)

3 Dire Wolves (TD)

1 Eagles Ahunt (DF)

1 Foolish Words (TD)

1 Fruitless Victory (NE)

1 Grasping and Ungracious (TI)

1 Lord of the Woods (FB)

1 Lure of Expedience (TW)

1 Morgai-flies (NE)

1 Neeker-breekers (PR)

1 Out of Practice (FB)

1 Peril Returned (TD)

1 Power Built by Waiting (AS)

1 Twilight (LE)

3 Wake of War (TW)

2 War-wargs (NW)

2 War-wolves (NW)

2 Wargs (TW)

1 Were-wolf (NE)

3 Wolves (TW)

Dwarf-lord Character (4)

4 Thorin (DF)

Minion Character (1)

1 Drór (DM)

Grey Agent Character (1)

1 Kori (DF)

Hero Character (4)

1 Bifur (TW)

1 Bofur (TW)

1 Dís (DF)

1 Fíli (TW)

Dual Resource (3)

1 Dwarven Axe (DF)

2 Old Grudge (DF)

Hero Resource (22)

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 Dark Numbers (DM)

1 Durin's Axe (TW)

1 Escape (TW)

1 Khazadshathûr (DF)

1 Kingdom of Old Restored (DF)

1 Knowledge of the Enemy (DM)

1 Magical Harp (TD)

2 Marvels Told (TD)

2 Return to Old Dwellings (DF)

1 Smoke Rings (DM)

3 The Dwarves Are upon You! (DM)

1 The Mithril-coat [H] (TW)

1 Valiant Sword (TD)

Minion Resource (5)

2 Crept Along Cleverly (WH)

2 Swift Strokes (LE)

1 We Have Come to Kill (LE)

Stage Resource (3)

1 Clad for War (DF)

1 Great Achievement (DF)

1 Promise of Treasure (DF)

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Sideboard

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Hazard (8)

1 Covetous Thoughts (LE)

1 Great Northern Bear (GW)

1 Muster Disperses (TW)

1 Nameless Thing (DM)

1 Ninevet (DF)

1 Slip Treacherously (AS)

1 Too Much to Ask (WR)

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 (15)

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 No Strangers at this Time (AS)

1 Noble Hound (DM)

1 Petty-dwarves [H] (AS)

1 Rebuild the Town (DM)

1 Smoke Rings (DM)

1 Star-glass (TW)

1 Tower Raided (AS)

Minion Resource (1)

1 Old Prejudice (LE)

Stage Resource (2)

1 Mining Settlement (DF)

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 (1)

1 The Drowning-deeps [D] (DF)

Hero Site (29)

1 Bar-en-Ibûn [H] (DF)

1 Barrow-downs [H] (TW)

1 Bree [H] (TW)

1 Carn Dûm [H] (TW)

1 Cirith Helkaloke [H] (GW)

1 Creb Durga [H] (KN)

1 Deep Cleft [H] (GW)

1 Framsburg [H] (TD)

1 Giant's Isle [H] (RS)

1 Glittering Caves [H] (TW)

1 Goblin-gate [H] (TW)

1 Gondring's Lair [H] (NW)

1 Litash [H] (NW)

1 Moria [H] (TW)

1 Morkai [H] (KN)

1 Mount Gram [H] (TW)

1 Mount Gundabad [H] (TW)

1 Mount Rerir [H] (FB)

1 Nurunkhizdîn [H] (DF)

1 Ruined Signal Tower [H] (TW)

1 Thaurung [H] (NW)

1 The Iron-deeps [H] (DM)

1 The Under-Caves [H] (KN)

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)



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