

## DCCD - ELF-LORD – ELROND – GUARDIANS OF ARNOR

In Elrond Half-elven flows the blood of Middle-earth itself: Son of Eärendil and Elwing, descended from Beren and Lúthien, Turgon and Idril, kin to the houses of Bëor, Hador and Haleth, part Noldo, Vanya, and Sindar, he is the uncrowned Elf-king of the realms in exile.

His brother Elros chose a mortal life, and thus the line of Númenor was founded. After the fall of the Northern Kingdom, Elrond has always welcomed any Dúnedain at Rivendell, as his distant relatives, and as promise of hope for better days. And now one has come who can indeed restore Arnor: Aragorn, the Elf-stone, 39<sup>th</sup> in line from Isildur, Elendil's heir. But before any may claim such kingship, he must regain the heirlooms of the Kingdom. The sons of Elrond gladly ride out with the Dúnadan rangers, looking for clues as to where these items might be found. It seems the Lossoth know something more about that.

**Starting company:** Halbarad of the North (*Thrall of the Voice*, *Elf-stone*), Elladan, Elrohir (*Miruvor*), Mallorn-dweller (*Bow of Yew*), Elven Handmaid

**Starting stage:** *Ring of Air*, *Thrall of the Voice*

**Starting site:** Rivendell

**DC-level:** \*\* DC Graduate (dc intensity 41 %, non-FF 9%)



1. Your company of rangers (+ Mallorn-dweller) will go in search of Dúnadan heirlooms (*Palantír of Annúminas*, *Bow of Dragon-horn*, *Narsil*, *Ring of Barahir*) and muster benevolent factions (*Rangers of the North*, *Lossoth*). They ride from Rivendell on speedy errands (*Great-road*), gathering *Knowledge of the Enemy*, and bringing home their *Precious Burden*: use this card to quickly get *Fosterhome* into play.
2. Elrond can join the rangers, helping out with *Vilya*. But having him a few turns at home is also good, to use *Vilya* for recycling resources, and increase hand size.
3. Tap Elrond to bring *Vilya*, spells, and *Legacy of Smiths* from the sideboard into the discard pile. *Ring of Air* gets *Vilya* to hand, and *Vilya* can recycle other resources. Elrond might tap another time for more resources, but this will slow your deck somewhat, so use it wisely.
4. Use *Possessions of the High-elves* to play more *Miruvor*, a *Helmet* for Halbarad, a *Jewel* for Elrond, or another *Elf-stone*. Let Handmaid, Arwen, Erebor stay behind to keep *Possessions* in play.
5. The big challenge is to become *The Elf-king* (sideboard). To crown yourself King, recovering small items does not suffice, not even a *Palantír*. You'll need a famous item from the First Age: *Sûlhelka*, Celebrimbor's sword (sideboard). This mighty weapon can perhaps be found in the dungeons of the Witch-king, at the Iron-deeps: face the *Witch-king of Angmar's* automatic-attack there to play the sword. *Flight Unmarked* (sideboard) can make the passage to/from Rivendell easy and quick. Get both these cards late in the cycle, using *Longbottom Leaf* (sideboard).
6. The hazard portion consists of nasty Drakes and cards to make them wider playable. Use e.g. *Flooded to the Surface* to create *Cave-drake* automatic-attacks at Under-deeps surface sites (Moria, Gundabad).



## 7. Final tips:

- By DC rules, unused cards from Pool may go to play deck or sideboard after the Draft. Place Strider, Brandir, and Beretar in sideboard rather; they are back-up and/or require other cards to bring them into play.
- There is a lot of useful stuff in the sideboard, but most of it is optional. If you have *Fosterhome*, getting Strider is profitable (Arwen can control him with *Choose a Mortal Life* or *Narsil*): this requires *Long-time Visitor*. You can grab sage cards using *Align Palantir*. Getting *Power against the Enemy* is good against minions; if Glorfindel is a *Captain of the House*, he can recycle it.
- The *Lossoth* (and *Ring of Barahir*) can be played also at Ruskea Vene, and the *Rangers of the North* at Tol Lamfirth; if you got *Asfaloth* in hand, better play them at The Last Bridge. *Nb.* If you have Brandir in the discard pile, you could search for him.

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Pool

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## # Hero Character (10)

1 Arwen (TW)  
 1 Beretar (TW)  
 1 Brandir (RS)  
 1 Elladan (TW)  
 1 Elrohir (TW)  
 1 Elven Handmaid (FB)  
 1 Glorfindel II (TW)  
 1 Halbarad of the North (WR)  
 1 Mallorn-dweller (FB)  
 1 Strider (BA)

## # Dual Resource (1)

1 Bow of Yew (FB)

## # Hero Resource (2)

1 Elf-stone (TW)  
 1 Miruvor (TW)

## # Stage Resource (2)

1 Ring of Air (FB)  
 1 Thrall of the Voice (WH)

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Deck

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## # Hazard (33)

1 An Unexpected Outpost (DM)  
 1 Black Crows (FB)  
 2 Cave Worm (TD)  
 3 Cave-drake (TW)  
 1 Crossing the Border (FB)  
 1 Darkness Ahead (TI)  
 2 Flooded to the Surface (DF)  
 1 From the Pits of Angband (TD)  
 1 Lord of the Woods (FB)  
 2 Marsh-drake (TD)  
 1 Out of Practice (DF)  
 2 Rain-drake (TD)  
 1 Shut Yer Mouth (LE)  
 2 Summons from Long Sleep (AS)  
 1 Taint of Deep Lore (WR)  
 1 Terror from the Deeps (DF)  
 1 The Reach of Ulmo (DM)  
 1 Tidings of Bold Spies (LE)  
 1 Tidings of Doubt and Danger (LE)  
 1 True Fire-drake (TD)  
 1 Twilight (LE)  
 1 Watchers at the Gate (WR)  
 1 Winged Fire-drake (TD)  
 1 Witch-king of Angmar (TW)  
 1 Wound of Long Burden (DM)  
 1 Wyrmsiege (DF)



## # Elf-lord Character (4)

4 Elrond [E] (FB)

## # Hero Character (4)

1 Ascarnil (FB)  
 1 Elven Handmaid (FB)  
 1 Emissary of the House (FB)  
 1 Erestor (FB)

## # Hero Resource (24)

1 Asfaloth (RS)  
 1 Bow of Dragon-horn (TD)  
 3 Choose a Mortal Life (FB)  
 1 Elves of the House (FB)  
 3 Great-road (TW)  
 1 Hall of Fire (DM)  
 2 Knowledge of the Enemy (DM)  
 1 Lossoth (TW)  
 1 Lucky Strike (TW)  
 1 Many Turns and Doublings (TD)  
 2 Marvels Told (TD)  
 1 Narsil (TW)  
 1 Palantír of Annúminas [H] (TW)  
 1 Rangers of the North (TW)  
 1 Ring of Barahir (WR)  
 1 Spirit of Celebrían (FB)  
 1 Sword of Gondolin (TW)  
 1 Trickery (TD)

## # Minion Resource (3)

1 Crept Along Cleverly (WH)  
 2 Precious Burden (NE)

## # Dual Resource (2)

2 Elf-friend (FB)

## # Stage Resource (4)

1 Fosterhome of Royal Heirs (FB)  
 2 Possessions of the High-elves (FB)  
 1 Trusted Counsellor (FB)

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## Sideboard

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## # Hazard (11)

1 Ash-drake (NE)  
 1 Doors of Night (LE)  
 1 Lost in Free-domains (TW)  
 1 Muster Disperses (LE)  
 1 Nameless Thing (DM)  
 1 Ring-chained (NE)  
 1 Sand-drake (TD)  
 1 Too Much to Ask (WR)  
 1 Twilight (LE)  
 1 Vaurak (SL)  
 1 Wielder's Curse (GW)

## # Dual Resource (1)

1 Flight Unmarked (RS)

## # Hero Resource (14)

1 Adamant Helmet (TD)  
 1 Align Palantír (TW)  
 1 Elf-stone (TW)  
 1 Elven Blade (FB)  
 1 Jewel of Beleriand (AS)  
 1 Longbottom Leaf (BA)  
 1 Noble Hound (DM)  
 1 Power Against the Shadow (AS)  
 1 Reconstructed Towers (FB)  
 1 Súlhelka (FB)  
 1 True Fána (TW)  
 1 Vilya (TW)  
 1 Wizard Uncloaked (TD)  
 1 Wizard's Flame (TW)

## # Stage Resource (4)

1 Captain of the House (FB)  
 1 Legacy of Smiths (WH)  
 1 Long-time Visitor (FB)  
 1 The Elf-king (FB)



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Sites

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## # Elf-lord Site (2)

2 Rivendell (FB)

## # Fallen Site (1)

1 Grey Havens [F] (FB)

## # Hero Site (30)

- 1 Amon Lind [H] (FB)
- 1 Annúminas [H] (KN)
- 1 Barrow-downs [H] (TW)
- 1 Bree [H] (TW)
- 1 Cameth Brin [H] (TW)
- 1 Carn Dûm [H] (TW)
- 1 Cirith Helkaloke [H] (GW)
- 1 Creb Durga [H] (KN)
- 1 Dead Man's Dike [H] (KN)
- 1 Ettenmoors [H] (TW)
- 1 Gondring's Lair [H] (NW)
- 1 Lossadan Cairn [H] (TW)
- 1 Lossadan Camp [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)
- 1 Ruskea Vene [H] (NW)
- 1 Tharbad [H] (TD)
- 1 Thaurung [H] (NW)
- 1 The Iron-deeps [H] (DM)
- 1 The Last Bridge [H] (RS)
- 1 The Under-Caves [H] (KN)
- 1 The Under-leas [H] (DM)
- 1 The Under-vaults [H] (DM)
- 1 The White Towers [H] (TW)
- 1 Tol Lamfirth [H] (KN)
- 1 Weathertop [H] (TW)
- 1 Zarak Dûm [H] (TD)



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