

## DCCD - DWARF-LORD - DÁIN - KINGS UNDER THE MOUNTAIN

Dáin Ironfoot, greatest leader of the Naugrim since the days of Thrór I, is a prudent and cautious Lord of Durin's Folk. But all his efforts to secure the passes through the Grey Mountains are thwarted by the terrible Dragon Angurth, and each of his scouting parties return in shatters. Angurth once drove the Dwarves from Long Peak, a prosperous mining settlement yielding heaps of the best silver. If only the Wyrms would be content to stay in his lair counting his wealth, but such is not his mind. Dáin must act and re-unite the people of Wilderland in defense against this menace! Together with his son Thorin Stonehelm, distant relative Gimli, his new friend Legolas, and the heir of Fram Scatha's Bane, they set out to acquire weapons, rally the folks, establish new trade-routes, and become Kings under the Mountain.

**Starting company:** Thorin III Stonehelm (*Son of Dáin*), Gimli (*Healing Herbs*), Dwalin (*Pipe*), Lóni, Legolas of Greenwood (*Thrall of the Voice*, *Bow of Yew*)

**Starting stage:** *Son of Náin*, *Son of Dáin*, *Thrall of the Voice*

**Starting site:** Iron Hill Dwarf-hold

**DC level:** \*\* DC Graduate (dc intensity 46%, non-FF/NE 6%)

1. This deck is not tricky, but it has some deck manipulations, therefore it is DC Graduate. Your starting company (minus Dwalin) goes to hoard sites to play battle-gear items, sing *Songs of the Old*, and celebrate their *Great Friendship*. As they are with a *Friend* or *Three*, they can attempt to influence factions and even *Flatter* a few *Foes*.
2. Dáin should tap 2x to put cards into the discard pile. 1<sup>st</sup>: King's Advisor, *Horn of Defiance*, *Mining Settlement*, *Smoke Rings*, *Strength from the Ered Engrin*. 2<sup>nd</sup>: Dwarven Miner, Attack-lord, *Longbottom Leaf*, *Magical Harp*, *Carc*. The non-unique Dwarves come from your Pool (see 7). Use *Son of Dáin* to get characters to hand, and *Son of Náin* to get stage cards to hand.
3. Send Dwalin to Barak-shathûr to start a colony, smoke a *Pipe*, and do some *Reforging*. Play a King's Advisor and Dwarven Miner with him, and Náin might also enter play here. Entering the site untapped is not easy, but you only need to do it to play *Reforging* and then *Durang* (sideboard). Free-holds are safe, but if you get wounded, make the site a Lordhaven with *Mining Settlement* (discarding it later to play *Reforging*).
4. Dáin should meet up with your main company. If you get some muscle with him, he can also go his own way. Join him with Fram Framson (or Fram Wyrmslayer) using *A Chance Meeting*.
5. Visit especially ancient Dwarf-ruins (The Lonely Mountain, Norr-dûm, Long Peak, Thunder Cleft, Gondmaeglom). This allows you to play *Mining Settlements*, making the site a Dwarf-hold and a Haven, for healing, playing more Dwarves, and *Dwarf-friend*. Play *Songs of the Old* there to grab an Instrument (*Horn of Defiance*, *Magical Harp*), so you don't go empty-handed.
6. Restore *Horn of Defiance*, give it to Fram, and head out to kill a Dragon. Use also *Bow of Yew*, *Wormsbane*, and *The Old Thrush* (sideboard). If Fram stays untapped, he can face the Dragon alone.
7. **Final tips:**
  - By DC rule, cards from Pool that are not used in the Draft may go to play deck or sideboard! Place your non-unique Dwarves in sideboard, to get them timely to hand via the discard pile.





- Restore trade in Wilderland: *Wood-elves* seems not useful for only 1 MP, but it completes your *Profitable Trade* and makes playing *Friendship of Old Restored* (sideboard) easier.
- When you go to Dale or The Lonely Mountain, make sure to play *Carc*; he can be played from the discard pile and at a tapped site. If he gets wounded, let him fly off to the sideboard.
- Náin can recycle *Songs of the Old*, Lóni can recycle *Healing Herbs*.
- The *Dwarf-friends*: these will mostly be used to get advantage from Dwarven commands. Fram might be loaded with corruption, so try to make him a *Dwarf-friend*.
- Being wounded isn't so bad: Legolas can sing a *Healing Song* and thereby gain some prowess.
- Send characters *Riding Against the Enemy*; with *Naugol* they have a chance of survival against minions. Use *Son of Dáin* to get Attack-lord *Riding* time and again.

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Pool

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## # Hero Character (10)

- 1 Attack-lord (DF)
- 1 Dwalin (TW)
- 1 Dwarven Miner (DF)
- 1 Gimli (TW)
- 1 King's Advisor (DF)
- 1 Legolas of Greenwood (FB)
- 1 Lóni (DF)
- 1 Náin, Son of Grór (DF)
- 1 Pathfinder (DF)
- 1 Thorin III Stonehelm (DF)

## # Dual Resource (1)

- 1 Bow of Yew (FB)

## # Hero Resource (2)

- 1 Healing Herbs (TW)
- 1 Pipe (DF)

## # Stage Resource (3)

- 1 Son of Dáin (DF)
- 1 Son of Náin (DF)
- 1 Thrall of the Voice (WH)

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Deck

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## # Hazard (33)

- 1 Alatar the Hunter (AS)
- 2 An Unexpected Outpost (DM)
- 1 Angurth at Home (GW)
- 1 Chance of Being Lost (DM)
- 1 Corlagon at Home (GW)
- 3 Durin's Folk (AS)
- 3 Dwarven Travelers (AS)
- 3 Dwarven Warparty (DF)
- 2 Foolish Words (TD)
- 1 Frightful Guardian (GW)
- 1 Ibûn (DF)
- 2 Naugol (DF)
- 3 Naugrim (DF)
- 2 Nothing to Eat or Drink (LE)
- 1 Out of Practice (DF)
- 1 Pierced by Many Wounds (DM)
- 1 Returned Beyond All Hope (AS)
- 2 Ride Against the Enemy (AS)
- 2 Twilight (LE)

## # Grey Agent Character (1)

- 1 Fram Wyrmslayer (GW)

## # Dwarf-lord Character (4)

- 4 Dáin (DF)



## # Minion Character (1)

1 Fori the Beardless (DM)

## # Hero Character (3)

1 Fram Framson (TD)  
 1 King's Advisor (DF)  
 1 Náli (DF)

## # Dual Resource (4)

2 Dwarf-friend (DF)  
 1 Dwarven Art of War (DF)  
 1 Origin of Stone (DF)

## # Hero Resource (25)

2 A Chance Meeting (TW)  
 3 A Friend or Three (TW)  
 1 Enruned Shield (TD)  
 1 Escape (TW)  
 2 Flatter a Foe (TD)  
 2 Great Friendship (FB)  
 2 Healing Song (FB)  
 1 Iron Hill Dwarves (TW)  
 1 Marvels Told (TD)  
 1 Men of Dale (TD)  
 1 Not at Home (TD)  
 1 Reforging (TW)  
 1 Smoke Rings (DM)  
 2 Songs of the Old (DF)  
 1 Thane's Attire (GW)  
 1 The Wind Is Turning (WR)  
 1 Wood-elves (TW)  
 1 Wormsbane (TD)

## # Stage Resource (4)

1 Great Achievement (DF)  
 1 Ironfoot (DF)  
 1 Legacy of Smiths (WH)  
 1 Trusted Counsellor (FB)

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## Sideboard

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## # Hazard (11)

1 Angurth Ahunt (GW)  
 1 Call of Home (LE)  
 1 He Is Lost to Us (FB)  
 1 Lost at Sea (TW)  
 1 Lost in Free-domains (LE)  
 1 Lure of Expedience (LE)  
 1 Many Burdens (NE)  
 1 Nameless Thing (DM)  
 1 Old Enemies (DF)  
 1 The Ring's Betrayal (TW)  
 1 Too Much to Ask (WR)

## # Dual Resource (3)

1 Desperate Strike (DF)  
 1 Durang (DF)  
 1 Profitable Trade (FB)

## # Hero Resource (13)

1 Block (TW)  
 1 Carc (DF)  
 1 Horn of Defiance (GW)  
 1 King under the Mountain (TD)  
 2 Longbottom Leaf (BA)  
 1 Magical Harp (TD)  
 1 Noble Hound (DM)  
 1 Reforging (TW)  
 1 Returned Exiles (TD)  
 1 Smoke Rings (DM)  
 2 The Old Thrush (TW)

## # Stage Resource (3)

1 Friendship of Old Renewed (DF)  
 1 Mining Settlement (DF)  
 1 Strength from the Ered Engrin (DF)



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**Sites**

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**# Dual Site (2)**

1 The Rusted-deeps [D] (DF)

1 The Wind-deeps [D] (DF)

**# Dwarf-lord Site (3)**

1 Blue Mountain Dwarf-hold [D] (DF)

2 Iron Hill Dwarf-hold [D] (DF)

**# Fallen Site (2)**

1 Deep Mines (WH)

1 Thranduil's Halls [F] (FB)

**# Hero Site (24)**

1 Barak-shathur [H] (DF)

1 Caves of Ûlund [H] (TW)

1 Cirith Helkaloke [H] (GW)

1 Dale [H] (TD)

1 Dancing Spire [H] (TW)

1 Framsburg [H] (TD)

1 Gold Hill [H] (TD)

1 Gondmaeglom [H] (TD)

1 Irerock [H] (TW)

1 Lake-town [H] (TW)

1 Long Marshes [H] (DF)

1 Long Peak [H] (GW)

1 Moria [H] (TW)

1 Mount Gundabad [H] (TW)

1 Norr-dûm [H] (GW)

1 Nurunkhizdîn [H] (DF)

1 Ovir Hollow [H] (TD)

1 Shab Arch [H] (GW)

1 Shrel-Kain [H] (TW)

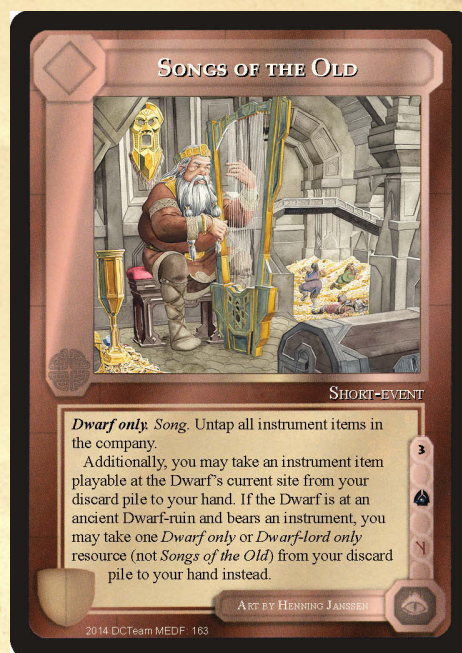
1 The Carrock [H] (DF)

1 The Lonely Mountain [H] (TW)

1 The Wind Throne [H] (TW)

1 Thunder Cleft [H] (GW)

1 Zarak Dûm [H] (TD)



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