DCCD - FALLEN-WIZARD - RADAGAST - SEARCH FOR THE ENTWIVES

Radagast fancies birds, but he loves trees! Alongside his old friend Treebeard, the Brown Wizard walks through Fangorn, in the guise of a big cat, and hunts for shadow creatures infesting it. There he meets more tree-herders, which he interviews for the whereabouts of the Entwives. At his side stroll a few merry Hobbits and some fierce Wose hunters, who protect the forests against the incursions from Men and Orcs with their blowpipes and stone maces. The filth of Isengard is threatening their peaceful existence. So when Radagast has roused many Ents at the Ent-moot, will they travel East in search of the lost Entwives, or direct their wrath against Saruman?

Starting company: Ghân-buri-Ghân (Wizard's Myrmidon), Wose Elite-hunter (Star-glass), Ôm-buri-Ôm,

Merry (Pipe), Fatty Bolger

Starting stage/events: Fate Let Our Ways Meet, Master of Shapes,

Pocketed Robes, Wizard's Myrmidon

Starting site: Drúadan Forest

DC level: ** DC Graduate (dc intensity 41%, non-FF/NE 18%)

- 1. The object of this deck is to play all Entwives (1 faction and 2 allies) at *Miraearon* in Taur Rómen. To pull that off, you'll need other Ent allies, as well as some Lost Knowledge. This will take a few turns to acquire, but ought to be fairly safe and scoring good points.
- 2. In the first part of the deck you are trying to establish a shuffle between sites in Fangorn (Wellinghall, *Ent-moot*, Lind-or-Burúm) and Gondor (Wose-holds, Edoras, Glittering Caves). Wellinghall is best used for *Ents of Fangorn* or *Leaflock*, as these 2 can only be played there or at the *Ent-moot* (which requires you to have an Ent in play). *Beechbone* and *Treebeard* can also come in at Lind-or-Burúm, which you can recycle making it a *Hidden Haven* (then it returns to location deck when you leave).
- ENTI-MOOT

 Ritual. Playable at the end of the organization phase with a moving company that contains an Ent ally and can legally move to Fangorn. This card is used as a site card: Free-hold [1] in Fangorn (you draw: 1, opponent draws: 3). When moving to this site, Fangorn is considered a Deep Wilderness [1, 0] region. Any resource normally playable at Wellinghall is playable at this site. Place this card in your "instead of discarding it from play. Cannot be duplicated by a given player.

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- 3. Radagast has chosen to be a battle-cat today, in order to stay untapped against most attacks. Tap him once to get cards to your discard pile from sideboard: *Crept Along Cleverly, Herb-lore, Wizard's River-horses, Smoke Rings, Longbottom Leaf.* These can be gotten to hand with *Pocketed Robes* and *Pipe*. Radagast should then find some help, as he is prone to get corrupted otherwise (or worse), and go to play items and Ents.
- 4. You run a minor item heavy sideboard, which you can access with *Cup of Farewell* and *Old Drûg*. Most important to get is *Forgotten Scrolls*, as you need Lost Knowledge to find the location of *Miraearon* (sideboard). The other minor items help you survive and increase your influence.
- 5. Towards the end of cycle, you got some options; to either invade Isengard with *Hew the Stone* (sideboard), or search for *Entwives* at *Miraearon*. The latter is more rewarding, as you can also play *Wandlimb* and *Willowshanks*, which greatly helps towards setting up the *Girdle of Radagast* (all sideboard).

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6. Hazards are made up of Awakened Plants; it's good to rouse the plants with *Wrath of the Olvar* (recycle with *Outpost*), but don't fear too much sacrificing a *Huorn* or *Tree-herder*, if that inverts *Curse Them Root and Branch*! The plants can see more play using *Gloom*, *Nature's Revenge*, or *Tauremornalómë*.

RADAGAST

7. Final tips:

- There are plenty of Miscellaneous MP cards in the sideboard, but none in the deck, so be sure to sideboard one in early on (*Guarded Haven* or *An Untimely Brood*).
- Use *Almost Felt You Liked the Forest* to actually kill some creatures with Treebeard; he can easily tap to face 2 strikes from a smaller creature.
- Try to play most Ents on Radagast, it will help you when moving away outside their range. Otherwise, use *New Best Friend* (sideboard) to transfer the Ents to Radagast, tap a Hobbit for *Last March*, or reveal *Entwives* from hand to make the Ents move.

Pool

Dual Character (1)

1 Wose Elite Hunter (WR)

Hero Character (3)

- 1 Fatty Bolger (RS)
- 1 Ghân-buri-Ghân (TW)
- 1 Merry (TW)

Hero Resource (3)

- 1 Fate Let Our Ways Meet (RS)
- 1 Pipe (DF)
- 1 Star-glass (TW)

Minion Character (1)

1 Ôm-buri-Ôm (DM)

Stage Resource (3)

- 1 Master of Shapes (WH)
- 1 Pocketed Robes (WH)
- 1 Wizard's Myrmidon (WH)

Deck

Hazard (33)

- 2 An Unexpected Outpost (DM)
- 1 Bregalad (FB)
- 1 Come at Need (AS)
- 1 Curse Him, Root and Branch! (FB)
- 2 Ent in Search of the Entwives (LE)
- 1 Fladrif (FB)
- 1 Foolish Words (LE)
- 2 Gloom (TW)
- 2 Huorn (TW)
- 1 Huorn (LE)
- 1 Lord of the Eagles (DF)
- 1 Lure of Nature (TW)
- 1 Marsh-drake (TD)
- 1 Memories of Axe-wielders (TI)
- 1 Nature's Revenge (WH)
- 2 Old Man Willow (TW)
- 1 Out of Practice (DF)
- 2 Peril Returned (TD)
- 2 Sentinel of the Grove (FB)
- 1 Tauremornalómë (TI)
- 2 Tree-herder (FB)
- 1 Twilight (LE)
- 1 Winged Fire-drake (TD)
- 2 Wrath of the Olvar (FB)

Fallen-wizard Character (4)

4 Radagast [F] (WH)

Hero Character (4)

- 1 Mallorn-dweller (FB)
- 1 Striuk'ir (NW)
- 1 Taurnil (RS)
- 1 Wood-elf (FB)

Dual Character (1)

1 Wose Elite Hunter (WR)

Minion Character (1)

1 Pôn-ora-Pôn (DM)

Dual Resource (3)

- 1 Beasts of the Wood (WH)
- 2 Old Drûg (WR)

Hero Resource (26)

- 2 Almost Felt You Liked the Forest! (TI)
- 1 Beechbone (TI)
- 1 Bow of the Galadrim (AS)
- 2 Cup of Farewell (DM)
- 2 Ent-draughts (TW)
- 1 Ent-moot (TI)
- 1 Ents of Fangorn (TW)
- 2 Escape (TW)
- 1 Ford (TW)
- 1 Glamdring (TW)
- 1 Horn of Eorl (TI)
- 1 Last March of the Ents (TI)
- 1 Leaflock (TW)
- 2 Tempering Friendship (TW)
- 1 The Wind Is Turning (WR)
- 1 Treebeard (TW)
- 2 Trickery (TD)
- 1 Twice-baked Cakes (TD)
- 1 Woses of Old Pûkel-land (TW)
- 1 Woses of the Drúadan Forest (TW)

Stage Resource (4)

- 2 Hidden Haven (WH)
- 1 In Accord with Nature (FB)
- 1 Radagast's Black Bird (WH)

######## Sideboard #########

Dual Resource (4)

- 1 Blood-stone Amulet (WR)
- 1 Dirwood Spear (WR)
- 1 Stone Mace (WR)
- 1 Wose Hunter Tattoo (WR)

Hazard (7)

- 1 Ash-drake (NE)
- 1 Early Harvest (AS)
- 1 Great Northern Bear (GW)
- 1 He Is Lost to Us (FB)
- 1 Many Burdens (NE)
- 1 Nameless Thing (DM)
- 1 Sand-drake (SL)

Hero Resource (15)

- 1 Bounty of the Earth-maidens (GP)
- 1 Cast aside Regret and Fear (TI)
- 1 Elf-stone (TW)
- 1 Entwives (TI)
- 1 Forgotten Scrolls (DM)
- 1 Herb-lore (DM)
- 1 Hew the Stone (TI)
- 1 Longbottom Leaf (BA)
- 1 Miraearon (TI)
- 1 New Best Friend (RS)
- 1 Smoke Rings (DM)
- 1 Wandlimb (TI)
- 1 Willowshanks (TI)
- 1 Wizard's River-horses (TW)
- 1 Wose Shamanist Amulet (WR)

Minion Resource (1)

1 Crept Along Cleverly (WH)

Stage Resource (3)

- 1 An Untimely Brood (WH)
- 1 Girdle of Radagast (WH)
- 1 Guarded Haven (WH)

Sites

Fallen-wizard Site (3)

- 1 Lórien [F] (FB)
- 2 Rhosgobel [F] (WH)

Hero Site (27)

- 1 Amon Hen [H] (TW)
- 1 Bag End [H] (TW)
- 1 Buhr Widu [H] (TD)
- 1 Caras Amarth [H] (FB)
- 1 Drúadan Forest [H] (TW)
- 1 Edoras [H] (TW)
- 1 Framsburg [H] (TD)
- 1 Geann a-Lisch [H] (AS)
- 1 Glittering Caves [H] (TW)
- 1 Gyogorasag Sanctuary [H] (GW)
- 1 Helm's Deep [H] (TI)
- 1 Hermit's Hill [H] (DM)
- 1 Isengard [H] (TW)
- 1 Isildur's Tomb [H] (TI)
- 1 Lar-huz [H] (GP)
- 1 Lind-or-Burúm [H] (TI)
- 1 Logath Camp [H] (GP)
- 1 Moria [H] (TW)
- 1 Rhosgobel [H] (TW)
- 1 Rhûbar [H] (TW)
- 1 Ruined Signal Tower [H] (TW)
- 1 Sarn Goriwing [H] (TW)
- 1 The Carrock [H] (DF)
- 1 The Stones [H](TW)
- 1 Wellinghall [H] (TW)
- 1 Woodmen-town [H] (TW)
- 1 Wose Passage-hold [H] (TW)





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