

DCCD - DRAGON-LORD - SMAUG – CHIEFEST OF CALAMITIES

Smaug has conquered the fabled wealth of Erebor and now sits content on his pile of gold. Many Orcs flock to his side, in reverence of his sheer power and glory. Many men are also attracted by the gleaming hoard, hoping to catch some spoils by aligning themselves with the Dragon. Yet the magnificent Wyrms cares not for their motives, as long as he can deploy their useful services. But what is the Chiefest and Greatest of Calamities up to? Will he form his own kingdom, or just hunt and destroy some more of the villages in Rhovanion?

Starting company: Talmog (*Enchanted Stare, Strange Rations*), Grimson the Fearless (*Dragon Mindbend*), Durlog, Orc Brawler (*Orc-pouch*), Mountain-maggot (BA)

Starting events: *Orders from the Great Demon, Great Ruin and Fire under Tree*

Starting site: The Lonely Mountain (+ Dragon's Den)

DC-level: ** DC Graduate (dc intensity 42%, non-FF/NE 30%)

1. The deck itself is quite straight forward, but playing as a Dragon-lord you do need to be familiar with the Dragon-lord Rules. Your main company will go to play items, factions, and allies nearby. You will need to return to your Dragon's Den once to pick up *Necklace of Girion* and store items and/or trophies to gain full MP's.
2. Characters must be played with an influence attempt at their home site. To do so, your normal characters must tap during the site phase; your Dragon-lord does not need to tap and may play them also during organization phase. Orcs with home site 'any Dark-hold' may be played at any Ruins & Lairs instead. If played successfully during the site phase, they can then play an item or ally, so that's pretty efficient.
3. Tap Smaug to get cards playable at Lake-town into your discard pile: The Master, Bard Bowman, Eodoric, Luitprand, Woffung (see also 7). These can be picked up by a Grim-faced Northman. When you get your Dragon-mode (*Roaming*), move Smaug to Lake-town, and try to play these characters as Gathered Bones. With *Back to the Fray* (sideboard) you can get characters back to the deck, should you have no Northman, or fail the body checks.
4. Besides eating characters, you'll try to burn Lake-town with *Tempest of Fire*. To this end, sideboard a few *Fire-storms* or save *Swift Strokes* to give Smaug more fighting power. You can also gather many smaller Orcs to take some hits, or take *Roaming* back to hand for extra prowess. If you decide the latter, you'll need to make Lake-town a Dragon's Den to play *Roaming* again. After playing *Tempest* you can grab *Unquenchable Flames* from sideboard (using *Great Ruin*). Make the site a Ruins & Lairs and then play *Made His Dwelling There* (sideboard) to create a Dragon's Den. Otherwise, get *Hunting* from sideboard as alternate Dragon-mode.
5. A safer (but less rewarding) mission is *Orcs of His Dominion*. After you've played an Orc faction at Sarn Goriwing (*Orcs of Mirkwood*) or Kala Dulakurth (*Ice-orcs*), sideboard this event and move Smaug



over there to play it. Moving to Kala Dulakurth will take Smaug 3 turns however, so make sure you have something to play along the road (leave a small Orc behind to keep the site in play).

6. Use *Old and Cunning* to get a much needed resource from sideboard straight to hand. It will tap your Dragon-lord a lot, so consider recycling avatar copies to untap him.

7. Final tips:

- Luitprand and Woffung should go to the sideboard after the Draft (dc rule allows this).
- Use *Orc-pouch* to get a *Dragon-totem* and bring characters more easily into play. Against Awakened Plants, score a *Fizzling Torch*. If you get hammered, get a *Foul-smelling Paste*.
- Turn your newly created Dragon's Den into a *Dragon's Abode* (sideboard) and play *Orcs of the Claw*.
- If opponent has any Man characters, consider storing *Necklace of Girion* and play *Feud with the Dragon* (sideboard) on it. That will either annoy him, or draw him to your Dragon's Den (if he has the guts for it). The same applies to *The Arkenstone* (sideboard) against a Dwarf-lord player.
- *The Spell Endured* can keep your *Tokens to Show* in play, which can save you turn in the end storing your items, so do not disregard it.
- If your opponent (e.g. Dain or Thranduil) is likely to come to The Lonely Mountain while Smaug is not there, get *Cursed Treasure* from sideboard to guard the site.

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Pool

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Minion Character (10)

- 1 Crook-legged Orc (BA)
- 1 Dragon's Disciple (GW)
- 1 Durlog (GW)
- 1 Grimson the Fearless (GW)
- 1 Luitprand (LE)
- 1 Mountain-maggot (BA)
- 1 Orc Brawler (LE)
- 1 Orc Shaman (NE)
- 1 Talmog (GW)
- 1 Woffung (DM)

Minion Resource (6)

- 1 Dragon Mindbend (GW)
- 1 Enchanted Stare (GW)
- 1 Great Ruin and Fire under Tree (GW)
- 1 Orc-pouch (NE)
- 1 Orders from the Great Demon (BA)
- 1 Strange Rations (LE)

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Deck

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Hazard (33)

- 2 An Unexpected Outpost (DM)
- 1 Black Crows (FB)
- 1 Caran-carach (NE)
- 2 Cave-drake (TW)
- 1 Daelomin at Home (TD)
- 2 Darkness Ahead (TI)
- 1 Dire Wolves (TD)
- 3 Doors of Night (TW)
- 1 Foolish Words (LE)
- 1 Marsh-drake (TD)
- 1 Nameless Thing (DM)
- 1 Out of Practice (DF)
- 1 Peril Returned (TD)
- 1 Power Built by Waiting (AS)
- 1 Summons from Long Sleep (AS)
- 1 True Fire-drake (TD)
- 1 Twilight (TW)
- 1 War-wolves (NW)
- 2 Wargs (LE)
- 2 Were-wolf (NW)
- 1 Winged Fire-drake (TD)
- 2 Withered Lands (TD)
- 2 Worm's Stench (TD)
- 1 Wyrmsiege (DF)

DCCD – DRAGON-LORD

Dragon-lord Character (4)

4 Smaug the Golden (GW)

Minion Character (6)

3 Grim-faced Northman (GW)

1 Orc Grunt (NE)

2 Orc of the Claw (GW)

Dual Resource (1)

1 The Spell Endured (TI)

Minion Resource (32)

1 A Few Recruits (BA)

1 Azog's Scimitar (GW)

2 Crept Along Cleverly (WH)

1 Crooked Promptings (LE)

1 Diversion (LE)

2 Foe Dismayed (BA)

1 Great Bats (AS)

1 Helm of Madness (NE)

1 High Helm (LE)

1 I'll Report You (LE)

1 Ice-orcs (LE)

1 Join With That Power (AS)

1 Necklace of Girion [M] (AS)

2 Old and Cunning (GW)

1 Orcs of Mirkwood (LE)

1 Rage Past Description (GW)

1 Regiment of Black Crows (AS)

2 Roaming (GW)

2 Swift Strokes (LE)

1 Thong of Fire (AS)

1 Tokens to Show (AS)

1 Voices of Malice (LE)

3 Weigh All Things to a Nicety (LE)

2 Wide Awake (GW)

SMAUG

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Sideboard

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Hazard (9)

1 Ash-drake (NE)

1 Cursed Treasure (GW)

1 Lure of the Senses (LE)

1 New Moon (TW)

1 Muster Disperses (TW)

1 Politics (NE)

1 Slip Treacherously (AS)

1 Too Much to Ask (WR)

1 Twilight (TW)

Hero Character (3)

1 Bard Bowman (TW)

1 Eodoric (GW)

1 The Master (GW)

Dual Resource (1)

1 Feud with the Dragon (GW)

Minion Resource (17)

1 Back to the Fray (LE)

1 Dragon's Abode (GW)

1 Dragon-totem (GW)

2 Fire-storm (GW)

1 Fizzling Torch (NE)

1 Foul-smelling Paste (LE)

1 Hunting (GW)

1 Made His Dwelling There (GW)

1 Memories of Old Torture (BA)

1 Orcs of His Dominion (GW)

1 Orcs of the Claw (GW)

1 Roaming (GW)

1 Tempest of Fire (BA)

1 The Arkenstone [M] (PR)

1 Unquenchable Flames (GW)

1 Voices of Malice (LE)

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Sites

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Dragon-lord Site (3)

3 Dragon's Den (GW)

Minion Site (27)

- 1 Buhr Thursig [M] (GW)
- 1 Buhr Widu [M] (LE)
- 1 Caras Amarth [M] (FB)
- 1 Caves of Ûlund [M] (LE)
- 1 Cor Angaladh [M] (FB)
- 1 Dale [M] (LE)
- 1 Dancing Spire [M] (AS)
- 1 Framsburg [M] (AS)
- 1 Gold Hill [M] (AS)
- 1 Gondmaeglom [M] (LE)
- 1 Ilerock [M] (AS)
- 1 Iron Hill Dwarf-hold [M] (LE)
- 1 Kala Dulakurth [M] (NW)
- 1 Lake-town [M] (LE)
- 1 Long Marshes [M] (DF)
- 1 Long Peak [M] (GW)
- 1 Mount Gundabad [M] (LE)
- 1 Norr-dûm [M] (GW)
- 1 Ovir Hollow [M] (AS)
- 1 Sarn Goriwing [M] (LE)
- 1 Shab Arch [M] (GW)
- 1 Shrel-Kain [M] (LE)
- 1 The Lonely Mountain [M] (LE)
- 1 The Wind Throne [M] (LE)
- 1 Thranduil's Halls [M] (LE)
- 1 Thunder Cleft [M] (GW)
- 1 Tower of the Wolf-friend [M] (GW)



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