

DCCD - ELF-LORD - THRANDUIL - PROTECTOR OF GREENWOOD

The great Forest-realm of Doriath is still a vivid memory to the Sindar, and Thranduil is keen to recover some of the lost heirlooms of his House. The self-styled Lord of Eryn Galen likes merrymaking and the hunt as much as the next Wood-elf, but he also has a lust for treasure. A true king needs more jewels! Meanwhile, plans are made and forces rallied for the overthrowing of Dol Guldur, and the Rescuing of Prisoners from its dungeons. Before the fight is taken south to the Hill of Sorcery, some intelligence is needed. Thranduil uses the birds and beasts as his eyes and ears, while his trusted Elves patrol the river and woods. But when all is ready, the clarion call of the horns of Oromë's wardens comes thundering through the forest once more. The hunt is on!

Starting company: Bladorthin (*Trusted Counsellor, Horn of Anor*), Legolas (*Healing Herbs*), Othar (*Elf-stone*), Elven Handmaid

Starting stage: *Possessions of the Green-elves, Trusted Counsellor*

Starting site: Thranduil's Halls

DC-level: ** DC Graduate (dc intensity 40%, non-FF/NE 2%)

1. The goals of the deck are three-fold: rally factions in Mirkwood (*Lord of Wood and Beast*), search for lost treasures (*Lust for Treasure*), and Rescue some Prisoners at Dol Guldur (*Pass the Doors of Dol Guldur*).
2. Your starting company (minus Handmaid) goes to *Muster* factions. *Muster* is warrior only and can be grabbed with *The King's Hunting*. Use it preferably to get the more difficult Animal factions. Nb. some factions and characters have cancelling abilities, don't forget about those!
3. When Thranduil enters play, tap him to use *Possessions of the Green-elves* and get the *Emerald of Doriath*. This increases your GI (even if Bladorthin uses it), but also gives you a treasure item. You'll need a treasure in order to play *Lust for Treasure*. With this card you can reserve treasure items from sideboard (*Emerald of the Mariner, Noldo Lantern*). Your opponent chooses the site; he might choose from your location deck but that's ok. If opponent is not in the area, you need not rush to get the item, and you might want to wait until you have a *Great-road*.
4. *Great-road* is useful speeding up your game. Keep a Wood-elf or Mallorn-dweller at Thranduil's Halls, and send him to meet up with Thranduil's company using *Great-road*, so they can all return home the same turn. This way you can quickly store *Lust for Treasure*, but also *Rescue Prisoners* and *Pass the Doors of Dol Guldur*. Use your *Longbottom Leaf/ Smoke Rings* to get another *Great-roads* from sideboard; get *Rescue Prisoners* as soon as you draw/play *Pass the Doors*.
5. Some cards in sideboard can be grabbed with your stage resources. It depends on the availability of these resources and your current needs if/ when Thranduil should tap to get them into the discard pile. *Prince of Mirkwood* gets *Many Turns and Doublings*, *Legendary Hunt* gets *The Hunt*, *Wardens of the Woodland Realm* gets *Elf-path*.
6. Hazards contain some Elves, which works best against a minion opponent. Some Elf creatures are region specific (also sideboard), so use *Chance of Being Lost* and *Shifting Paths* to move opponent in the correct regions. Against Lords/Fallen-wizards, get *He Is Lost to Us* from sideboard.



7. Final tips:

- Place Huinen/Legolas of Greenwood in sideboard after the Draft, not in deck (DC rule allows this). They are back-up characters.
- *Blackbole* is your ally in deck, and he must be played at a minion site! Some Animal factions (*Wild Hounds*, *Beasts*) can also be played there as a minion resource.
- Animal factions are tough to influence; there's *Horns Horns Horns* in sideboard to bring them back.
- If you have *Bow of the Galadhrim* on Legolas, get *Great Bow of Lórien* from sideboard.
- Reserve Mountains of Mirkwood for the *Falcons of Mirkwood* faction.
- If opponent plays many Border-land creatures (Man hazards), get *Wardens of the Woodland Realm* from sideboard. If he plays Animals, Wolves, Undead, or Spiders, there's a *Star-glass*.
- *Rescue Prisoners* requires a tapped site! If you have played your items in deck already when going to Dol Guldur, get either an item (*Aranrûth*) or ally (*Kheleglin*) from sideboard.
- Use *Possessions* to get *Arrows Shorn of Ebony* and *Bows of Yew*, which makes defeating body checks much easier. *Legendary Hunt* (sideboard) allows you to get/play *The Hunt* and kill a creature.

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Pool

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Hero Character (9)

1 Arhendhiril (FB)
 1 Bladorthin (FB)
 1 Elven Handmaid (FB)
 1 Huinen (FB)
 1 Legolas (TW)
 1 Legolas of Greenwood (FB)
 1 Mallorn-dweller (FB)
 1 Othar (FB)
 1 Wood-elf (FB)

Hero Resource (3)

1 Elf-stone (TW)
 1 Healing Herbs (TW)
 1 Horn of Anor (TW)

Minion Character (1)

1 Nimloth (DM)

Stage Resource (2)

1 Possessions of the Green-elves (FB)
 1 Trusted Counsellor (FB)

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Deck

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Hazard (33)

1 "Bert" (Bûrat) (TW)
 1 "Tom" (Túma) (TW)
 1 "William" (Wûluag) (TW)
 1 Ambushed (NE)
 2 An Unexpected Outpost (DM)
 2 Black Crows (FB)
 1 Chance of Being Lost (DM)
 1 Doom of the Noldor (FB)
 1 Elven Archer (FB)
 1 Elven Custody (FB)
 3 Elves upon Errantry (LE)
 1 Enchanted Stream (AS)
 3 Ent in Search of the Entwives (LE)
 2 Galadhrim (AS)
 1 Lord of the Eagles (DF)
 1 Lure of Nature (TW)
 1 Marsh-drake (TD)
 1 Nothing to Eat or Drink (LE)
 1 Old Man Willow (TW)
 1 River (TW)
 1 Shifting Paths (FB)
 1 Sons of Elrond (FB)
 1 Tauremornalómë (TI)
 1 Thranduil's Folk (LE)
 2 Twilight (LE)

DCCD – ELF-LORD

Elf-lord Character (4)

4 Thranduil [E] (FB)

Hero Character (4)

2 Mallorn-dweller (FB)

1 Wood-elf (FB)

Hero Resource (18)

2 Ancient Knowledge (FB)

1 Bow of the Galadhrim (AS)

1 Great Bow of Yew (FB)

2 Great-road (TW)

1 Hundreds of Butterflies (DM)

1 Longbottom Leaf (BA)

2 Marvels Told (TD)

3 Muster (TW)

1 Pass the Doors of Dol Guldur (DM)

1 Raft-elves (FB)

1 Risky Blow (TW)

2 Smoke Rings (DM)

Dual Resource (4)

2 Beasts of the Wood (WH)

1 Great Falcons of Mirkwood (NE)

1 Wild Hounds (WH)

Minion Resource (4)

1 Blackbole (LE)

1 Crept Along Cleverly (WH)

1 Diversion (LE)

1 Swift Strokes (LE)

Stage Resource (7)

1 Great Achievement (DF)

1 Legacy of Smiths (WH)

1 Lord of Wood and Beast (FB)

2 Lust for Treasure (DF)

1 Prince of Mirkwood (FB)

1 The King's Hunting (FB)

THRANDUIL

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Sideboard

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Dual Resource (2)

2 Bow of Yew (FB)

Hazard (9)

1 Earth Tremors (DM)

1 Elven Wards (FB)

1 Falathrim (FB)

1 He Is Lost to Us (FB)

1 Lost in Free-domains (LE)

1 Lure of Magic (NE)

1 Muster Disperses (LE)

1 Nameless Thing (DM)

1 Too Much to Ask (WR)

Hero Resource (16)

1 A Panoply of Wings (WH)

1 Aranrûth (FB)

1 Arrows Shorn of Ebony (TD)

1 Elf-path (TD)

1 Emerald of Doriath (TD)

1 Emerald of the Mariner (TD)

1 Great Bow of Lorien (FB)

1 Great-road (TW)

1 Horns, Horns, Horns (DM)

1 Longbottom Leaf (BA)

1 Many Turns and Doublings (TD)

1 Noldo Lantern (DM)

1 Rescue Prisoners (TW)

1 Star-glass (TW)

1 The Hunt (DM)

1 Wood-elves (TW)

Stage Resource (3)

1 Kheleglin (FB)

1 Legendary Hunt (FB)

1 Wardens of the Woodland Realm (FB)

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Sites

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Elf-lord Site (3)

- 1 Heart of the Halls (FB)
- 2 Thranduil's Halls (FB)

Fallen Site (1)

- 1 Lórien [F] (FB)

Hero Site (26)

- 1 Barak-shathur [H] (DF)
- 1 Buhr Widu [H] (TD)
- 1 Caras Amarth [H] (FB)
- 1 Caves of Ûlund [H] (TW)
- 1 Ceber Fanuin [H] (FB)
- 1 Celebannon [H] (FB)
- 1 Cor Angaladh [H] (FB)
- 1 Dancing Spire [H] (TW)
- 1 Dead Marshes [H] (TW)
- 1 Dol Guldur [H] (TW)
- 1 Gold Hill [H] (TD)
- 1 Gondmaeglom [H] (TD)
- 1 Irerock [H] (TW)
- 1 Iron Hill Dwarf-hold [H] (TW)
- 1 Long Marshes [H] (DF)
- 1 Long Peak [H] (GW)
- 1 Mount Gundabad [H] (TW)
- 1 Mountains of Mirkwood [H] (NE)
- 1 Nurunkhizdín [H] (DF)
- 1 Ovir Hollow [H] (TD)
- 1 Rhosgobel [H] (TW)
- 1 Sarn Goriwing [H] (TW)
- 1 The Lonely Mountain [H] (TW)
- 1 The Sulfur-deeps [H] (DM)
- 1 The Wind Throne [H] (TW)
- 1 Woodmen-town [H] (TW)

Minion Site (3)

- 1 Caras Amarth [M] (FB)
- 1 Cor Angaladh [M] (FB)
- 1 Mountains of Mirkwood [M] (NE)



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