

DCCD – FALLEN-WIZARD – SARUMAN – SEEK FOR THE NINE

"His knowledge is deep, but his pride has grown with it, and he takes ill any meddling. The lore of the Elven-Rings, great and small, is his province. He has long studied it, seeking the lost secrets of their making." --LotRII

"It was by the devices of Saruman that we drove The Necromancer from Dol Guldur. It might be that he had found some weapons that would drive back the Nine...but it is clear now that even at the Council his feet were already on a crooked path. He knew that the Ring was not lost forever, but wished us to think so; for he began to lust for it for himself."

--LotRII

Saruman and Sauron were both servants of Aulë, The Smith, before the creation of Arda. Whether from being kindred spirits, or rather contesting powers, Saruman has always looked to Sauron in envy, and sought to equal the Dark Lord's knowledge of powerful artifacts. At first his aim was to understand the designs of Sauron, and to thwart them if he could. But in the back of his mind was also the desire to create order out of chaos, and to bend to his will all that would go against it. To this end, Saruman even forged his own ring, augmenting the powers of his voice, so he could sway the minds of lesser folk. The Istari are not permitted by the Valar to seek dominion. But what would Saruman not give to obtain a Ring of Power, and to set a thrall on his throne, much like Sauron has done with The Nine! Thus, he gathers ambitious men from all over Middle-earth, encountered on his travels in the East, and sets out on a dangerous quest: to steal a Ring for Mortal Men.

Starting company: Psousèn (*Thrall of the Voice*), Kavâtha (*Black Arrow*),

Jehn Remak (*Backpack*), Layos, Hord

Starting events: *He Walks Here and There*, *Many-coloured Robes*,
Rumours of Rings

Starting site: Isengard

DC-level: ** DC Graduate (dc intensity 33%, non-FF/NE 22%)

1. The object is to play a *Ring for Mortal Men* (via *Rumours of Rings*). This is no easy feat. You must enter Barad-dûr with a character bearing a gold ring (to lure Sauron out), and face a strike at 20 prowess. Failing this strike the character is eliminated. So either you sacrifice a smaller character, or buff up a bigger one. Ideally you have Psousèn taking the strike, bearing *Glamdring/ Magic Ring of Courage*, play *Wizard's Flame*, use a *Swift Strokes*, and tap *Black Arrow* or characters in support. Then you might live.
2. Saruman is the master of spells and sorcery. Tap him to bring cards into the discard pile to start recycling: *First of the Order*, *Ringlore*, *Lordly Presence*, *Wizard's Flame*, and *Wizard's Test*. You can grab these using the *Robes*, or Saruman himself.
3. Try to keep Saruman untapped until end-of-turn phase, or untap him (*And Forth He Hastened/ Hundreds of Butterflies/ avatar copy*), to get spells back. Be careful not to recycle too much, or your deck will slow down considerably.
4. Your initial company goes searching for gold rings in the Anduin Vales area (Gladden Fields, Bandit Lair). With *He Walks Here and There* Saruman can easily join them. Get *Wizard's Test* to hand and test for a *Ring of Courage*. Get *Ringlore* if you crave a Dwarven Ring (or got nothing else to do). Remember, ring tests for Fallen-Wizards are modified by -1.



5. Gradually make your way to Mordor. Gold rings can be played at Tol Buruth and Temple of Lokuthor. Play Information at Strayhold and combine it with a *Mighty Steed*. Likewise for the *Rivermen* faction at Mathlaburg, *Glamdring* at Raider-hold, or healing at Joghul's Shrine. For faster movement to/from Barad-dûr, there's *Ash Mountains* in sideboard.
6. Quickly sideboard *Mischief in a Mean Way* to set up a Haven in Horse Plains -best at Easterling Camp so you can play *Wain-easterlings* (sideboard) later without troubles. From there you can make the trip to Barad-dûr. Be sure to keep 1 gold ring untested, and keep fishing for a spell!
7. **Final tips:**
 - Place Ulrac in sideboard after the Draft (DC rule allows this). You can only play him once you have a *Ring for Mortal Men* and *Seek for the Nine* (sideboard) in play.
 - Use *Backpack* to get *Lost Tome* and make Psousèn a *Wizard's Pupil*. Get *Healing Herbs* or *Star-glass* only if more convenient. *Lost Tome* is otherwise useful travelling to the Temple of Lokuthor, and for *Lore of the Rings*, which allows Saruman to use the full potential of a Dwarven ring. Thélor's Ring might help you get minor items back to hand.
 - With a *Ring for Mortal Men* in play, you can become a *King of Mighty Words* and control some *Slaves to the Ring* (both sideboard).
 - Bearers of stature cards have their corruption checks modified by adding half their mind stat (round up), so do not be alarmed by the amount of corruption the ring and stature card give.
 - Kavatha and Jehn are both comfortable in the saddle: preferably play horse allies on them.
 - As per UEP, *Many Coloured Robes* taps, not Saruman!
 - Hazards are grab-bag creatures with a light Nazgûl/ Agent theme. *Doors of Night* is 1x in deck and only needed for *The Nazgûl are Abroad*. If *Doors* is more dangerous than useful to you, don't play it.

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Pool

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Dual Character (2)

1 Hord (SL)

1 Jehn Remak (SL)

Hero Character (6)

1 Bahadur (BO)

1 Ceorl (TI)

1 Kâvatha (BO)

1 Peath (TW)

1 Psousèn the Valorous (BO)

1 Wídfara (TI)

Minion Character (2)

1 Layos (LE)

1 Ulrac (GP)

Hero Resource (2)

1 Backpack (RS)

1 Black Arrow (PR)

1 Rumours of Rings (BA)

Stage Resource (3)

1 He Walks Here and There (TI)

1 Many-coloured Robes (WH)

1 Thrall of the Voice (WH)



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Deck

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Hazard (32)

- 1 Adûnaphel (TW)
- 2 An Unexpected Outpost (DM)
- 2 Black Crows (FB)
- 1 Chance of Being Lost (DM)
- 1 Doors of Night (LE)
- 2 Ent in Search of the Entwives (LE)
- 1 Fell Beast (TW)
- 1 Foolish Words (TD)
- 1 Great Northern Bear (GW)
- 1 Hoarmûrath of Dír (TW)
- 1 Lure of the Senses (LE)
- 2 Marsh-drake (TD)
- 1 Men of the Wood (NE)
- 2 Mensharag (TI)
- 1 Nobody's Friend (DM)
- 2 Old Man Willow (TW)
- 1 Out of Practice (DF)
- 1 Rain-drake (TD)
- 2 Slayer (LE)
- 1 Slipped out Quietly (NE)
- 1 Snow in the Mountains (NW)
- 1 The Nazgûl are Abroad (TW)
- 1 Twilight (LE)
- 2 Withstand the Nine (NE)

Fallen-wizard Character (4)

- 4 Saruman [F] (WH)

Grey Agent Character (1)

- 1 Goblin-basher (DF)

Minion Character (4)

- 1 Dâsakûn (DM)
- 2 Swarthy Sneering Fellow (NE)
- 1 Ullis (NE)

Dual Resource (4)

- 2 Mighty Steed (TI)
- 1 Rings of Power (NE)
- 1 Rivermen of the Anduin Vales (NE)

Hero Resource (18)

- 2 A Chance Meeting (TW)
- 1 And Forth He Hastened (TD)
- 2 Beautiful Gold Ring (TW)
- 1 Concealment (TW)
- 1 Dark Quarrels (TW)
- 1 Erû's Gift (NM)
- 2 Fair Gold Ring (TW)
- 1 Glamdring (TW)
- 1 Hundreds of Butterflies (DM)
- 1 Marvels Told (TD)
- 2 Smoke Rings (DM)
- 1 The Wind Is Turning (WR)
- 1 Wizard's Pupil (WR)
- 1 Wizard's Resolve (RS)

Minion Resource (5)

- 2 Swift Strokes (LE)
- 1 Voices of Malice (LE)
- 2 Weigh All Things to a Nicety (LE)

Stage Resource (6)

- 1 Gatherer of Loyalties (WH)
- 1 Great Patron (WH)
- 1 Lore of the Rings (NM)
- 1 Precisely on Time (TI)
- 1 The Forge-master (WH)
- 1 Wizard's Myrmidon (WH)



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Sideboard

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Hazard (7)

- 1 Covetous Thoughts (LE)
- 1 Lure of Magic (NE)
- 1 Many Burdens (NS)
- 1 Muster Disperses (LE)
- 1 Nameless Thing (DM)
- 1 The Ring's Betrayal (TW)
- 1 Too Much to Ask (WR)

Dual Resource (2)

- 1 King of Mighty Words (NM)
- 1 Slaves to the Ring (NM)

Hero Resource (17)

- 1 Ash Mountains (TW)
- 1 Dwarven Ring of Thélor's Tribe [H] (LE)
- 1 First of the Order (DM)
- 1 Healing Herbs (TW)
- 1 Lesser Ring (TW)
- 1 Longbottom Leaf (BA)
- 1 Lordly Presence (TW)
- 1 Lost Tome (DM)
- 1 Magic Ring of Courage (TW)
- 1 Magic Ring of Nature (TW)
- 1 Noble Steed (WH)
- 1 Ring for Mortal Men [H] (NM)
- 1 Ringlore (TW)
- 1 Star-glass (TW)
- 1 Wain-easterlings [H] (AS)
- 1 Wizard's Flame (TW)
- 1 Wizard's Test (TW)

Minion Resource (2)

- 1 The Tormented Earth (AS)
- 1 Wisdom to Wield (LE)

Stage Resource (2)

- 1 Mischief in a Mean Way (WH)
- 1 Seek for the Nine (NM)

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Sites

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Fallen-wizard Site (2)

- 2 Isengard [F] (WH)

Hero Site (29)

- 1 Amon Hen [H] (TW)
- 1 Amon Lhaw [H] (TI)
- 1 Bandit Lair [H] (TW)
- 1 Barad-dûr [H] (TW)
- 1 Buhr Widu [H] (TD)
- 1 Caras Amarth [H] (FB)
- 1 Cor Angaladh [H] (FB)
- 1 Dol Guldur [H] (TW)
- 1 Dunharrow [H] (TW)
- 1 Easterling Camp [H] (TW)
- 1 Gaurblog Lug [H] (DF)
- 1 Gladden Fields [H] (TW)
- 1 Glittering Caves [H] (TW)
- 1 Goblin-gate [H] (TW)
- 1 Gyogorasag Sanctuary [H] (GW)
- 1 Iorag Camp [H] (GP)
- 1 Joghul's Shrine [H] (GP)
- 1 Mathlaburg [H] (NE)
- 1 Raider-hold [H] (AS)
- 1 Rhosgobel [H] (TW)
- 1 Sarn Goriwing [H] (TW)
- 1 Strayhold [H] (NE)
- 1 Temple of Kondri Odchi [H] (GP)
- 1 Temple of Lokuthor [H] (NE)
- 1 The Carrock [H] (DF)
- 1 The Sulfur-deeps [H] (DM)
- 1 The Under-courts [H] (DM)
- 1 Tol Buruth [H] (GP)
- 1 Wain-Easterling Camp [H] (GP)

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