

## DCCD – ELROND – GUARDIANS OF ARNOR

In Elrond Half-elven flows the blood of Middle-earth itself: Son of Eärendil and Elwing, descended from Beren and Lúthien, Turgon and Idril, kin to the houses of Bëor, Hador and Haleth, part Noldo, Vanya, and Sindar, he is the uncrowned Elf-king of the realms in exile.

His brother Elros chose a mortal life, and thus the line of Númenor was founded. Since the fall of the Northern Kingdom in the Third Age, Elrond has ever welcomed the Dúnedain at Rivendell, as his distant relatives and as promise of hope for better days. Now one has come who can indeed restore Arnor: Aragorn, the Elf-stone, 39<sup>th</sup> in line from Isildur, Elendil's heir. But before any may claim such kingship, he must regain the heirlooms of the Kingdom. The sons of Elrond gladly ride out with the Dúnedain rangers, looking for clues as to where these items might be found. Perhaps the Lossoth know more about the lost palantíri...

**Starting company:** Beretar (*Thrall of the Voice, Elf-stone*), Elladan,

Elrohir (*Miruvor*), Mallorn-dweller (*Bow of Yew*), Arwen

**Starting stage:** *Ring of Air, Thrall of the Voice*

**Starting site:** Rivendell

**DC-level:** \* DC Graduate (DC intensity 34%)



1. Your rangers will go in search of Dúnedain heirlooms (*Palantír of Annúminas, Bow of Dragon-horn, Narsil*), consulting factions (*Rangers of the North, Lossoth*) for info. They ride from Rivendell on speedy errands (*Great-road*), to gather *Knowledge of the Enemy* and bring home their *Precious Burden*: use this card to get *Fosterhome* into play quickly (drink *Miruvor* to stay alive).
2. Elrond can join the rangers, helping out with *Vilya*. But leaving him in Rivendell a few turns is also good, to use *Vilya* for recycling resources, and to increase your hand size.
3. Tap Elrond to bring *Vilya*, spells, and *Legacy of Smiths* from your sideboard into the discard pile. *Ring of Air* gets *Vilya* to hand, and *Vilya* can recycle other resources. Elrond might tap another time to get more resources, particularly stage cards.
4. Use *Possessions of the High-elves* to play additional *Miruvor*, a *Jewel of Beleriand*, or another *Elf-stone*. Let Arwen or a Handmaid stay behind to keep *Possessions* and the *Hall of Fire* in play.
5. The challenge is to become *The Elf-king* (sideboard). A king must have a crown, even if it is an *Iron Crown*! Elrond will need support from a few Handmaids to withstand corruption, however. If this challenge is too much, then focus on *Reconstructing the Towers* (also sideboard).
6. The hazard portion consists of nasty Drakes and cards to make them wider playable. Use *Flooded to the Surface* to create *Cave-drake* automatic-attacks at surface sites (e.g. at Mount Gundabad).
7. **Final tips:**
  - By DC rule, unused cards from Pool may go to the play deck or sideboard after the Draft. Place the Dúnedain (Faramir, Damrod, Halbarad) in sideboard; they are back-up characters and require *Fosterhome* to come into play.
  - If you have *Fosterhome*, getting Strider from sideboard is profitable - Arwen can control him with *Choose a Mortal Life* or *Narsil -*, but this requires also *Long-time Visitor*. Get *Align Palantír* from sideboard to use the *Palantír of Annúminas*. Get *Power against the Enemy* if you fear an attack by minions; if Glorfindel is *Captain of the House*, he can recycle it.

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Pool

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## # Hero Character (10)

- 1 Arwen (TW)
- 1 Beretar (TW)
- 1 Damrod (TW)
- 1 Elladan (TW)
- 1 Elrohir (TW)
- 1 Faramir (TW)
- 1 Gildor Inglorion (TW)
- 1 Glorfindel II (TW)
- 1 Halbarad (TW)
- 1 Mallorn-dweller (FB)

## # Dual Resource (1)

- 1 Bow of Yew (FB)

## # Hero Resource (2)

- 1 Elf-stone (TW)
- 1 Miruvor (TW)

## # Stage Resource (2)

- 1 Ring of Air (FB)
- 1 Thrall of the Voice (WH)



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Deck

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## # Hazard (35)

- 2 An Unexpected Outpost (DM)
- 2 Black Crows (FB)
- 2 Cave Worm (TD)
- 3 Cave-drake (TW)
- 1 Crossing the Border (DF)
- 1 Elves upon Errantry (LE)
- 1 Evil Entered Secretly (NE)
- 2 Flooded to the Surface (DF)
- 1 From the Pits of Angband (TD)
- 1 Lord of the Woods (FB)
- 2 Marsh-drake (TD)
- 1 Out of Practice (DF)
- 2 Rain-drake (TD)
- 2 Shut Yer Mouth (LE)
- 2 Summons from Long Sleep (AS)
- 2 Terror from the Deeps (DF)
- 1 Tidings of Bold Spies (LE)
- 1 Tidings of Doubt and Danger (LE)
- 1 True Fire-drake (TD)
- 1 Twilight (LE)
- 1 Winged Fire-drake (TD)
- 1 Witch-king of Angmar (TW)
- 1 Wound of Long Burden (DM)
- 1 Wyrmsiege (DF)

## # Elf-lord Character (4)

- 4 Elrond [E] (FB)

## # Hero Character (5)

- 1 Ascarnil (FB)
- 2 Elven Handmaid (FB)
- 1 Emissary of the House (FB)
- 1 Erester (FB)

## # Minion Character (1)

- 1 Jûoma (DM)

**# Hero Resource (26)**

- 1 Bow of Dragon-horn (TD)
- 3 Choose a Mortal Life (FB)
- 1 Dark Quarrels (TW)
- 1 Elves of the House (FB)
- 3 Great-road (TW)
- 2 Hall of Fire (DM)
- 2 Knowledge of the Enemy (DM)
- 1 Lossoth (TW)
- 1 Many Turns and Doublings (TD)
- 2 Marvels Told (TD)
- 2 Noble Hound (DM)
- 1 Narsil (TW)
- 1 Palantír of Annúminas [H] (TW)
- 1 Rangers of the North (TW)
- 1 Spirit of Celebrían (FB)
- 1 Sword of Gondolin (TW)
- 1 The Iron Crown [H] (P)
- 1 Trickery (TD)

**# Minion Resource (3)**

- 1 Crept Along Cleverly (WH)
- 2 Precious Burden (NE)

**# Dual Resource (2)**

- 2 Elf-friend (FB)

**# Stage Resource (4)**

- 1 Fosterhome of Royal Heirs (FB)
- 2 Possessions of the High-elves (FB)
- 1 Trusted Counsellor (FB)

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**Sideboard**

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**# Hazard (11)**

- 1 Awaken Defenders (LE)
- 1 Arthadan Rangers (LE)
- 1 Ash-drake (NE)
- 1 Covetous Thoughts (LE)
- 1 Doors of Night (LE)
- 1 Lost in Free-domains (TW)
- 1 Muster Disperses (LE)
- 1 Nameless Thing (DM)
- 1 Ring-chained (NM)
- 1 Sand-drake (TD)
- 1 Twilight (LE)

**# Hero Character (1)**

- 1 Strider (BA)

**# Hero Resource (14)**

- 1 Adamant Helmet (TD)
- 1 Align Palantír (TW)
- 1 Elf-stone (TW)
- 1 Elven Blade (FB)
- 1 Jewel of Beleriand (AS)
- 1 Longbottom Leaf (BA)
- 1 Miruvor (TW)
- 1 Power Against the Shadow (AS)
- 1 Reconstructed Towers (FB)
- 1 True Fána (TW)
- 1 Vilya (TW)
- 1 Withdrawn to Mordor (DM)
- 1 Wizard Uncloaked (TD)
- 1 Wizard's Flame (TW)

**# Stage Resource (4)**

- 1 Captain of the House (FB)
- 1 Legacy of Smiths (WH)
- 1 Long-time Visitor (FB)
- 1 The Elf-king (FB)

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## Sites

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## # Elf-lord Site (2)

2 Rivendell (FB)

## # Fallen Site (1)

1 Grey Havens [F] (FB)

## # Hero Site (20)

1 Amon Lind [H] (FB)

1 Barrow-downs [H] (TW)

1 Bree [H] (TW)

1 Cameth Brin [H] (TW)

1 Carn Dûm [H] (TW)

1 Ettenmoors [H] (TW)

1 Goblin-gate [H] (TW)

1 Lossadan Cairn [H] (TW)

1 Lossadan Camp [H] (TW)

1 Moria [H] (TW)

1 Mount Gram [H] (TW)

1 Mount Gundabad [H] (TW)

1 Mount Rerir [H] (FB)

1 Tharbad [H] (TD)

1 The Iron-deeps [H] (DM)

1 The Under-leas [H] (DM)

1 The Under-vaults [H] (DM)

1 The White Towers [H] (TW)

1 Weathertop [H] (TW)

1 Zarak Dûm [H] (TD)

