

The Ledger Under the Mountain

Thorin, King of Durin's Folk

THE COMPANY



ROLE

Visible burst

BRACKET

3

CLOSE

T7-8

LOAD

Medium

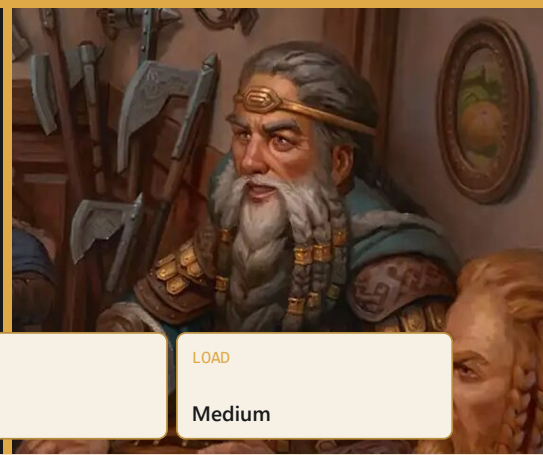


TABLE PROMISE. Comfortable middle-Bracket-3 Dwarves and Treasure with zero Game Changers and no deterministic loop; my multipliers are finite and visible, and the main close starts around turn seven.

FIVE-PLAYER HOME. Designed for the full five-deck table; at four players, keep every deck ready for the next game.

01 THE ROUTE

- 01 Register the company
Keep colored mana, one early rock or Dwarf, and a card-flow route.
- 02 Open the treasury
Cast Thorin when at least one arrival follows or protection is available.
- 03 Multiply one honest entry
Use Gandalf, Bifur, or Teleportation Circle for finite extra value.
- 04 Close the ledger
Spend the hoard on combat, an Equipment swing, or artifact damage.

02 OPENING HAND

KEEP

- Two to four lands with both colors or a rock that fixes the missing one.
- An early Dwarf or card engine plus something meaningful to cast after Thorin.
- Protection is excellent when the rest of the hand already advances the company.

SEND BACK. Colorless utility lands without reliable red and white mana.

03 COMMANDER REMINDER

Thorin, King of Durin's Folk

Whenever Thorin or another Dwarf you control enters, create a Treasure token.

Other Dwarves you control get +1/+0 for each artifact token you control.

PILOT FIT. Choose this when you like counting public resources, layering protection, and announcing one decisive charge.

LEAVES OPEN. Artifact pressure and graveyard exile can dismantle the hoard before it converts into damage.

04 INTERACTION

Cover different disasters. Boros Charm

Remove the opposing hinge. Generous Gift

Clean artifacts and graves. Duergar Hedge-Mage

Recover the fallen company. Hofri Ghostforge

05 VISIBLE CLOSES

Treasures become bodies. Thorin, King of Durin's Folk

Every artifact rings the forge. Ingenious Artillerist

One legendary charge. Kindred Charge

06 YOUR FOUR OPPONENTS

The Great Goblin

EVEN • PROTECT THROUGH ATTRITION

WATCH. Trashmaster and Rakdos Charm can erase the hoard while sacrifice damage bypasses combat protection.

ANSWER. Layer Clever Concealment or Boros Charm around the real conversion turn and use precise exile on the outlet or commander.

Thranduil, the Elvenking

SLIGHTLY BEHIND • LAYER THE SHIELDS

WATCH. Sultai answers are broader and Raise the Palisade can sidestep indestructible protection.

ANSWER. Use Soul-Guide Lantern or Abstergo on the borrowed ability package and conceal the company from the tpyal reset.

Beorn the Fierce

EVEN • BROADER ANSWERS, LARGER BEARS

WATCH. Beorn's mass artifact and enchantment interaction can make a full Treasure plan disappear before combat.

ANSWER. Use spot removal on the trample hinge, diversify cards beyond artifacts, and preserve protection for the final Bear turn.

Bilbo, Thief in the Night

EVEN • FORCE ONE ANSWER TOO MANY

WATCH. Bilbo can counter Thorin, bounce the attack, or Resculpt the artifact that converts the hoard.

ANSWER. Stagger the commander, multiplier, and closer across turns.

