

The Ledger Under the Mountain

Thorin, King of Durin's Folk

THE COMPANY



ROLE

Visible burst

BRACKET

3

CLOSE

T7-8

LOAD

Medium

01 PILOT 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 PILOT FIT

LIKES. 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.

03 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. Full company first; at four players, keep every deck ready for the next game.

04 REMEMBER

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.

05 MULLIGAN

- 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. Colorless utility lands without reliable red and white mana.





06 INTERACTION

- Cover different disasters
Key cards: Boros Charm, Clever Concealment.
- Remove the opposing hinge
Key cards: Generous Gift, Path to Exile.
- Clean artifacts and graves
Key cards: Duergar Hedge-Mage, Ori, Plate Stacker.

07 VISIBLE CLOSES

- Treasures become bodies
Key cards: Thorin, King of Durin's Folk, Thorin, Mountain-king.
- Every artifact rings the forge
Key cards: Ingenious Artillerist, Iron Hills Blacksmith.
- One legendary charge
Key cards: Kindred Charge, The Reaper Cleaver.

08 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.

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.

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 typical reset.

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.