



Challenge Deck C - Dwarven Quest US Letter - Deck Compendium

Characters

Starting Characters

- Dori
- Glóin
- Kili
- Óin (with Cram)
- Thorin II (with Cram)

Other Characters (8)

- 3x Pallando
- Balin
- Boromir II
- Celeborn
- Fili
- Gildor Inglorion

Hazards (30)

Creatures

- 3x Cave Worm
- 3x Giant Spiders
- 3x Lesser Spiders
- 2x Neeker-breekers
- 2x Wargs
- 3x Watcher in the Water

Events

- 3x Despair of the Heart
- 3x Full of Froth and Rage
- 2x River
- 2x Seized by Terror
- 2x Twilight
- 2 Wake of War

Resources (30)

MP Resources

- Book of Mazarbul

- Bow of Dragon-horn
- Durin's Axe
- Enruned Shield
- Gollum
- Hauberk of Bright Mail
- Iron Hill Dwarves
- Magical Harp
- Men of Dorwinion
- Quickbeam
- Wormsbane

Supporting Resources

- 2x A Friend or Three
- Bounty of the Hoard
- 3x Concealment
- 2x Fellowship
- Great-road
- Hundreds of Butterflies
- Lucky Search
- Marvels Told
- 2x Not at Home
- Risky Blow

- Smoke Rings
- Thrór's Map
- 2x The Dwarves Are Upon you!

Sites (15)

- Blue Mountain Dwarf-hold
- Buhr Widu
- Caves of Úlund
- Dead Marshes
- Goblin-gate
- Grey Havens
- Iron Hill Dwarf-hold
- Lórien
- Moria
- Ovir Hollow
- Rivendell
- Sarn Goriwing
- Shrel-Kain
- The Lonely Mountain
- Wellinghall

Sideboard (20)

Resources

- Blue Mountain Dwarves
- 2x Gates of Morning
- 2x Marvel's Told
- Not at Home
- 2x Promptings of Wisdom
- Saruman
- The Old Thrush

Hazards

- 2x Covetous Thoughts
- 2x Foolish Words
- 3x Ghosts
- Lost in Free-domains
- Muster Disperses
- Twilight

Dwarven Quest

With the prompting of Pallando, Thorin II leads a company of Dwarves into the Dragon lairs and Shadow holds east of the Misty Mountains in a quest for their people. The Dwarves operate with 3 good mix of fighting enhancement and attack avoidance. The hazards are Animals and Wolves.

Starting Company (1) at Rivendell

- Thorin controls Kili and Dori. Glóin controls Óin. Thorin and Óin have the Crams.

Suggested Sites for Resources

Bow of Dragon-horn - Ovir Hollow or with Bounty of the Hoard
Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]
Durin's Axe - Sarn Goriwing or Buhr Widu
Enruned Shield - Caves of Úlund or The Lonely Mountain
Gollum - Goblin-gate
Hauberk of Bright Mail - Sarn Goriwing or Buhr Widu
Iron Hill Dwarves - Iron Hill Dwarf-hold
Magical Harp - Ovir Hollow or with Bounty of the Hoard
Men of Dorwinion - Shrel-Kain
Quickbeam - Wellinghall
Wormsbane - Dead Marshes, Caves of Úlund or The Lonely Mountain
Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold

Resource Play

This deck is loaded with items giving strong tactical advantages in play. Corruption is a natural danger when playing a large number of items, so take the time to play both Fellowships. In a deck using one large company, resources that allow multiple marshalling point sources to be played in one turn are needed for speed. This deck has three: Bounty of the Hoard, Lucky Search, and Thrór's Map. Take special care to use these to their full advantage. Thrór's Map is the most powerful of the bunch, so never discard it. Note that Lucky Search can only be played at Dead Marshes, Goblin-gate, Moria or Sarn Goriwing-not at a Dragon's Lair. This deck can fight creatures for marshalling points or cancel the overwhelming threats. After the first few risky turns, the Dwarven-company should be in a comfortable position when attacked.

Pallando

Pallando should move to Lórien and form a company there from the play deck. This company is responsible for playing the two allies and the Book of Mazarbul-if not played with the Dwarves on an early turn. Otherwise, Pallando should not move unless you can properly protect him with tactical

options from your hand. After playing Quickbeam, relocate Pallando's company to Rivendell. Tap Pallando to bring the Blue Mountain Dwarves into the play deck. His company should be in a convenient position to move to the Blue Mountain Dwarf-hold to store the Book of Mazarbul and play this faction.

Hazard Play

The hazards attempt to swarm an opponent with high frequency of play creatures. Do not underestimate the role of Neeker-breekers. The greatest threats are the spiders and Watchers in the Water enhanced with Full of Froth and Rage and Wake of War. The hazards also have a roadblock sub theme that fills out its blind spots in the dark areas against Ringwraith opponents.

Sideboard

The sideboarding for this deck is not as important as with other Challenge Decks. The most important play is bringing in the Blue Mountain Dwarves after playing the Book of Mazarbul. If you believe in your opponent has any sort of Dragon or Drake creatures, bring in The Old Thrush.

Strategy Resources

Dwarves, Dwarves, and more Dwarves. And thus items, items, and more items - four of them hoard items. The starting company is pretty typically Dwarvish - high prowess, low body, and corruption prone. Make good use of the Fellowships and A Friend or Three once you've got some of the items. There are only three hoard sites, so use Thrór's Map or Bounty of the Hoard to get two hoard items at one site if you can. Or maybe Lucky Search will get one for you - but be careful of that strike at the end! It's nice to have a Smoke Rings to use, especially since there are plenty of good cards in the sideboard - Not At Home and The Old Thrush could be very useful in this deck. This deck can produce a lot of MP quickly - calling the council early is a definite possibility. Again, watch Gollum - four other decks may want him, too.

Strategy Hazards

Neeker Breekers? When there could have been Wolves? Cave Worms instead of Cave Drakes? The spider/animal/wolves thing is a good idea, but it won't take much help for the opposing companies to start raking in kill points. This is great against minions - everyone will have to tap, at least - but if you play against Alatar, expect to discard a lot of creatures or give away the MP in droves. Use your hazards to slow down the opponent and try to call then Council quick. Despair of the Heart rather than Lures? Sheesh.