

# SEVEN FOR THE DWARF-LORDS

*A deck by Franck Stassin*

*Deck requirements : none.*

*Winning requirements : 4 Dwarven rings with different effects have been in possession of a Dwarf at the end of a turn and 2 Dwarven factions are in play at the end of the game.*

*Level : Medium*

## Character Pool :

*Starting Company :*

Thrain II + Cram  
Balin  
Kili  
Fili  
Bombur  
+ Rumours of Rings

*In deck :*

Bofur  
Bifur  
Thorin II  
Gloin  
Oin

*Wizards and Characters :*

Gandalf  
Gandalf  
Gandalf  
Dwalin  
Dori  
Nori  
Ori

## Resources (30) :

Precious Gold Ring  
Precious Gold Ring  
Precious Gold Ring  
Fair Gold Ring  
Fair Gold Ring  
Fair Gold Ring  
Beautiful Gold Ring  
Beautiful Gold Ring  
Beautiful Gold Ring  
Ringlore  
Blue Mountain Dwarves  
Thorough Search  
Thorough Search  
Thorough Search  
An Unexpected Party  
An Unexpected Party  
The Dwarves are upon You !  
The Dwarves are upon You !

## Hazards (30) :

Durin's Folk  
Durin's Folk  
Durin's Folk  
Orc-warband  
Orc-warband  
Ghouls  
Ghouls  
Ghouls  
Dunlendings Raiders  
Steward's Guard  
Corsairs of Umbar  
Corsairs of Umbar  
Mouth of Sauron  
Smaug at Home  
Dror  
Alone and Unadvised  
Alone and Unadvised  
Alone and Unadvised

The Dwarves are upon You !  
Concealment  
Concealment  
A Chance Meeting  
A Chance Meeting  
A Friend or Three  
Marvels Told  
Smoke Rings  
Smoke Rings  
Smoke Rings  
Longbottom Leaf  
Longbottom Leaf

Left Behind  
Left Behind  
Left Behind  
Pierced by Many Wounds  
Pierced by Many Wounds  
Pierced by Many Wounds  
Returned Beyond all Hope  
Revealed to all Watchers  
Chance of Being Lost  
An Unexpected Outpost  
An Unexpected Outpost  
An Unexpected Outpost

#### Sideboard Resources (17) :

Dwarven Ring of Durin's Tribe (untap)  
Dwarven Ring of Bavor's Tribe (greater)  
Dwarven Ring of Dwalin's Tribe (major)  
Dwarven Ring of Thrar's Tribe (minor)  
Ringlore  
Ringlore  
Look More Closely Later  
Petty-dwarves  
Free to Choose  
Free to Choose  
Forod  
Iron Hill Dwarves  
Withdrawn to Mordor  
Wizard's River Horses  
Wizard's Test  
Scroll of Isildur  
Goldberry

#### Sideboard Hazards (13) :

Ireful Flames  
Something Else at Work  
Seized by Terror  
Lost in Free-domains  
The Roving Eye  
Unhappy Blows  
Short Legs are Slow  
Bane of the Ithil-stone  
Diminish and Depart  
Spider of the Morlât  
Mordor in Arms  
Muster Disperses  
Twilight

#### Sites :

Blue Mountain Dwarf-hold => Blue Mountain Dwarves  
The Worthy Hills => Petty-dwarves, Ringlore  
Iron-hill Dwarf-hold => Iron-hill Dwarves  
Ost-in-edhil, Goblin-gate, Gladden Fields, Isengard, Isles of the Dead that Live => Gold Rings  
Weathertop, Dimrill Dale, Amon Hen, Stone-circle => Ringlore  
Carn Dûm, Moria, The Stones => Scroll of Isildur  
Old Forest => Goldberry

#### Deck description :

Starting characters are Dwarf sages and scouts.  
Starting company requires 14 GI.  
Give *Cram* to Thrain, which is the only ranger.  
If Thrain is bounced, play Thorin instead (having no ranger is counterbalanced by *Thorough Search*).

Wizard is naturally Gandalf, with his innate ability to test gold rings.  
Back-up Wizard is Pallando, because of his home site in Grey Havens (see later for *Forod* trick).

MP cards straight in deck are rings, rings, and rings (quick draw and defense against *Rolled Down to the Sea*).  
Only one *Ringlore* is straight in deck to reduce early draw : other ones are in the sideboard.  
Only *Blue Mountain Dwarves* is straight in deck ; *Petty-Dwarves* must be indeed easily influenced by a ringbearer.

Companies don't only rely on brutal force (*An Unexpected Party* and *The Dwarves are upon You* !). Starting with scouts for *Thorough Search* allow indeed mix with *Concealment*.

Hazard part is very fun, but combo is needed to work. All creatures have 5 strikes and are easily playable. Creatures are less weak against small companies thanks to *Pierced by Many Wounds* (don't forget played for free !).

The combo need 3 cards to target a key (WR) character or item :

- the creature itself
- with *Left Behind* (note it is playable on a detainment attack too)
- and finally *Alone and Unadvised*

Thus key character faces alone multiple corruption checks !

#### Play Notes :

Two companies are needed, because Winning Requirements are long to gather (even if individually easy).

Starting company is the main company.

Build a second company with Gandalf and Thorin.

Add reinforcements thanks to *An Unexpected Party* and *A Chance Meeting*, with Gloin, Oin and other low-mind Dwarves.

Play rings at multiple ring sites.

Play several rings at the same ring site with *Thorough Search*.

Rings must be played on no-MP low-mind Dwarves before tested.

It doesn't indeed matter if one is corrupted, because in all cases maximum item MP is achieved with 3 Dwarven Rings.

Sideboard nonetheless *Free to Choose* to keep Dwarven Rings as long as possible.

Play *Ringlore* at multiple information sites.

Play several *Ringlores* at the same information site with *Look More Closely Later* or *Dwarven Ring of Durin's Tribe*.

Sideboard previously the *Ringlores* and *Look More Closely Later*.

The first Dwarven Ring to be placed with *Rumours of Rings* is thus the one of Durin's Tribe.

The 4th will be complicated to play due to time limit.

Save one *Smoke Rings* to recycle one *Ringlore*.

When not confident about drawing last *Ringlore*, sideboard *Wizard's Test* to play on a *Precious Gold Ring*.

Normally there's no time to play *Scroll of Isildur* : sideboard it only if opponent plays *Gollum's Fate* scenario to prevent him to play it.

With a Dwarven Ring (+4 prowess), any Dwarf can withstand the automatic-attack at The Worthy Hills to influence almost automatically *The Petty-dwarves* (+7 DI).

With *Blue Mountain Dwarves* influenced Winning Requirements are thus met.

If one of these factions is missed, sideboard *Forod* and *Iron Hill Dwarves*.

Starting in Grey Havens, take *Forod* highway to move in one turn to Iron Hill Dwarf-hold !

#### MP overview (expected / maximum) :

Characters : 10 / 12

Items : 18 / 37

Factions : 5 / 9

Allies : 0 / 1

Miscellaneous : 0 / 0

Kill : 2 / 4

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Total : 35 / 63