

01 BLACK / RED

Pressure / amass / grind

PICKS Crude Bent Blade; Desolation Prowler; Pinecone Strike; Gathering of Darkness.

PRESSURE Cheap bodies + removal + Equipment. Keep attacking; do not dilute this curve with seven-drops.

AMASS **Bothersome Noisemaker + Tidings of War** turns spell casts and flashback into Army growth. Keep threats outside the Army too.

GRIND Early defense + removal earn time for **Smaug, the Great Calamity**. Gathering recovers a creature and rebuilds an Army.

PAIR **Snowslope Hunter** cashes a small Army into a card to play; the next amass rebuilds it.

PULLS / LAND Rhovanion Rampager; Head of the Hunt; Smaug the Magnificent. **Goblin-town**.

03 BLACK / GREEN

Ferocious aggression / defensive midrange

PICKS Crude Bent Blade; Desolation Prowler; Nasty Little Rabbit; The Chief Warg; Quarrel.

FEROCIOUS **Duskwatch Hunter** puts its counter on itself for 4 power. **Nighthowl Pursuer / Wargling** must attack to trigger; Chief Warg rewards any attack.

MIDRANGE **Attercop / Ravening Warg + Quarrel** kills through deathtouch. **Mirkwood Nurturer** replays Blade; Gathering of Darkness recovers threats.

TIMING Pump **Desolation Prowler before combat** for Rabbit; Rabbit checks again on resolution.

EARLY RARES **Beorn** upgrades green creature decks; **Chief Warg's Company** rewards Wolves. See back.

LAND **Mirkwood**. Bear and Wolf packages can overlap.

05 BLUE / RED *

Blue value + red interaction

PICKS Pinecone Strike; Burn, Burn, Tree and Fern; Bilbo, Luckwearer; Long Lake Nuisance.

PLAN Take this lane when blue value and red interaction arrive together. Cheap removal buys time for draw engines and flyers.

SPELLS **Bothersome Noisemaker + Plunder / Tidings of War** grows an Army from spells; flashback triggers another cast. Apothecary rewards extra draws.

HEAVY **Smaug, the Great Calamity** fits a slower, removal-rich build. Survive the early turns before collecting expensive finishers.

PULLS **Smaug the Magnificent**; **Great Gilded Boat**; **Bilbo**, **Thief in the Night**.

LAND No UR dual. **Hobbit Hole** fixes either color; **Thrór's Map** fixes and supports extra draws.

02 WHITE / BLUE

Draw-growth / go wide

PICKS Lakeshore Apothecary; Bard the Bowman; The Mountain-king's Return; Master's Councillors; Magnificent End.

DRAW-GROWTH Apothecary + **Patient Instructor / Long Lake Nuisance / Plunder the Trollshaws**. Count payoffs, extra draws and early bodies separately.

WIDE Recruit bodies + **Dwarven Provisioner** give a team-pump finish. Discarding a land to recruit produces no token.

PAIR Discard **Plunder** to recruit, then flash it back. **Eagle's Rescue** returns from the graveyard onto a fresh 1-power token for 4 mana.

FINISH Nuisance / Rescue in the air; repeated Councillors mill. **Bard's Company**; **Great Gilded Boat**.

LAND **Lake-town**. Hobbit Hole with a useful Bilbo target.

04 WHITE / RED

Go wide / Equipment

PICKS Iron Hills Blacksmith; The Mountain-king's Return; Pinecone Strike; Burn, Burn, Tree and Fern.

WIDE Dwarf bodies + **Dwarven Provisioner / Fili the Pathfinder** reward a large board.

EQUIPMENT **Blacksmith / Dwarven Shortsword** supply both body and gear. Raise **Mattock** with enough Dwarves; avoid too many four-drops.

PAIR **Mattock** attaches free on entry to a Dwarf. **Vow to Erebor / Iron Hills Stalwart** move Equipment; equipping **Mattock to Dwarven Mauler** costs 1.

STORIED DORI, BEARER OF FRIENDS supplies a legend and Treasure. Kíli rewards Dwarves/Equipment; see back.

PULLS / LAND Dáin's Company. **Iron Hills**; **The Lonely Mountain**.

06 WHITE / BLACK *

White bodies + black efficiency

PICKS Crude Bent Blade; Stone by Sunlight; The Mountain-king's Return; Celebrate the Mountain-king.

PLAN A conditional curve-and-value deck: white bodies support black's efficient removal. Enter for strong cards and a functioning curve.

PAIR **Patient Instructor** is castable with white alone. Its recruit token fuels **Stir Up Trouble**; Blade makes a spare body an attacker.

RECUR **Return + Stony-Voiced Goblins**: discard Goblins to recruit; chapter II returns it and makes the opponent discard.

PULLS An Unexpected Party; Rhovanion Rampager; Head of the Hunt.

LAND No WB dual. **Hobbit Hole**; protect BB costs.

LAND PICKS

~ = average pick taken, not a deadline or wheel promise. * = sparse pair data.

The Lonely Mountain	~3	Red mana; repeat Dwarves. Equipment lowers the cost.
Elven Passage	~6	Any basic; behold an Elf to untap it. Landfall support.
Hobbit Hole	~8	Any basic tapped; or pay 4 to cycle for a Halfling.
Goblin-town	~9	BR fixing; counter ability targets a Goblin/Orc.
Mirkwood	~9	BG fixing; counter ability targets a Bear/Spider/Wolf.
Iron Hills	~10	WR fixing; counter ability targets a Dwarf.
Lake-town	~10	WU fixing; counter ability targets a Human.
Elvenking's Halls	~10	UG fixing; counter ability targets an Elf.

Common duals: enter tapped; 4 mana, tap + sacrifice for two counters on the listed type, sorcery speed.

07 RED / GREEN *

Efficient threats + red removal

PICKS Pinecone Strike; Burn, Burn, Tree and Fern; Mirkwood Pathmaker; Quarrel.

PLAN An opportunistic lane: early threats, red removal and real card advantage. Generic expensive green creatures are not a plan.

PAIR **Duskwatch Hunter** needs only green mana and enables **Rabbit / Wargling**. **Attercop + Quarrel** supplies deathtouch removal.

PULLS Beorn the Fierce; Smaug the Magnificent; Dancing from Dark to Dawn. Keep enough early plays to reach them.

LAND No RG dual. **Hobbit Hole / Elven Passage**.

08 BLUE / BLACK

Draw-two control + Blade reuse

PICKS Crude Bent Blade; Plunder the Trollshaws; Master's Councillors; Gollum, Silent Slinker.

SIGNAL After a black start, blue draw-two commons around picks 5-8 can indicate this lane. Keep actual turn-two plays.

ENGINE **Apothecary / Councillors + Instructor / Nuisance / Plunder**. Recruit bodies fuel Stir Up Trouble or carry Blade.

PAIR **Mirkwood Nurturer** replays Blade. **Enchanted River's Grasp** leaves most bodies as edict fodder, but removes the counters that sustain a normal Army.

PULLS / LAND Bilbo, Thief in the Night; Great Gilded Boat; Head of the Hunt. No UB dual; **Hobbit Hole** for splashes.

09 BLUE / GREEN

Landfall or Elf ramp - choose a plan

PICKS Mirkwood Pathmaker; Quarrel; Wood Elves. Choose the engine your payoffs support.

LANDFALL **Elven Raft-Steerer / Thranduil's Company** reward land entries. Play then sacrifice **Hole / Passage** for two entries; **Reveler** needs a land to discard.

ELF RAMP Multiple **Woodland Weavemasters + Elf spells**. Their mana cannot cast Quarrel, Beorn or Dancing. One accelerator does not justify forcing Elves.

PRIORITY Early defense first. **Beorn's Hospitality** is a conditional slow-game payoff; do not take it as a default early pull.

LAND **Elvenking's Halls; Hole / Passage**. Wood Elves finds only a Forest.

10 WHITE / GREEN *

Exceptional-pool fallback

PICKS The Mountain-king's Return; Celebrate the Mountain-king; Mirkwood Pathmaker; Quarrel.

PLAN An exceptional-pool fallback. Recent human guides do not establish a reliable WG recipe. Keep early creatures, removal and a finisher.

PAIR **Patient Instructor** and **Duskwatch Hunter** are both castable here. **Attercop + Quarrel** works; avoid expensive filler just to stay WG.

PULLS An Unexpected Party; Beorn the Fierce; The Eagles Are Coming! These can finish a deck without defining a WG engine.

LAND No WG dual. **Hobbit Hole** fixes either color.

EARLY PICKS THAT CHANGE YOUR PLAN

Raise the supporting cards below. Keep the second color open until the table supplies it.

BEORN THE FIERCE

Aim: a green base with cheap bodies; BG if black is open. Raise **Little Bear / Ordinary Bear / Large Bear** over comparable filler, but keep your two-drops. Beorn + one other Bear + another creature can draw two at the first combat. Converted Wolves stay Wolves. **Warg Tactics** protects against targeted removal; spare bodies help against Blade. No natural Bear costs two; do not clog the curve chasing the type.

CHIEF WARG'S COMPANY

Aim: useful Wolves, not merely four-power creatures. Raise **Ravaging Warg / Prowler / Wargling / Duskwatch Hunter**. Turn-two Wolf + turn-three Company lets the upkeep token unlock attacks on turn four. Without another Wolf, wait two upkeeps. Company still blocks, makes tokens and enables ferocious while unable to attack.

DANCING FROM DARK TO DAWN

Aim: land entries + creature spells. **Hole / Passage** can make two Bears; **Wood Elves** supplies both a creature cast and another land. Keep early defense and existing creatures to receive counters. Token entries do not trigger the creature-cast ability; Weavemaster cannot cast this enchantment.

APOTHECARY / MASTER'S COUNCILLORS

Aim: repeat extra draws. Raise **Instructor / Nuisance / Plunder** once you have payoffs; prioritize early bodies when the engine lacks a board. Multiple Councillors add a mill finish. WU is natural; black interaction can support UB. Do not collect only one half of the engine.

FÍLI THE PATHFINDER / KÍLI THE RESOURCEFUL

Fíli: raise playable **nontoken Dwarves**; they make extra 2/2s. **Kíli:** raise **Blacksmith / Mattock**; Another Dwarf or Equipment entering draws once per turn. Shortsword supports Kíli, but its token does not trigger Fíli. Keep a storied enabler; Kíli then makes your first equip activation each turn free. WR is natural, but keep the second color open.

THRANDUIL'S COMPANY

Aim: repeat landfall for two counters and vigilance. Raise **Hole / Passage / Wood Elves / Silvan Reveler**. Another Elf unlocks an extra land play; lands in hand still matter. Weavemaster can cast this Elf, but needs a larger Elf package. You do not need an all-Elf deck.

AN UNEXPECTED PARTY

Aim: a wide board in white. Its enchantment can name **Human** for recruits; it need not name Dwarf. Take open-blue draw/recruit cards over replaceable WR filler. Its Adventure makes Dwarves, but opening Party does not lock your second color.

BOTHERSOME NOISEMAKER

Aim: noncreature casts that still build your board. Raise **Tidings of War** and cheap interaction; add **Plunder in UR**. Flashback triggers again. Keep separate creatures so one removal spell cannot erase an oversized Army and your whole offense.