

THE DAUGHTERS OF VAIYA

A deck by Dominique Bergeret

Deck Requirements : *No Wizard may be played. Only the following characters may be played : Annalena, Arinmir, Arwen, Eowyn, Galadriel, Galva, Ioreth, Peath, Vôteli, Vygavril. Only the following items may be played : Elf-stone, Emerald of Doriath, Emerald of the Mariner, Gems of Arda, Jewel of Beleriand, Necklace of Girion, Necklace of Silver and Pearls, Noldo Lantern, Phial of Galadriel, Star-glass, Torque of Hues.*

Winning Requirements : *5 characters are in play and each of them possesses an item. Nenseldë the Wingild, Mistress Lobelia or Goldberry is in play.*

Starting Company :

Galadriel with Elf-stone

Ioreth

Peath with Star-glass

Annalena

Arwen

Other characters :

Arinmir

Vygavril

Eowyn

Galva

Vôteli

Wizards :

none

Resources :

Await the Advent of Allies * 2

Beornings

Concealment * 3

Cup of Farewell

Dark Quarrels * 2

Dreams of Lore * 2

Dunlendings

Forewarned is Forearmed

Goldberry

Jewel of Beleriand

Longbottom Leaf * 2

Lordly Presence

Marvels Told

Men of Dorwinion

Nenselde the Wingild

No Strangers at this Time

Old Road * 2

Phial of Galadriel

Riders of Rohan

Saw Further and Deeper

Southrons

Tempering Friendship

Torque of Hues

Hazards :

Pûkel-men * 2
Corpse-candle
Cave Worm
Cave-drake * 2
Slayer
Ren the Unclean
Saruman the Wise
Ambusher * 2
Thief
An Unexpected Outpost * 2
Corsairs of Umbar
Lure of the Senses
Alone and Unadvised
Despair of the Heart
Dragon-sickness
The Balance of Things
Foolish Words * 2
Traitor
Greed
Lure of Expedience
Longing for the West
Lure of Nature * 2
Twilight * 2

Sideboard :

Elf-song
Elf-stone
Emerald of the Mariner
Ents of Fangorn
Far-sight
Horns, Horns, Horns
Jewel of Beleriand
Lossoth
Marvels Told
Mistress Lobelia
Necklace of Girion
Star-glass * 2
Tempering Friendship
Trickery

Agburanar Ahunt
Bane of the Ithil-stone
Durin's Bane
Itangast Ahunt
Muster Disperses * 2
Rolled Down to the Sea
Short Legs Are Slow
Shut Yer Mouth
The Burden of Time
The Ring Will Have But One Master
The Roving Eye
The Way is Shut * 2
Thief

Sites :

Lorien * 2
Rivendell * 2
Edhellond
Grey Havens
Amon Hen
Bandit Lair
Barrow-downs
Beorn's House
Bree
Dead Marshes

Dimrill Dale
Dol Amroth
Dunnish Clan-hold
Edoras
Framsburg
Hermit's Hill
Lossadan Camp
Old Forest
Ovir Hollow
Shrel-Kain
Southron Oasis
Tharbad
The Lonely Mountain
The Wind Throne
Weathertop
Wellinghall

Sites :

Phial of Galadriel => Lorien, Rivendell
Torque of Hues => Barrow-downs, The Wind Throne, Dead Marshes
Necklace of Girion => The Lonely Mountain
Jewel of Beleriand => Framsburg
Dreams of Lore => Dimrill Dale, Weathertop
Far-sight (sideboard) => Amon Hen
Nenselde the Wingild => Dol Amroth
Goldberry => Old Forest
Beornings => Beorn's House
Dunlendings => Dunnish Clan-hold
Riders of Rohan => Edoras
Men of Dorwinion => Shrel-Kain
Southrons => Southron Oasis
No Strangers at this Time => free-hold or border-hold (with a faction)

Lossoth (sideboard) => Lossadan Camp
Star-glass, Elf-stone (sideboard) => Tharbad, Hermit's Hill, Bandit Lair
Mistress Lobelia (sideboard) => Bree
Emerald of the Mariner (sideboard) => Ovir Hollow
Ents of Fangorn (sideboard) => Wellinghall

Play Notes :

This scenario is not very difficult to succeed, but the main problem is to have enough marshalling points to win the game. Moreover, the characters are not very powerful, so you have to be very careful when you move your companies.

Your first MP source is the factions. Peath can rally the *Dunlendings*. Move to Lorien, where you can play *Old Road* and try to gather the *Riders of Rohan* or the *Beornings*, with the help of *Tempering Friendship* or *Lordly Presence* (notice that you can also play a minor item if you succeed). You have 2 *Await the Advent of Allies* to pop up *Galva* and *Vygavril* at their home site, where they can wait for their faction (*Men of Dorwinion*, *Southrons*). Vôteli can stay also at *Lossadan Camp* for the *Lossoth* (in the sideboard). If available, play *No Strangers at this Time*.

You have no Wizard, so use your 2 *Longbottom Leaf* wisely to bring useful resources to your deck. You have *Saw Further and Deeper* to help you for General Influence.

Goldberry is not difficult to play and she will protect you when travelling in the wilderness. *Arinmir* appears in *Edhellond*, and must go to *Dol Amroth* for *Nenselde the Wingild* (then, go back to *Edhellond*).

If she is at an Haven, you can tap *Galadriel* to replace a *Star-glass* with *Phial of Galadriel*. *Ioreth* can sit at *Rivendell* to play *Marvels Told* or, thanks to *Cup of Farewell*, bring a minor item from your sideboard to your hand. *Torque of Hues* is an important item for you, as you need cancellers. Go for it to *Barrow-downs* or *The Dead Marshes*, as you can cancel the automatic-attack with *Star-glass* or *Phial of Galadriel*. Use *Far-sight* (in the sideboard) at *Amon Hen* if the *Torque* does not show up.

Framsburg is a good place to play *Jewel of Beleriand*. As you need 5 items, do not forget to play a minor item if you have another untapped character when you successfully play a resource. You can also play minor items at *Tharbad* or *Hermit's Hill*. At the end of the game, if you feel confident and have enough cancellers, you can try to go to *The Lonely Mountain* for the *Necklace of Girion* or to *Ovir Hollow* for *Emerald of the Mariner* (in the sideboard).

You have 3 sage characters, so why not go to *Dimrill Dale* or *Weathertop* for *Dreams of Lore* ?

Your hazards are mainly corruption (*Traitor* can be devastating) and anti-factions (*Foolish Words*, *Muster Disperses* in the sideboard).