



















D&D: Adventures in the Forgotten Realms draft-challenge

14 challenges for D&D: Adventures in the Forgotten Realms draft. Check off as you do them.
Good luck and have fun!

Archetypes

 - Venture Value (interact with dungeons)
 - Sneak attack (triggered ability upon dealing combat damage to a player)
 - Treasure matters
 - Pack tactics (advantage if you attack with creatures with a total power 6 or greater)
 - Life gain
 - Venture faster (interact with dungeons)
 - Roll a D20!
 - Death matters
 - Equip your heroes
 - Ramp into abilities

Combos

- Put Thieves' Tools  on Soulknife Spy  to make it unblockable
- Sacrifice opponents creature with Sepulcher Ghoul  by stealing it with Price of Loyalty 
- Equip Spare Dagger  on Green Dragon  to deal «deathtouch» damage to any creature
- Enchant a land with Find the Path  , untap it with Clever Conjuror  to make more mana

Best Archetypes in Forgotten Realms Draft

1. Blue-White: Dungeon
2. Green-White: Lifegain
3. Blue-Green: Ramp
4. Blue-Black: Sneaking Damage
5. Black-White: Dungeon
6. Red-White: Equipment
7. Blue-Red: Dice Rolling
8. Black-Green: Creatures Dying
9. Black-Red: Treasures
10. Red-Green: 6+ Attacking Power