THE LORD OF THE RINGS
THE CARD GAME

THE LAND OF SHADOW

"It's my doom, I think, to go to that Shadow yonder, so that a way will be found. But will good or evil show it to me? What hope we had was in speed. Delay plays into the Enemy's hands-and here I am: delayed. Is it the will of the Dark Tower that steers us? All my choices have proved ill. I should have left the Company long before, and come down from the North, east of the River and of the Emyn Muil, and so over the hard of Battle Plain to the passes of Mordor. "
    –Frodo*, The Two Towers*

Welcome to *The Lord of the Rings: The Land of Shadow* Saga Expansion for *The Lord of the Rings: The Card Game*! Unlike other *The Lord of the Rings: The Card Game* expansions which explore new adventures set in Middle-earth, the Saga Expansions give players the opportunity to directly participate in, or even recreate, the narrative events described in the classic novels written by J.R.R. Tolkien.

The Lord of the Rings: The Land of Shadow allows players to join Frodo Baggins and his companions as they approach the land of Mordor on their quest to destroy The One Ring and defeat Sauron. In this follow up to *The Treason of Saruman*, you will find three scenarios spanning the second half of *The Two Towers*. The adventure continues in *The Lord of the Rings: The Flame of the West* Saga Expansion with scenarios that bring to life the events from the first half of *The Return of the King*.

Component Overview

The Lord of the Rings: The Land of Shadow includes the following components:

• This rules insert
• 165 cards, consisting of:
    - 3 Hero Cards
    - 34 Player Cards
    - 118 Encounter Cards
    - 7 Quest Cards
    - 3 Campaign Cards

Expansion Symbol

The cards in *The Lord of the Rings: The Land of Shadow* Saga Expansion can be identified by this symbol before their collector number:

Web Resources

There is an online tutorial for the game available at: http://www.fantasyflightgames.com/lotr-tutorial

You can enter and track your plays and scores of these scenarios and others online through *The Lord of the Rings: The Card Game* Quest Log at: http://www.fantasyflightgames.com/lotr-questlog

Campaign Mode

Included in *The Land of Shadow* are new campaign cards, boons and burdens that allow players to play the 3 scenarios included in this box in campaign mode as part of *The Lord of the Rings* campaign they began in *The Black Riders* Saga Expansion. The scenarios in *The Land of Shadow* are played after completing *The Treason of Saruman*.

The Lord of the Rings Saga Expansions are designed to encourage campaign play, but players can still play the scenarios as standalone adventures if they choose. To read the rules for how to play the scenarios in *The Land of Shadow* outside a campaign, skip to page 4. Pages 2-3 include card diagrams for the campaign cards, boons and burdens.

The complete rules for campaign mode can be found in *The Lord of the Rings: The Black Riders,* which is required to play campaign mode.

Campaign Cards

The campaign card serves to place a scenario within the larger campaign. When setting up a scenario in campaign mode, the players must place the campaign card for that scenario next to the quest deck and follow any additional setup instructions on the front of the card. After the players defeat that scenario, turn over the campaign card and follow any resolution instructions, updating their Campaign Log accordingly.

Campaign Card

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Resolution: Each player must choose: either take a permanent +2 starting threat penalty, or earn 1 copy of The Searching Eye. Record each player's choice in the campaign log.

When day came at last the hobbits were surprised to see how much closer the ominous mountains had already drawn. The air was now clearer and colder, and though still far off, the walls of Mordor were no longer a cloudy menace on the edge of sight, but as grim black towers they frowned across a dismal waste. The marshes were at an end, dying away into dead peats and wide flats of dry cracked mud. The land ahead rose in long shallow slopes, barren and pitiless, towards the desert that lay at Sauron's gate. —The Two Towers

THE PASSAGE OF THE MARSHES

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THE LORD OF THE RINGS - PART 10

You are playing campaign mode.

Setup: Each player shuffles 1 copy of The Searching Eye into his deck. Remove each burden with the following burden set icons from the encounter deck:

It's that Gollum! Snakes and adders! And to think that I thought that we'd puzzle him with our bit of a climb! Look at him! Like a nasty crawling spider on a wall.'—The Two Towers

CAMPAIGN

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Boons & Burdens

Boons and burdens are two card sub-types for use only when playing campaign mode. These cards are special player cards and encounter cards that represent the consequences of player choices, both good and bad, and they have a unique set of rules.

Boons are neutral player cards that must be earned by playing through a scenario in campaign mode in order to be used. Players are not allowed to include these cards in a game until after they are earned, unless a scenario directs them to do otherwise.

Burdens are encounter cards that can be earned when playing through a scenario in campaign mode and subsequently included in the encounter deck. Instead of an encounter set icon, burdens have a "burden set icon" used to identify which burden set they belong to. Burdens don't belong to an encounter set, and they should not be included in an encounter deck until the players are instructed to include them (even if the burden set icon is the same as an encounter set icon used for the scenario).

Boon Card

Burden Card

Saga Expansion Player Cards

The Lord of the Rings: The Land of Shadow features new cards that players may use to customize their decks when playing the scenarios in *The Lord of the Rings* Saga Expansions. While most of the included player cards are fully compatible with all published *The Lord of the Rings: The Card Game* scenarios, a select few are only intended for use when playing the scenarios presented in *The Lord of the Rings* Saga Expansions. These are the ⬤ Fellowship sphere cards: Frodo Baggins and Speak Your Promise!, as well as the boon card: Brace of Coneys.

New Rules

Setting Up the Game

When setting up any scenario in *The Land of Shadow* expansion, the first player must take control of a hero from the Fellowship sphere with the ***Ring-bearer*** trait at the beginning of each game and attach The One Ring to that hero. The rules for the Fellowship sphere and The One Ring can be found below.

The Fellowship Sphere

The Fellowship sphere, denoted by the ⬤ icon, is a sphere of influence in *The Lord of the Rings: The Card Game* with its own set of rules. The Fellowship sphere emphasizes the sacrifice and determination of the valiant heroes who took up the burden of carrying The One Ring in the fight against Sauron.

Heroes belonging to the Fellowship sphere can only be used when playing the scenarios in *The Lord of the Rings* Saga Expansions. Also, only one hero from the Fellowship sphere can be played at a time. Therefore, it is not possible for there to be more than one hero belonging to the Fellowship sphere in play at any time.

Frodo Baggins

The Lord of the Rings: The Land of Shadow features Frodo Baggins, a hero who belongs to the Fellowship sphere. This new version of Frodo Baggins is the only hero with the ***Ring-bearer*** trait included in this box. Future Saga Expansions may include different heroes with the ***Ring-bearer*** trait, but for now the players must use Frodo Baggins when playing the scenarios in *The Lord of the Rings* Saga Expansions. When using this version, players cannot start with any other version(s) of Frodo Baggins as a starting hero or include any other version(s) of Frodo Baggins in their decks.

As a hero, this version of Frodo Baggins collects 1 resource during the resource phase. In addition to paying for cards that match the Fellowship sphere, resources from Frodo Baggins' pool may be spent to pay for neutral cards as well.

Because this version of Frodo Baggins belongs to the Fellowship sphere, he cannot be used as a hero when playing any scenario from a product other than *The Lord of the Rings* Saga Expansions.

The One Ring

The Lord of the Rings: The Land of Shadow features The One Ring, a new objective card that the players **must** use when playing the scenarios in this set. When setting up the scenarios in *The Land of Shadow* box, the first player must attach The One Ring to a ***Ring-bearer*** he controls.

While attached to a hero, The One Ring has the text: "Attached hero does not count against the hero limit." Therefore, it is possible for the first player to begin the game with up to 4 heroes under his control if one of those heroes is a ***Ring-bearer*** with The One Ring attached.

The One Ring also has the text: "If The One Ring leaves play, the players lose the game." Just like in the books, the players need to carefully guard the ***Ring-bearer*** because if the attached hero leaves play, then The One Ring is also discarded and the players lose the game.

Multiplayer Rules – The One Ring

The One Ring also has the text: "The first player gains control of attached hero." When the first player token passes during the refresh phase, the first player gains control of the attached ***Ring-bearer***, all resources in that hero's resource pool, and all cards attached to that hero.

If the hero with The One Ring attached is the last hero under a player's control, and that hero leaves that player's control, that player is immediately eliminated from the game.

New Staging Rules

When playing the scenarios in *The Lord of the Rings* Saga Expansions, players reveal encounter cards individually in player order during the Staging Step of the Quest Phase. Beginning with the first player, each player reveals 1 encounter card and resolves its staging before the next player reveals a card. If an encounter card has an effect that uses the word "you," then the encounter card is referring to the player who revealed the card. If the revealed encounter has the Surge keyword, the player who revealed that card reveals an additional encounter card before play proceeds to the next player. Encounter cards with the Doomed X keyword still affect each player.

Campaign Mode Rules – Aragorn

When playing the scenarios in *The Land of Shadow* in campaign mode, players cannot use any card with the title "Aragorn."

Gollum / Sméagol

Included in *The Land of Shadow* is a unique, double-sided encounter card: Gollum / Sméagol. Each side of this card represents a different aspect of the iconic character: Gollum is an enemy card while Sméagol is an objective-ally. Just as in the books, Gollum will stop at nothing to reclaim his "Precious" while Sméagol wishes to aid his "nice Master."

Because the Gollum / Sméagol card does not have an encounter card back, it can never be shuffled into the encounter deck. Instead, a scenario featuring Gollum / Sméagol will instruct the players to put him into play during setup, and identify which side to put faceup.

While his enemy side is faceup, Gollum looks like this:

Gollum has a **Forced** effect that causes him to make an attack against the first player after the first player token has passed in the refresh phase. Since the first player token does not pass in a one player game, this **Forced** effect will not trigger when playing single player.

When the players defeat Gollum, discard all damage tokens from him and turn him Sméagol side faceup. When that happens, the Gollum enemy leaves play and the Sméagol objective-ally enters play.

While his objective-ally side is faceup, Sméagol looks like this:

The last line of Sméagol's text box cannot be affected by card text, including encounter card and quest card effects. If Sméagol takes damage equal to his hit points, the players immediately lose the game.

If an effect causes Sméagol is to be flipped to Gollum, discard all damage tokens from Sméagol. When Sméagol flips to Gollum, the Sméagol objective-ally leaves play, and the Gollum enemy enters play. Gollum always enters play in the "ready" position, regardless of whether Sméagol was ready or exhausted when he was flipped to Gollum.

Game Terms

Immune to Player Card Effects

Cards with the text "Immune to player card effects" ignore the effects of all player cards. Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects.

Archery X

While a card with the archery keyword is in play, players must deal damage to character cards in play equal to the specified archery value at the beginning of each combat phase. This damage can be dealt to characters under any player's control, and it can be divided among the players as they see fit. If there is a disagreement as to where to assign archery damage, the first player makes the final decision. If multiple cards with the archery keyword are in play, the effects are cumulative. Remember that 🛡 does not block archery damage.

> **For example:** *Sean and David are playing the scenario "Journey to the Cross-roads" and there are two copies of Man of Harad in play. Man of Harad has the keyword archery 1. This gives a cumulative archery total of 2. At the beginning of the combat phase, the players decide to deal 1 of that damage to Sean's ally, Gandalf, and the remaining 1 damage to David's hero, Sam Gamgee.*

Peril

When a player reveals an encounter card with the Peril keyword, he must resolve the staging of that card on his own without conferring with the other players. The other players cannot take any actions or trigger any responses during the resolution of that card's staging.

Indestructible

An enemy with the indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

Permanent

Permanent is a keyword found on some boons and burdens. Once a boon or burden with the permanent keyword is earned, it is attached to a hero and that choice is recorded in the Campaign Log. A card with the permanent keyword can only be attached to one hero for the duration of a campaign. Attachments with the permanent keyword cannot be discarded from the attached hero while that hero is in play. If a hero leaves play, attachments with the permanent keyword attached to that hero are removed from the game.

Setup Instructions

If a player card with **Setup** instructions is in a player's deck at the beginning of a game, that player searches his deck for that card and follows its instructions before drawing his first hand. Similarly, if an encounter card with **Setup** is in the encounter deck at the beginning of a game, search the encounter deck for that card and follow its instructions before resolving the **Setup** instructions on the quest.

Functions Like a Player Card

"Functions like a player card" is a term that appears on The Searching Eye, which is a burden treachery card with a player card back. The Searching Eye is an encounter card, but it has a player card back because it is meant to be shuffled into a player's deck. The term "functions like a player card" is on The Searching Eye to clarify that it should not be placed in the encounter discard pile after resolving its effect. Instead, the player who drew The Searching Eye holds that card in his hand like a regular player card. If The Searching Eye is discarded from a player's hand, it is placed in that player's discard pile.
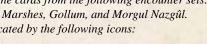
The Passage of the Marshes

After Boromir attempted to seize the Ring for himself in the woods of Amon Hen, Frodo resolved to leave the Fellowship and continue the quest to Mount Doom on his own. But his faithful servant, Sam Gamgee, guessed his master's plan and caught up with Frodo just as he was preparing to cross the Anduin in one of the Elven boats. Sam refused to let Frodo leave him behind, so the two Hobbits crossed the river together.

Upon reaching the Eastern shore, they became lost in the Emyn Muil, a maze of rocky hills and steep cliffs. After wandering for days, they were finally able to make their way down near to the edge of the Dead Marshes only to discover that they were being followed: The creature, Gollum, had tracked them across the Anduin and through the Emyn Muil, and was drawing nearer.

The Hobbits knew that they would have to confront Gollum before moving on, or they would risk being strangled in their sleep. So they set a trap for the old villain...

"The Passage of the Marshes" is played with an encounter deck built with all the cards from the following encounter sets: The Passage of the Marshes, Gollum, and Morgul Nazgûl. These sets are indicated by the following icons:

Mire X

Mire is a new keyword that represents the shifting, sinking nature of the Dead Marshes. At the end of the refresh phase, place 1 resource token on each location in the staging area. Resource tokens placed on locations with the mire keyword are called "mire tokens." When a location with the mire keyword has mire tokens equal to its mire X value, it is immediately discarded.

Each location with the mire keyword also has a **Forced** effect that triggers when it is discarded from play by the mire keyword. These **Forced** effects do not trigger when a location is discarded by any other effect, or when a location is placed in the discard pile after being explored.

> **Strategy Tip**: Since mire tokens are only placed on locations in the staging area during the refresh phase, the players should pay close attention to the number of mire tokens on each location, and any **Forced** effects that may trigger that round, when deciding which location to travel to during the travel phase.

Journey to the Cross-roads

Having made it across the Dead Marshes, the Hobbits, led by Sméagol, finally reached The Black Gate of Mordor. But, there was no hope of entering the land of Sauron that way. Evil things and sleepless eyes guarded the entrance to the Black Land, and the Hobbits would surely have been discovered if they approached the gate. Still, Frodo was determined to finish the task given to him by the Council, and he made ready to set out when Sméagol pleaded with him to go a different way, a secret way known only to him.

While Sam was suspicious of Gollum's true motives, Frodo believed that Sméagol would keep his promise to help them. In either case, there was no chance of entering Mordor through The Black Gate, so the Hobbits consented to follow Sméagol south to the Morgul Vale and the entrance to the secret pass.

Their road led them into the land of Ithilien, a wooded country of tree-covered hills and fast-running streams. The wholesome air of the land about them put the Hobbits at ease, and they were caught off guard when they were suddenly joined by a company of Gondorian Rangers who patrolled those woods.

The Rangers were on a mission to ambush the men of Harad who were marching up the road to Mordor to swell the hosts of Sauron. Before they knew it, the Hobbits were caught in the middle of a battle of men, and Gollum was nowhere to be seen...

"Journey to the Cross-roads" is played with an encounter deck built with all the cards from the following encounter sets: Journey to the Cross-roads and Men of Harad. These sets are indicated by the following icons:

Shelob's Lair

In the aftermath of the battle with the Southrons, the Hobbits were briefly sequestered by the Rangers of Ithilien. The company was led by Faramir, the younger brother of Boromir. Frodo feared what the Captain of Gondor might do when he discovered what it was that the Hobbit bore, yet Faramir proved to be a different sort of man than his brother: instead of attempting to take the Ring, he aided the Hobbits with fresh supplies and good counsel before releasing them to continue their quest.

Faramir warned Frodo that he sensed evil in Gollum, who his men had captured, and he revealed the name of the pass the creature was leading them to: Cirith Ungol, a name of ill omen in Gondor. However, since the young captain could offer no alternate route into Mordor, Frodo saw no choice but to climb the stairs of Cirith Ungol and brave the haunted pass.

So Faramir released Gollum back into Frodo's custody, and the Hobbits continued to follow Sméagol as he led them towards the Morgul Vale...

"Shelob's Lair" is played with an encounter deck built with all the cards from the following encounter sets: Shelob's Lair, The Great Spider, Gollum, and Morgul Nazgûl. These sets are indicated by the following icons:

Decklist

The scenarios in *The Lord of the Rings: The Land of Shadow* represent the perilous journey undertaken by Frodo and his companions as they draw nearer to Mordor. These scenarios are meant to capture the theme of desperation and heroism from the novels, so they can at times be challenging. To help you on your adventure, we've provided a list of cards for a deck that can be built using the contents of *The Lord of the Rings: The Card Game* core set, and the following Saga Expansions: *The Black Riders*, *The Road Darkens*, *The Treason of Saruman*, and *The Land of Shadow*.

Heroes
Sam Gamgee
Faramir
Damrod

Allies
Gandalf x3
Anborn x2
Gimli x2
Galadriel x2
Elrond x2
Bill the Pony x2
Mablung x2
Silverlode Archer x2
Erebor Hammersmith x2
Guard of the Citadel x2
Henamarth Riversong x1
Snowbourne Scout x3

Events
Grim Resolve x1
Take No Notice x1
Frodo's Intuition x2
For Gondor! x1
Sneak Attack x2
Taste it Again! x2
Secret Paths x2
In the Shadows x2
Speak Your Promise! x2

Attachments
Steward of Gondor x2
Protector of Lórien x1
Forest Snare x1
Ambush x3
Hobbit Cloak x2
Staff of Lebethron x1

Game Modes

The Lord of the Rings: The Card Game is intended for both casual players and dedicated enthusiasts. To accommodate different play styles, three modes of play are available: Easy, Standard, and Nightmare.

Easy Mode

Easy mode is ideal for new players and for players who prefer the narrative and cooperative aspects of the game with less challenge. To play a scenario in Easy mode, simply take the following steps during setup of any scenario:

1) Add one resource to each hero's resource pool.

2) Remove any card with the "difficulty" indicator around its encounter set icon (a gold border) from the current scenario's encounter deck.

Some older scenarios (including those in early printings of the core game) do not have the "difficulty" indicator icon on relevant cards in their encounter decks. Please visit www.fantasyflightgames.com to see which cards should be removed in those scenarios.

Standard Mode

To play a scenario in Standard mode, simply follow the normal setup instructions for that scenario.

Nightmare Mode

Players who desire a truly difficult challenge, should consider using the supplemental "Nightmare Decks" (sold separately) for each scenario. More information about Nightmare Decks for *The Lord of the Rings: The Card Game* can be found at www.fantasyflightgames.com.

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THE LORD OF THE RINGS™
THE CARD GAME

THE LOST REALM™

"Many evil things there are that your strong walls and bright swords do not stay. You know little of the lands beyond your bounds. Peace and freedom, do you say? The North would have known them little but for us."

–Aragorn, The Fellowship of the Ring

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