

# THE LORD OF THE RINGS THE CARD GAME

## The Redhorn Gate

Difficulty Level = 6

*Arwen wishes to visit her father Elrond, and Celeborn has bid the heroes to escort her over the Misty Mountains and safely to Rivendell. But the season grows late, and a sudden chill has descended on the three peaks that guard the Redhorn pass.*

*“The Redhorn Gate” is played with an encounter deck built with all the cards from the following encounter sets: The Redhorn Gate, The Misty Mountains. (The Misty Mountains can be found in the **Khazad-dûm** deluxe expansion to **The Lord of the Rings: The Card Game**.)*



### Setup

When setting up “The Redhorn Gate,” remove all copies of Snowstorm from the encounter deck, and set them aside, out of play. These cards are placed away from the playing area and do not interact with the game until instructed by the cards of the scenario.

### Ally Objective: Arwen Undómiel

In this scenario, the players must guard an “ally objective” card, Arwen Undómiel. This card has a constant effect that reads, “The first player gains control of Arwen Undómiel, as an ally.” This means that the first player takes control of Arwen Undómiel, and can use her in the same manner he would use any ally he controls. Other copies of a card titled Arwen Undómiel cannot enter play by any means. At the end of each round, when the first player token passes to a new player, the new first player takes control of Arwen Undómiel.

If Arwen Undómiel leaves play for any reason, the players have lost the game. Additionally, if the player who controls Arwen Undómiel is eliminated, the players have lost the game.

### Caradhras

Caradhras has the text, “Players cannot travel to Caradhras except by quest card effects.” This means that no card effect, other than one on a quest card, can make Caradhras the active location.

### “Secrecy X” Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.



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The Redhorn Gate  
MEC09  
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# THE LORD OF THE RINGS

## THE CARD GAME

### Road to Rivendell

Difficulty Level = 4

*The heroes continue their journey northward to Rivendell, escorting Arwen to visit her father Elrond. But the road is long, and Orcs ambush the party along the way. With enemies hounding the heroes' steps, the weather drives the party ever closer to the looming mountains, and the dangers they hold.*

*"Road to Rivendell" is played with an encounter deck built with all the cards from the following encounter sets: Road to Rivendell, The Misty Mountains, and Plundering Goblins. (The Misty Mountains and Plundering Goblins can both be found in the Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.)*



### Ally Objective: Arwen Undómiel

In this scenario, the players must guard an "ally objective" card, Arwen Undómiel. This card has a constant effect that reads, "The first player gains control of Arwen Undómiel, as an ally."

This means that the first player takes control of Arwen Undómiel, and can use her in the same manner he would use any ally he controls. Other copies of a card titled Arwen Undómiel cannot enter play by any means. At the end of each round, when the first player token passes to a new player, the new first player also gains control of Arwen Undómiel.

If Arwen Undómiel leaves play for any reason, the players have lost the game. Additionally, if the player who controls Arwen Undómiel is eliminated, the players have lost the game.

### "Ambush" Keyword

Ambush is a new keyword used in the Road to Rivendell scenario. When an enemy with the ambush keyword enters play, each player, starting with the first player and proceeding clockwise, must make an engagement check. The engagement check is only made against the enemy that just entered play, and not other enemies that are in the staging area. If the enemy engages a player as the result of this effect, then no further engagement checks are made against it.

### "Secrecy X" Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.

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Road to Rivendell  
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# THE LORD OF THE RINGS

## THE CARD GAME

### The Watcher in the Water

Difficulty Level = 5

*Elrond is disturbed by the report of Arwen's journey to Rivendell. He has requested that the heroes discover the source of the increased Orc activity along the Misty Mountains. This mission has led the party South to Moria, but the Doors of Durin are blocked by a deep, dark lake. As the heroes make their way around its waters, an ancient evil stirs from within its depths. A desperate battle begins, and the heroes must drive the creature away or find safety in the mines.*

*"The Watcher in the Water" is played with an encounter deck built with all the cards from the following encounter sets: The Watcher in the Water, The Misty Mountains. (The Misty Mountains can be found in the **Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.**)*



### Setup

When setting up "The Watcher in the Water," remove The Watcher in the Water and Doors of Durin from the encounter deck, and set them aside, out of play. These cards are placed away from the playing area and do not interact with the game until instructed by the cards of the scenario.

### Doors of Durin

Doors of Durin has the text, "Progress tokens that would be placed on Doors of Durin are instead placed on the current quest card." This means that Doors of Durin can never leave play as an explored location, and in order to collect its victory points players must fulfill the requirement on the card itself.

### "Regenerate X" Keyword

An enemy with the Regenerate keyword heals damage from itself equal to the specified amount each round. This takes place immediately following the passing of the first player token during the Refresh Phase, and occurs before player actions.

### "Secrecy X" Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.

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# THE LORD OF THE RINGS

## THE CARD GAME

### The Long Dark

Difficulty Level = 7

The Mines of Moria are a dark labyrinth of narrow tunnels and wide passages, natural caves and impressive caverns of Dwarven workmanship. The heroes must make their way eastward, discovering what they can about the Orcs, and perhaps even meeting up with Balin for more information. But it is easy to get lost in the darkness...

"The Long Dark" is played with an encounter deck built with all the cards from the following encounter sets: The Long Dark, Twists and Turns, and Hazards of the Pit. (Twists and Turns and Hazards of the Pit can both be found in the **Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game**.)



### Locate Test

While playing this scenario, players are at times instructed to make a "Locate Test". These tests represent the heroes' attempts to maintain a sense of direction in the mines.

A locate test is made by a single player, as specified by the card initiating the test. The player making the locate test may choose and discard 1 card from his hand to discard the top card of the encounter deck. Many of the cards in The Long Dark encounter deck have a bold "PASS" printed in the bottom right hand corner of their text box. If the discarded encounter card has "PASS" printed in its text box, then the test succeeds, and no ill effects trigger. If the card does not have "PASS" printed in its text box, then the player has not succeeded, but may attempt the test again, repeating this action until either the test is successful or he no longer wishes (*or is able to*) discard more cards. If a player runs out of cards or declares that he is not willing to discard any more cards to the test, then the test is considered a failure, and players should follow the rest of the instructions on the card that initiated the test.

**Example:** The card "Vast and Intricate" reads: "When Revealed: The first player makes a locate test. If this test is failed, raise each player's threat by 7, remove all progress tokens from play, and trigger all "Lost:" effects in play."

When this card is revealed, Eric, the first player, must make a locate test. He can choose to fail the test immediately by not discarding any cards from his hand, but decides to try and beat it. He discards 1 card from his hand and discards the top card of the encounter deck. It did not have a bold "PASS" printed in its text box, and so he did not pass the locate test. He decides to try again, discarding another card from his hand. This time the discarded encounter card does have "PASS" printed in its text box, and so Eric has passed the test. He ignores the "If" statement on "Vast and Intricate" and the card is discarded with no further effect.

### "Lost:" Effects

Some cards have "Lost:" effects on them. These effects are only triggered by other card effects, and are not tied to any timing structure or phase of the game.

### Cave Torch

This scenario uses the Cave Torch objective card. During setup the first player selects any hero to attach it to, and that hero bears the Cave Torch for the rest of the game. If Cave Torch would leave play, then it is removed from the game. Do not place any "removed from game" cards in the discard pile, as effects that bring cards back from the discard pile no longer interact with these cards.

### Next Player

The next player is the player sitting directly to the left of the player referenced by the card effect. If there are no other players in the game, there is no next player.

### "Secrecy X" Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.

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# THE LORD OF THE RINGS THE CARD GAME

## Foundations of Stone

**Difficulty Level = 6**

*The walls are weeping water, and the air grows damp. A low rumble sounds from above, accompanied by the sound of rushing water. There are underground waterways in Moria that lead to deep darkness, and who knows what else...*

*Foundations of Stone is played with an encounter deck built with all the cards from the following encounter sets: Foundations of Stone, Twists and Turns, Deeps of Moria, and Goblins of the Deep. (Twists and Turns, Deeps of Moria, and Goblins of the Deep can both be found in the **Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.**)*



### Setup

This scenario uses the Cave Torch objective card. During setup the first player selects any hero to attach it to, and that hero bears the Cave Torch for the rest of the game. If the Cave Torch would leave play, then it is removed from the game.

During setup players should not shuffle the Foundations of Stone encounter set into the encounter deck, but set it aside, out of play. This encounter set will be shuffled into the encounter deck at a later point in the scenario.

### Creating a Staging Area

When instructed to “Create your own staging area,” each player sets aside an area in front of himself to serve as his own private staging area. Only players that share a common staging area can interact with each other in any way. Players continue to resolve each phase of the game in turn order, starting with the First Player (which continues to move), but the resolution of each phase occurs as if only the player or players that share any given staging area are currently present in the game.

- Players cannot affect players (or cards controlled by players) that do not share a common staging area. This means that you cannot lower a player’s threat, play an attachment on one of his characters, etc., unless that player shares a staging area with you.
- During the encounter phase, players only reveal 1 card per player that shares their staging area. So in a 4 person game, where 4 players have been separated, each player would add 1 card to his staging area.
- Encounter card effects are limited to each staging area. For example, if an effect references “each player,” then that effect only refers to each player that shares the staging area to which the encounter card would be added.

### Joining Another Player

On stage 4B players are instructed to “join another player” after completing their current quest card. Joining another player happens at the beginning of the travel phase. The joining player(s) must add any encounter cards in his own staging area to the staging area of the player(s) he is joining with, keeping any enemies engaged with him and discarding any active location in the staging area being left. If multiple players complete their current quest card during the same phase, they join quests starting with the First Player and proceeding clockwise around the table. If there is no player to join, then players must continue to stage 5.

### “Secrecy X” Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.



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Foundations of  
Stone  
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# THE LORD OF THE RINGS

## THE CARD GAME

### Shadow and Flame

**Difficulty Level = 8**

*The heroes have escaped from the darkness below the mines, and find themselves in the Third Deep, near the East-gate. But as Orcs begin to swarm, a foe more terrible towers before them. Durin's Bane has risen from the depths, to stalk the halls of the Dwarves once more...*

*Shadow and Flame is played with an encounter deck built with all the cards from the following encounter sets: Shadow and Flame, Deeps of Moria, and Goblins of the Deep. (Deeps of Moria and Goblins of the Deep can both be found in the **Khazad-dûm** deluxe expansion to **The Lord of the Rings: The Card Game**.)*



### “Regenerate X” Keyword

An enemy with the Regenerate keyword heals damage from itself equal to the specified amount each round. This takes place immediately following the passing of the first player token during the Refresh Phase, and occurs before player actions.

### “Indestructible” Keyword

Indestructible is a new keyword introduced in the Shadow and Flame scenario. An enemy with the Indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

### Durin's Bane

Durin's Bane stays in the staging area and is considered to be engaged with all players whose threat is 1 or greater, allowing it to both add its threat to the staging area and attack. Durin's Bane attacks each player it is engaged with once during that player's normal enemy attack resolution step. (One shadow card per engaged player should be dealt

to Durin's Bane at the beginning of combat.) Each shadow card is only be used once, and is immediately discarded after that attack is completed (*so Durin's Bane does not receive benefits from more than one shadow card at a time*).

If a player whose threat is not 1 or greater has his threat raised during combat, then Durin's Bane attacks him if he has not completed the attack resolution step (*but Durin's Bane is not dealt a shadow card*).

Players can attack Durin's Bane following the normal combat rules. Players cannot pool their attacks together against Durin's Bane without the use of the ranged keyword or a similar card effect.

### Unique Encounter Cards

A unique encounter card (such as “Fiery Sword” and “Whip of Many Thongs”) cannot enter play if there is another copy of that card already in play. If this is the case, the card's effects are ignored and the encounter card is placed in the encounter discard pile.

### “Secrecy X” Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.



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