THE LORD OF THE RINGS
THE CARD GAME

The Hunt for Gollum

Difficulty Level = 4

At the request of Gandalf, the heroes are searching for Gollum in the Anduin Valley between the Misty Mountains and Mirkwood forest. Rumours have suggested that Gollum is in this area, and the heroes are looking for clues that might put them on the elusive creature's trail.

The Hunt for Gollum is played with an encounter deck built with all the cards from the following encounter sets: The Hunt For Gollum, Journey Down the Anduin, and Sauron's Reach. (Journey Down the Anduin and Sauron's Reach can both be found in the **The Lord of the Rings: The Card Game** *core set.)*

The "Signs of Gollum" Objective Cards

In this scenario, players are searching for *Clue* objective cards titled "Signs of Gollum." There are four copies of this card in the encounter deck; players should try to find and claim as many copies of this card as they can while playing the scenario.

When one of these cards is claimed, its card text transforms it into a *Condition* attachment, and it is attached to a hero committed to the quest, with text that returns the card to the top of the encounter deck if the attached hero is damaged. Additionally, if the attached hero is destroyed or leaves play for any other reason, the Signs of Gollum objective card is returned to the top of the encounter deck.

Reset the Quest Deck

While playing this scenario, players might be instructed to "reset the quest deck to stage 2B." To do this, the players take the previously defeated stage 2 quest card, and return it to the quest deck as if they are just beginning that stage. Any progress tokens that were on the current quest are removed before the quest deck resets. Progress tokens that were on the active location, however, remain on that location. All other cards, including those in the staging area, remain unchanged.

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Conflict at the Carrock

Difficulty Level = 7

While searching for Gollum along the banks of the Anduin, the heroes hear rumours of a group of Trolls that have come to the Carrock, bringing chaos and strife to the valley. The Beornings, led by Grimbeorn the Old, are known as the peacekeepers in the area, so the heroes set out to find Grimbeorn and assist him in driving the intrusive Trolls back to the mountains from which they came.

Conflict at the Carrock is played with an encounter deck built with all the cards from the following encounter sets: Conflict at the Carrock, Journey Down the Anduin, and Wilderlands. (Journey Down the Anduin and Wilderlands can both be found in the **The Lord of the Rings: The Card Game** *core set.)*

Setup

When setting up Conflict at the Carrock, players are instructed to remove some cards 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.

After removing these cards, players are also instructed to immediately shuffle some of them back into the encounter deck. This may seem confusing at first; it is simply to ensure the proper number of cards are in the encounter deck for the number of players in the game.

After being instructed to remove 4 copies of the 'Sacked!' card from the encounter deck, players are asked to shuffle 1 copy of the 'Sacked!' card per player back into the deck. Since there are 5 total copies of 'Sacked!' in the deck, the end result of this is that the game begins with 1 more 'Sacked!' card in the encounter deck than the number of players in the game.

Immune to Player Card Effects

The Carrock, a location card in the encounter deck, has the text "Immune to player card effects." This text means that players cannot select The Carrock as the target of any card effect, and that The Carrock ignores the effect of any player card that would directly interact with it.

Ally Objective Card: Grimbeorn the Old

In this scenario, players may encounter an "ally objective" card, Grimbeorn the Old. If Grimbeorn is revealed from the encounter deck during the quest phase, he enters the staging area as an objective. If the players claim Grimbeorn the Old (as instructed by his card text), he becomes an ally under the control of the first player. The first player may then use Grimbeorn in the same manner he would use any ally he controls. If Grimbeorn the Old leaves play for any reason, the card is placed in the encounter discard pile.

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A Journey to Rhosgobel

Difficulty Level = 6

While travelling in the Anduin Valley, the heroes come across a fallen Eagle, dreadfully wounded from a recent battle with Goblins, and on the verge of death. Given their location, the heroes attempt to transport the Eagle to Rhosgobel, on the edge of Mirkwood, in the hope that the wizard Radagast can save the Eagle's life.

A Journey to Rhosgobel is played with an encounter deck built with all the cards from the following encounter sets: A Journey to Rhosgobel, Spiders of Mirkwood, and Dol Guldur Orcs. (Dol Guldur Orcs and Spiders of Mirkwood can both be found in the **The Lord of the Rings: The Card Game** *core set.)*

Ally Objective Card: Wilyador

In this scenario, the players encounter an "ally objective" card, Wilyador, the Eagle. This card has a constant effect that reads, "The first player gains control of Wilyador, as an ally." This means that the first player takes control of Wilyador, and can use him in the same manner he would use any ally he controls. At the end of each round, when the first player token passes to a new player, the new first player also gains control of Wilyador.

Wilyador also has the text "no attachments." This means that players cannot play or move attachment cards onto Wilyador.

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

Removed from Game

Players may be instructed to remove cards from the game during this scenario. When a card is removed from the game, it should be set aside and ignored for the rest of 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.

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The Hills of Emyn Muil

Difficulty Level = 4

Pursuing Gollum to the south, the heroes were led to the hills of Emyn Muil, but there the leads grew cold. Somewhere in this region, Gollum is hiding, and the heroes must explore carefully to regain the trail and resume pursuit.

The Hills of Emyn Muil is played with an encounter deck built with all the cards from the following encounter sets: The Hills of Emyn Muil, Dol Guldur Orcs, and Sauron's Reach. (Dol Guldur Orcs and Sauron's Reach can both be found in the **The Lord of the Rings: The Card Game core set.**)

Strategy Tip

The Hills of Emyn Muil is played with an extremely location heavy encounter deck, and its single quest card reads "Players cannot defeat this stage unless there are no *Emyn Muil* locations in play, and they have collected at least 20 victory points." This means that both of these conditions must be met before the players can win the game. (They must also place the single progress token on the quest card itself to do so.)

This may seem to be an impossible task for some players, but the Emyn Muil locations in the encounter deck have victory points, and this allows the players to collect these locations as they are explored. Because of this, the locations will not be going to the encounter discard pile, from which they might resurface later in the game. So remember to collect the victory points, and eventually, the entire Emyn Muil region can be explored!

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The Dead Marshes

Difficulty Level = 5

After regaining his trail in the hills of Emyn Muil, the heroes have tracked Gollum to The Dead Marshes, into which he has fled in a last ditch effort to avoid pursuit. Feeling that the hunt is coming to a close, the heroes enter the treacherous marshlands, ready to capture the creature alive.

The Dead Marshes is played with an encounter deck built with all the cards from the following encounter sets: The Dead Marshes, Sauron's Reach, and Wilderlands. (Sauron's Reach and Wilderlands can both be found in the **The Lord of the Rings: The Card Game** *core set.)*

Escape Test

While playing this scenario, players are at times instructed to make an ESCAPE TEST. These tests represent Gollum's attempts to escape their pursuit.

To make an escape test, a player first commits characters to the test. A character must exhaust to commit to an escape test. Each committed character counts its ☺ strength for the test. After committing characters to the test, the players may take actions or play event cards. If a single player is required to make an escape test, only that player may commit characters he controls to the test. If the party is required to make an escape test, all players have the option of committing characters they control to the test.

Once the characters are committed, a number of cards (as instructed by the card text dictating the escape test) are dealt from the encounter deck. Many of the cards in this encounter deck have a bold "Escape" value. Any card that does not have a printed escape value is considered to have a base escape value of zero. When dealing cards for an escape test, ignore all other effects on the dealt cards. Once these cards are dealt, the total committed ☺ is compared to the total dealt escape value to determine if the escape test is passed or failed.

If the total committed ☺ is higher than the total dealt escape value, the escape test is passed, and nothing happens.

If the total committed ☺ is equal to or lower than the total dealt escape value, the escape test is failed, and the players follow the instructions for failing the escape test from the card that required the test be made.

After an escape test, all cards dealt for that test are placed in the encounter discard pile.

> *Example: The card "Nightfall" reads: "When Revealed: The first player makes an escape test, dealing 2 cards from the encounter deck. If this test is failed, place 1 resource token on Gollum and raise each player's threat by 2."*
>
> *When this card is revealed, Tom, the first player, decides to commit Éowyn (4 ☺) to the escape test. Tom has the option of committing more than 1 character, but he does not wish to do so. After committing Éowyn, Tom deals 2 cards from the top of the encounter deck. These cards are the Giant Marsh Worm (which has an escape score of 2, and Through the Mist, which has an escape score of 3). Since the committed ☺ of 4 is lower than the total escape score of 5, Tom has failed this escape test. He follows the instructions on the Nightfall card, and places 1 resource token on Gollum and each player's threat raises by 2. Finally, the cards dealt for the escape test are placed in the encounter discard pile.*

Reset the Quest Deck

While playing this scenario, players might be instructed to "reset the quest deck to stage 1B." To do this, the players take the previously defeated stage 1 quest card, and return it to the quest deck as if they are just beginning that stage. Since the quest deck is resetting to stage 1B, the setup instructions on side 1A should not be followed again. Any progress tokens that were on the current quest are removed before the quest deck resets. Progress tokens that were on the active location, however, remain on that location. All other cards, including those in the staging area, remain unchanged.

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Return to Mirkwood

Difficulty Level = 7

After cornering and capturing Gollum in The Dead Marshes, the heroes must now escort the creature north, through Mirkwood forest, so that he can be held and interrogated at King Thranduil's palace. The journey will not be easy, however: Mirkwood is always a dangerous place, the Dark Lord's forces are eager to take Gollum for their own purposes...and Gollum himself is eager to escape.

Return to Mirkwood is played with an encounter deck built with all the cards from the following encounter sets: Return to Mirkwood, Spiders of Mirkwood, and Wilderlands. (Spiders of Mirkwood and Wilderlands can both be found in the **The Lord of the Rings: The Card Game** *core set.)*

Guarding Gollum

During this quest, players are instructed to guard the Gollum objective card. At the beginning of the game, the players choose one player to guard Gollum. This player places the Gollum objective card in front of him to represent that he is guarding it. Various effects in the encounter and quest deck, as well as the effect on Gollum itself, interact with the player who is guarding Gollum.

Once a player is guarding Gollum, that player cannot relinquish the responsibility to another player unless card text allows, or–in some cases–mandates a change. The text on the Gollum objective itself allows the players to choose a new guard at the end of each game round.

The Gollum objective has hit points, and it is possible that he will be destroyed during the quest. If Gollum is destroyed, or leaves play for any reason, the players have lost the game. Gollum cannot be used to attack, defend, or commit to a quest. Otherwise, Gollum is considered an ally character under the control of the player guarding him. Card effects that affect allies do affect him, and any attachment that can be played on an ally can be played on Gollum.

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