

THE LORD OF THE RINGS

THE CARD GAME

THE WITHERED HEATH™

Difficulty Level = 6

The heroes had already been traveling for days when they reached the first foothills of the Grey Mountains. Their journey across the barren lands between the Iron Hills and the Ered Mithrin had been uneventful except for the weather. It had rained in torrents, soaking the travelers' heavy cloaks and leaving them wet and miserable.

As they began to climb the rising slopes of the Grey Mountains, the rain turned to snow; a welcome change if not for the cold that came with it. The early frost had only just descended on Wilderland below, but already in the stony heights of the Ered Mithrin the chill winds of winter were blowing and biting at the heroes' faces.

Nevertheless, the adventurers climbed on. The fate of Rhovanion depended on them. Somewhere in this wide mountain range lurked a terrible danger: an ancient Dragon whose scion they had cut down in the Dwarven mines beneath the Iron Hills. The dying beast warned them his mother would seek revenge when she learned of his death, and the heroes feared that all Wilderland would suffer if they did not find her first.

So they climbed in search of the Withered Heath, a long valley that lay amid the eastern arms of the Grey Mountains, where the Dragons were said to breed. After several days of navigating steep cliffs and narrow paths, the heroes reached the summit and looked down on the vale they sought: an ashen plain of charred, lifeless rock. There were no Dragons to be seen, but plenty of Dragon sign. As they descended into the burnt valley, they could see that the vast majority of tracks were those of hatchlings - small prints, about the size of a bear's, leading this way and that from the scattered remains of large eggs. But after some searching they found one large set of tracks that led west and up back into the mountains.

After a short rest in a low dale among the charred rocks of the Withered Heath, the heroes resumed their hunt and followed the larger Dragon tracks they had found. They were each happy to leave the scorched vale behind them, but they all knew that greater danger still waited for them amid the cold heights surrounding the Withered Heath...

“The Withered Heath” is played with an encounter deck built with all the cards from the following encounter sets: *The Withered Heath*, *Lost Caves*, *Wild Creatures*, and *Lost in Wilderland*. (*Lost Caves*, *Wild Creatures*, and *Lost in Wilderland* can be found in *The Wilds of Rhovanion* deluxe expansion to *The Lord of the Rings: The Card Game*.)



The Caves Deck

To create the Caves deck, take each card from the *Lost Caves* encounter set and shuffle them together. This is the Caves deck.

Deep Keyword

Deep is a keyword that appears on some locations in the *The Withered Heath*. After the players travel to a deep location, they discard it and replace it with the top card of the Caves deck. That location then becomes the active location. If there are no cards remaining in the Caves deck, the deep keyword is ignored.

If a Dragon Sign replaces the active location via the deep keyword, add the Dragon Sign to the staging area and resolve its guarded keyword.



DO NOT READ THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

Once again the heroes gathered around the body of a dead Dragon, but this time they knew it could not be the one they sought.

"This one's smaller than the first," said one of the companions.

"Aye, I'd imagine the mother we're after would be much bigger," agreed another.

"But where do we find her?" asked the first. "The tracks that led us here were the only ones we found large enough to be an adult's. All the others were but hatchlings."

There was a brief silence as the adventurers contemplated this question when, from a dark corner of the Dragon's lair, there came a shuffling noise. The heroes wheeled around with their weapons ready, to see a large Goblin stepping forward from the shadows with his arms held outward in token of surrender.

"Yrch!" shouted one of the heroes, and he drew an arrow back with his bow, ready to fire.

"Hold!" cried the Orc in a hoarse voice, "I can tell you where to find the Dragon you seek!"

The archer aimed at the Goblin's chest and ordered him to speak: "Tell us what you know of this Dragon, and how you know it."

The Goblin laughed bitterly and said, "Sure, sure. And while I'm at it, why don't I tell you where I buried my loot after I raided the Woodmen so you can have all my secrets and be done with me? Garn! Urdug's not stupid! I know yer gonna kill me once I tell you what I know."

The bowman relaxed his draw, lowered his bow, and said, "Very well. I promise no harm will come to you if you speak truthfully, though it would be the first time I've heard an Orc do so."

"Well, that's better!" said Urdug. He sat down on the Dragon's corpse and gave it a pat. "You make short work of Dragons it seems, and that's good cause I know one that needs killin'. The same one as you want dead I'll wager: a great-big, fire-breather. Calls herself Dagnir the Terrible. She ran me and my boys out of our home in Gundabad months ago when she came on us in the early morning."

"Gundabad!" exclaimed one of the adventurers. "The Goblins stole Gundabad from the Dwarves ages ago. Serves you right!"

"Pah! If the those long-beards wanted it, they should have fought harder to keep it," laughed Urdug. "It belongs to the Goblins now."

"From your own account, it sounds like it belongs to Dagnir," replied the hero sharply.

Urdug stopped laughing and glared at her. "For the moment," he said coldly. There was a tense pause before he laughed bitterly and continued, "I imagine she's made herself a nice bed of treasure in the great hall by now. Probably made the Goblins drag it all up from the deeps for her."

"Goblins yet live there with the Dragon?" asked one of the companions with bewilderment.

"Cowardly maggots!" Urdug exclaimed. "Lost their nerve at the first sound of her roar. Some fled south while others threw down their weapons and begged for mercy. Pah!" he spat. "I let out with the few who stayed loyal, but they're mostly dead now. We fled out the secret door. The rising sun burnt our eyes, but we kept on. We came this way looking for a new home, but all we found was more Dragons."

Urdug regarded the Dragon carcass under him. "This one ate five of my boys after we stumbled into her cave."

One of the heroes turned to her friends and said, "If all this is true, then we need to journey to Gundabad and find this Dagnir before she grows restless of her new home."

Then, turning back to Urdug she added, "And you, Urdug, will be our guide."

**The story continues in "Roam Across Rhovanion,"
the second Adventure Pack in the Ered Mithrin cycle.**



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PROOF OF
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The Withered
Heath
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THE LORD OF THE RINGS

THE CARD GAME

ROAM ACROSS RHOYANION™

Difficulty Level = 5

Outside the entrance to the cold-drake's lair, the Goblin, Urdug, howled as the heroes bound his wrists with a cord of rope.

"I won't do it!" he screamed. "I won't take you anywhere as your prisoner! You'll have to kill me."

"Very well," replied one of the heroes as he drew his dagger from its sheath.

"Wait, wait, wait!" cried Urdug, falling to his knees. "There's another way! A secret way only Urdug knows! If you kill me, you won't find it!"

"What secret way?" asked the hero with his knife to the Goblin's throat.

"There's a side door, a secret entrance that the Dwarves built – only I know where it is," said Urdug, speaking quickly. "You can't simply walk into Gundabad through the front door; Dagnir will be on you in an instant with her fire-breath. But I can show you the hidden entrance, if you untie me."

The hero looked searchingly at Urdug. "I don't like it," he said. "How do we know you're telling the truth?"

"There's a key," replied Urdug, "I took it with me when I fled, but I lost it days ago running from an angry giant. Help me find the key, and I will give it to you as proof."

The Goblin held out his hands, still bound together, and looked at the heroes pleadingly.

"The Dwarves are known to build secret entrances to their realms, and a key would be convincing proof," said one of the companions.

"We should wait until we have evidence of his truthfulness before releasing him," replied the hero with the knife.

"But he insists he would rather die than aid us as our prisoner," said the first. "We cannot carry him down these mountains, or drag him across Rhoyanion, but I believe there are enough of us to keep an eye on him to watch for any sign of betrayal."

"Very well," answered the other hero, sheathing his dagger. He narrowed his eyes and looked suspiciously at Urdug while untying him. "We will help you find this key," he said, "and you will take us to your secret entrance. But be warned: if you attempt any deception, I will slit your throat."

"Yes, yes," said Urdug rising to his feet, "Urdug will find you the key, and maybe the horn I lost as well. Perhaps even my

friend, Tiny. I think he escaped when the giant attacked us. He was never too bright, but he knew when fight and when to run. Anyway, off we go. Follow me!"

And with that, Urdug led the bewildered heroes down the slopes of the Grey Mountains to retrace his steps through Wilderland.

"Roam Across Rhoyanion" is played with an encounter deck built with all the cards from the following encounter sets: *Roam Across Rhoyanion*, *Fell Beasts*, *Lost in Wilderland*, and *Hills of Wilderland*. (*Fell Beasts*, *Lost in Wilderland*, and *Hills of Wilderland* can be found in *The Wilds of Rhoyanion* deluxe expansion to *The Lord of the Rings: The Card Game*.)



Encounter

Encounter is a new keyword that appears on player cards with an encounter card back, and it has the following rules:

- Player cards with the encounter keyword cannot be included in any player's deck because they have encounter card backs. Instead, when setting up a scenario, each player may set up to 3 cards with the encounter keyword aside, out of play. These cards do not count toward the player's deck minimum of 50 cards.
- Player cards with the encounter keyword have a dash (-) instead of a cost because they are never played from a player's hand. Instead, player cards with the encounter keyword are meant to be shuffled into the encounter deck. In order to shuffle one of the set aside player cards into the encounter deck, a card effect must instruct a player to do so.
- The "when revealed" effect on player cards with the encounter keyword cannot be canceled.
- If a player card with the encounter keyword is dealt as a shadow card to an enemy, it is treated like an encounter card: place it in the encounter discard pile after resolving that enemy's attack.
- If a player card with the encounter keyword leaves play, it is removed from the game. Do not place it in a player's discard pile or in the encounter deck discard pile.

Indestructible

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

DO NOT READ THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

The heroes had taken a risk by trusting Urdug, but they were no fools. They had anticipated his treachery, and dealt harshly with his friend, the Troll. But Urdug they kept alive because they still needed the location of the secret entrance to Gundabad. They bound him again with cords, and this time the Goblin did not complain. He didn't even so much as whimper. Urdug had taken his chance to escape and failed. He knew that if he caused any more trouble for the adventurers that his fate would be the same as Tiny's.

"We have the key to the Goblin's door but it is still a long way to Mount Gundabad, and we are ill supplied for such a journey," said one of the heroes.

"Agreed," said another. "There is a great settlement of Woodmen between us and the mountain. It rests on the edge of Mirkwood Forest. Hrogar's Hill, they call it. People are friendly there – though perhaps not to Goblins."

He threw Urdug a sharp glance, but the Goblin did not even raise his eyes to see.

"Excellent," replied the other hero. "Then we head for Hrogar's Hill."

The heroes packed their things and began the long trek to the Woodmen settlement, leading their captive by a rope tied to his wrists.

The story continues in "Fire in the Night," the third Adventure Pack in the *Ered Mithrin* cycle.



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THE LORD OF THE RINGS

THE CARD GAME

FIRE IN THE NIGHT™

Difficulty Level = 7

Hrogar's Hill was a Woodmen settlement with a tall, wooden palisade that encircled it. The wall was built upon an earthen rampart and surrounded by a deep moat. A single, wooden draw-bridge connected the town to the road that led to its gate. Watch-towers were built on either side of the gate and guards kept their vigil there day and night.

At the far end of town opposite the gate, was the hill from which the settlement took its name: a tall, steep slope ascended by a fortified stair, and upon its summit was built Hrogar's Hall. The Woodmen gathered there for important meetings and celebrations. If the town were to be overrun, they could take shelter there and long withstand a siege, for the Woodmen always kept supplies stored within.

During the day, the Woodmen worked in the pastures and gardens that surrounded the town, or felled trees at the edge of Mirkwood forest nearby. But at night, they withdrew inside their walls and raised the draw-bridge as protection from dangerous forest-dwellers and Goblin raids. So it was that the heroes found the entrance barred when they arrived a few hours past sunfall on a dark night.

"Who goes there?" called a guard from one of the watch-towers.

"Travelers on an errand from King Brand in Dale," answered one of the heroes. "We seek food and shelter for the night, and we have gold to trade for supplies."

"That is good," replied the guard. "The servants of King Brand are welcome in our town, though it is long since any have visited. But what is that you bring with you?" He pointed to the Goblin whose wrists that had bound with rope.

"This is our captive," answered the hero pulling Urdug into the light with a tug of his rope.

"The Master will not like that," said the guard. "We have had many battles with the Goblins, but we are not accustomed to taking prisoners. For what purpose do you bring him here?"

"That should not be answered in the open. Let us in, and we can speak more plainly," said the hero.

"Very well," replied the guard, "I will summon the Master. Wait there."

After a little while, the draw-bridge was lowered and a small troop of armed guards ushered the companions through the gate where they were greeted by the Master; a big man with a bushy, white beard and keen eyes. He regarded the heroes

with a friendly smile and said, "Welcome friends! What brings you to Hrogar's Hill?"

"We are on an urgent errand to Mount Gundabad with this Goblin as our guide," answered one of the heroes.

"Strange tidings!" exclaimed the Master. "Gundabad is a name of ill omen, and to follow a Goblin there seems folly. Your errand must be urgent indeed to travel there in such a manner. Tell me friends, what need drives you thither?"

"We hunt a great Dragon: Dagnir the Terrible. This Goblin claims she drove his people from their homes in Mount Gundabad," answered the hero.

"A Dragon?" laughed the Master, appearing relieved. "My friends, this Goblin has deceived you. There has not been a Dragon seen in this part of the world since time out of legend."

"Deceived we may be," answered the hero, "but the Dragon we seek is real. Two of its spawn we have killed already, and we fear what their mother may do when she learns what has befallen her children."

"Two Dragons?" said the Master with a fresh regard for his guests. His eyes were wide with wonder. Then, he collected himself and said, "I must hear the tale of these deeds. Come, you will be guests at my table tonight and tell me your story. My guards will keep watch over your prisoner."

Two Woodmen escorted a sullen Urdug away as the Master led the adventurers up the steep hill to Hrogar's Hall. There the heroes were seated at a long table and food was brought to them. The Master sat at the head of the table and listened to all they had to tell until their meal was suddenly cut short by the sound of alarm from outside.

The heroes followed the Master out of the hall where they saw in the distance a terrifying red-orange glow that cut a swath through the black night as it moved toward the town below. Dagnir had come.

"Fire in the Night" is played with an encounter deck built with all the cards from the following encounter sets: *Fire in the Night*, *Grey Mountain Goblins*, *Dark Woods*, and *Gathering Gloom*. (*Grey Mountain Goblins*, *Dark Woods*, and *Gathering Gloom* can be found in *The Wilds of Rhovanion* deluxe expansion to *The Lord of the Rings: The Card Game*.)



Side Quests

Side quests represent secondary adventures that the heroes may undertake while pursuing the main goals of the quest deck. Side quests are never considered to be a part of the quest deck. The top card of the quest deck is called the “main quest.”

A side quest with an encounter card back is called an “encounter side quest.” An encounter side quest is both a quest card and an encounter card. When an encounter side quest is revealed, it is added to the staging area. Because side quests are quest cards as well as encounter cards, the “when revealed” effects of side quests cannot be canceled by player card effects.



Sample encounter side quest

Side Quests in Play

While any side quest is in the staging area, it functions like a quest card with the following exception: when a side quest is defeated, the players do not advance to the next stage of the quest deck. Instead, the side quest is added the victory display.

At the beginning of each quest phase, if there are one or more side quests in the staging area, the first player may choose one to be the “current quest” until the end of the phase instead of the quest card that is currently active via the quest deck. While a side quest is the current quest, any progress that the players make is placed onto that side quest and any card effects that target the “current quest” target that side quest. Progress must still be placed on the active location before it can be placed on a side quest. Any progress that is made beyond the current quest’s total quest points is discarded; do not place progress on any other quest card in play.

DO NOT READ THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

As the first cold light of dawn climbed over Hrogar's Hill, it revealed the smoldering remains of the Woodmen town. The city gate was smashed, and the watch-towers on either side were burnt to the ground. Inside the blackened walls, houses were still burning or already collapsed into scorched ruins. Yet atop the steep hill, Hrogar's Hall still stood. The women and children had taken refuge inside during the attack, and a large part of the people survived thanks to the gallantry of the defenders.

The heroes had driven back the Dragon, but only after she had grown tired of hundreds of stinging arrows and sword strokes. No weapon had been able to pierce Dagnir's thick armor enough to do her any real harm. When she retreated into the night, it was only because she had grown tired of smashing homes, and her fires burned low.

The companions were not surprised when the Master emerged from Hrogar's Hall and asked them to leave at once. Even if he knew better, many of his people accused the heroes of bringing the Dragon to their town. Some noted that there were Goblins who joined Dagnir in her attack and suspected that they were trying to rescue Urdug.

As it happened, their captive was nowhere to be found. At first they suspected that his guards left him to fight the Dragon. That was until they found their bodies in an alley. One had a dagger in his back, and the other a slash across his throat. Without their Goblin guide and without the means to defeat Dagnir, the heroes had to rethink their plan. Here the Master provided them with a parting gift, a bit of lore to help them on their journey.

“Until last night I thought Dragons were merely legend, but now that I know they are not, I am reminded of another story: the tale of a mighty warrior who slew the great worm, Scatha. It was rumored that he wielded an enchanted blade powerful enough to pierce the Dragon's hide, and it was afterwards called ‘Wormsbane.’”

“Such a weapon would surely aid us in our quest. Tell us: where can we find it?” asked one of the companions.

“That's easy,” answered the Master. “The man who wielded the sword was named Fram, and he won such great renown that his people named their city after him. Search for his resting place in Framsburg.”

The story continues in “The Ghost of Framsburg,” the forth Adventure Pack in the *Ered Mithrin* cycle.



THE LORD OF THE RINGS

THE CARD GAME

THE GHOST OF FRAMSBURG™

Difficulty Level = 5

Thousands of years ago, Scatha the Worm attacked the Dwarves of Ered Mithrin and amassed a great hoard from their treasuries. He was one of the greatest Dragons in the Third Age of Middle-earth and the scourge of Wilderland, but even more renowned was Fram son of Frumgar, for he it was that slew the worm with his sword and claimed its treasure for his own.

Fram was lord of the Eotheod, and he used his wealth to improve the capital city of his people, which they afterward named Framsburg in his honor. It was rumored that the Dwarves demanded Fram return the treasure Scatha stole from them, but he refused. Instead, he made a necklace from the Dragon's teeth and gave it to them with these words: "Jewels such as these you will not find in your treasuries, for they are hard to come by." It is said that the Dwarves were so angered by this rebuke that they slew Fram in revenge.

In the years that followed, Eorl the Young would come to lead the Éothéod and bring them south to Rohan, whereafter they were known as the Rohirrim. Their old capital of Framsburg was abandoned and fell into ruin, and the tomb of their hero, Fram, lay hidden for millennia.

It was in Fram's tomb that the heroes now hoped to find his legendary sword, Wormsbane. After their battle with Dagnir at Hrogar's Hill, the adventurers learned their weapons were not sufficient to kill the Dragon. They hoped that the enchanted blade of Fram would be able to slay the beast. So they had traveled west from Hrogar's Hill until they reached the river Anduin, then they followed the river north to Framsburg.

The ruins of the old city lay at the meeting of the Greylin and Langwell rivers. The Greylin ran down from the Grey Mountains to the north, and the Langwell flowed from the Misty Mountains to the west. When they joined, they formed the headwaters for the mighty Anduin that flowed far south where it served as a wide barrier between Gondor and Mordor, but here in the north the heroes were able to ford the river without too much trouble.

Once across, the adventurers made straight for the old keep. Age had taken its splendor and given it a haunted look, and in the failing light of the setting sun, the keep stood above the decayed remains of the dead city like a dark sentry, foreboding an evil fate for any who disturbed the memories of those long past. For a moment it seemed to the heroes that a faint blue light could be seen from a high window, but when they looked again the window was a black hole.

A hush fell on the company as they walked along the ancient road that led to the keep. They neither saw nor heard any sign of danger, yet their hands rested anxiously on their weapons as a feeling of dread grew with each step they took towards the dark hold. They walked in silence, their eyes darting this way and that as if expecting some sudden assault, until at last they reached the gate. Its empty archway stood open like the black mouth of some horrible beast, but they could see nothing inside.

They lingered there for a moment until one of the companions spoke: "I like not this place. There is some evil afoot here."

"I feel it too," said another, "Yet the sword we seek lies within."

"I fear what else we will find," answered the first.

"As do I. Let's find out together," came the reply. "Come. Follow me."

Together the heroes entered in the dark keep in search of Fram's tomb.

"The Ghost of Framsburg" is played with an encounter deck built with all the cards from the following encounter sets: *The Ghost of Framsburg*, *Wild Creatures*, and *Afraid of the Dark* (*Wild Creatures* and *Afraid of the Dark* can be found in *The Wilds of Rhovanion* deluxe expansion to *The Lord of the Rings: The Card Game*.)



Discover X

Discover is a keyword in *The Ghost of Framsburg*. The discover keyword represents the heroes' search for Fram's tomb, as well as the unexpected dangers they encounter as they travel to the different locations in Framsburg. When a location with the discover keyword becomes the active location, the first player resolves the following steps in order:

1. Look at the top X cards of the encounter deck, where X is the active location's discover value.
2. Choose 1 looked at objective with the Loot keyword and attach it to the active location as a guarded objective.
3. Randomly select 1 looked at card with the **Hazard** trait, reveal it and add it to the staging area.
4. Place any remaining looked at cards in the encounter discard pile.

If there are less than X cards remaining in the encounter deck when resolving the discover keyword, shuffle the encounter discard pile into the encounter deck and continue resolving the discover keyword.

Loot

Loot is a keyword that appears on some objective cards in *The Ghost of Framsburg*. Objectives with the loot keyword are valuable treasures that can only be discovered by exploring the different locations in Framsburg. A loot card can only enter play by resolving the discover keyword on a location.

If a card with the loot keyword is revealed from the encounter deck, discard it and reveal another card from the top of the encounter deck.

DO NOT READ THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

Beneath the haunted keep of Framsburg, in the dark of Fram's tomb, the heroes were confronted by the shade of Fram himself. He regarded the heroes with lifeless eyes and the walls shook when he spoke: "Why do you come here? Have you come to steal my treasure? You cannot have it!"

Such power and terror was in his voice that the heroes staggered and could not at first respond. The dead man howled with rage, and again the cave trembled. It seemed that he would attack when one of the companions managed to speak: "Wait! We don't want your treasure! It is a sword we seek. Wilderland is again threatened by a mighty Dragon, and we need your sword to defeat it."

"Lies!" shouted Fram. "You want the gold from Scatha's hoard, but I won't let you take it!"

"No my lord!" answered the hero. "There is no treasure left in Framsburg. It has been abandoned for millennia."

"What? What trickery is this?" asked the shade, its voice losing some of its terror. "Where is my gold?"

"I know not," replied the hero. "We found naught but this as we explored the keep," he said holding up the Dragon-tooth necklace.

"Ahh!" cried the shade as if pained by the sight. "The necklace! I remember!" His lifeless eyes were fixed on the necklace as he spoke: "When the Dwarves heard Scatha was dead, they sent emissaries to demand their gold be returned, but they were haughty and I disliked their manner, so I gave them the necklace and naught else. With mocking words I threw it at their feet, thinking little of their wrath."

"Then it was your pride that doomed you to this fate," spoke the hero.

The shade seemed to contemplate this before it continued to speak: "Pride? Perhaps so. I thought that I had nothing to fear from the Dwarves. I had just slain the great worm, and they were guests in my house. But I underestimated the fire that burned within them. I thought them only a stunted people, but they set upon my guards in the night and slew me in my own keep."

"It was an evil death, my lord," the hero said, "but it would seem that you brought this curse on yourself by provoking them."

Fram's ghost appeared to diminish further with its reply, "You are right; it was pride and greed that doomed me to this fate. I will bear it no longer."

Fram lifted his eyes from the necklace to regard the heroes, and as they looked back at him they no longer saw a powerful shade, but instead it seemed to them that an old, wizened man stood before them.

"You may have my sword. It lies within," he said, pointing to the sarcophagus at the center of the tomb. "I repent of my arrogance. Forgive me."

With those words, the shade of Fram closed his eyes and a peace washed over his face before he disappeared. The companions stood silently for a moment before opening his sarcophagus. Inside was the dusty skeleton of the fifth lord of the Éothéod. Chain mail hang from rotted bones, a crown rested atop its skull, and across its chest laid Wormsbane - broken in two pieces.

The story continues in "Mount Gundabad," the fifth Adventure Pack in the *Ered Mithrin* cycle.



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PROOF OF
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