

THE LORD OF THE RINGS™

THE CARD GAME

THE DUNLAND TRAP™

Difficulty Level = 7

In the circle of Isengard, the heroes were preparing themselves for the journey to Tharbad. The leader of the White Council, Saruman, had tasked them with an important quest: to find the hidden forge of Celebrimbor, the master Elf-smith who forged Rings of Power in the Second Age. The Wizard believed that knowledge of Celebrimbor's secret forge could be learned from a Dwarf who they were to meet in Tharbad.

The heroes were tightening their belts and shouldering their bags when Saruman descended the stairs of Orthanc to wish them farewell. "This gold should be sufficient to convince the Dwarf, Nalir, to sell you his map," the Wizard said as he handed a heavy purse to the heroes. "Guard it well. For the location of Celebrimbor's forge is a prize beyond worth, and we dare not let the servants of the Enemy find it in our stead."

The heroes added the gold to the bag of valuables that they had recovered from the Orcs of Methedras, then Saruman bid the heroes hasten and returned to his tower. The heroes themselves mounted their steeds and rode south from the ring of Isengard until they reached the Old South Road that would lead them to Tharbad where Nalir could be found.

The road ran west and north through the hill country of Dunland and they rode until sunset. As the red sun burned low in the distance, the heroes gathered around a fire to keep warm and ease the weariness in their limbs. But just as sleep began to close their eyes, they were startled wide open by the sound of war cries from all around. A host of bearded Dunlendings was swarming down the hills towards them with weapons drawn...

"The Dunland Trap" is played with an encounter deck built with all the cards from the following encounter sets: The Dunland Trap, Dunlending Warriors, and Weary Travelers. (Dunlending Warriors and Weary Travelers can be found in the **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Keyword - Secrecy X

Secrecy is a keyword on some player cards. 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.

Strategy Tip

There are a number of effects in *The Dunland Trap* that trigger after a player draws a card. If several of these effects are in play at the same time, it can be difficult to keep track of them all. In order to manage multiple effects that share the same trigger, it can be helpful to keep this strategy in mind:

After a player draws a card, check each encounter card in play for a **Forced** effect that triggers at that time. Then, resolve each effect before moving on.

This may cause the scenario to progress slowly at first, but as the players become familiar with the various **Forced** effects, the game will advance more quickly.



THE LORD OF THE RINGS™

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THE THREE TRIALS™

Difficulty Level = 5

The heroes were bound hand and foot inside a wood lodge of the Dunlendings. Outside they could hear the warriors of the Boar Clan celebrating their victory, when a large Dunlending entered. It was the leader of the war-party that assaulted them, and the same Wild Man who ordered them taken prisoner. He approached the heroes until he stood towering over them.

The war-chief stared intently at the heroes, holding the totemic amulet taken from their baggage. "I am Turch, chieftain of the Boar Clan. Every ten years, an amulet like this is given to a youth of great promise," he began. "The gift marks the height of his manhood and signals his worthiness to undertake the three trials."

His eyes grew distant, and for a moment sadness washed over his stern face. Then, with a deep breath he hardened his face and continued, "This amulet was given to my son."

At that moment, an elder Dunlending man wearing ritual boarskins and the bones of his totem animal entered. "You would reveal our secrets to these strangers?" He asked in a sharp voice, indicating the heroes with a sweep of his arm. "They are not Boars!"

The chief glared at the druid, "I am the chief of this tribe! I will speak what I like."

The old man fell silent and bowed his head. When the chief returned his attention to the heroes, he held up the amulet in his weathered hand and resumed his story, "Whoever succeeds at these trials will recover the Antlered Crown and unite our people. My son journeyed into the forest near the mountains to attempt the trials several years ago. He never returned." The chief's eyes were haunted when he met the heroes' gaze. "No other youth showed such promise, and none of his peers dared to take his place. To my shame, the Boar Clan has no champions to undertake the trials when the moon grows full this night."

Once again, the old man interrupted, shaking his fist towards the chief. "These strangers wear the trappings of our enemies! We dare not trust them!"

The chief held up a hand to silence the wise man and kept his gaze on the heroes. "I see now that my son was slain by the Orcs you encountered," he said. "It is good that Saruman sent you to deal with them." Then, scratching his beard thoughtfully, he spoke to himself, "The friendship of Isengard in addition to the Antlered Crown would force the other clans to recognize the leadership of the Boar Clan."

He seemed to ponder that idea a moment. Then, turning his attention back to the heroes, he spoke to them, "You avenged my son by dealing with the Orcs that killed him, and you fought well when we ambushed you. I believe that my son's spirit is with you."

The chief looked down at the amulet one last time before reaching forward to offer it to the heroes. "If you remain here, my people will demand your death. Instead, it is my wish that you take the trials in my son's place and retrieve the Antlered Crown. If you do this, you will be spared and free to continue the Wizard's errand."

Before the heroes could reply, the old druid pounded his staff on the ground and shook it violently. "You cannot do this! They are not Boars! They cannot undertake the trials!"

"Consult the bones," ordered the chief as he rose to his feet and towered over the old man. "Let the Boar spirit decide."

The old druid reached inside his boarskins and reluctantly brought out a small purse. He opened the pouch to let the small bones inside it spill onto the ground, then he bent to his knees and lowered his face to inspect them closely.

After a tense minute of silence, the old man grunted, and rising slowly to his feet he spoke slowly, "The strangers may undertake the trials."

"The bones have spoken," spoke the chief. "It is decided then: You will undertake the trials to recover the Antlered Crown for the Boar Clan. Success will grant you and your master our friendship. Failure will grant you death."

"The Three Trials" is played with an encounter deck built with all the cards from the following encounter sets: The Three Trials and Ancient Forest. (Ancient Forest can be found in **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)





Keyword - Secrecy X

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The “Current Trial”

The three stage 2 quests in this scenario (The Trial of Strength, The Trial of Perseverance, and The Trial of Intuition) represent three different trials that the heroes must complete in order to reach stage 3. The current stage 2 quest is referred to as the “current trial”. Each trial has a different **Key** objective that must be claimed, which is chosen randomly during each stage 2A’s “when revealed” effect. The Key objective that is chosen during each stage is referred to as “the current trial’s **Key** objective”.

Each stage 2B says “**When the players control the current trial’s Key objective...**” The “current trial’s **Key** objective” is the one that was chosen during the “when revealed” effect of that quest’s stage 2A.

***For example:** David is playing The Three Trials and has just revealed stage 2A: “The Trial of Strength.” It reads: “**When Revealed:** Randomly choose 1 of the remaining set aside **Guardian** enemies and 1 of the remaining set aside **Barrow** locations, reveal them, and add them to the staging area. Find the set aside **Key** objective that shares a **Trait** with the just revealed Guardian enemy and attach it to that enemy.” David randomly chooses Wolf’s Guardian and Stone Barrow, revealing them and adding them to the staging area. He then finds the set aside **Key** objective that shares a **Trait** with Wolf’s Guardian - Key of the Wolf - and attaches it to Wolf’s Guardian. Key of the Wolf is the current trial’s Key objective. Once David claims Key of the Wolf, he will proceed to the next trial, or advance to stage 3 if he has completed all three trials.*

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TROUBLE IN THARBAD™

Difficulty Level = 4

Looking at Tharbad, the heroes were dubious. The river town was little more than a haven of freelancers and highwaymen, filled with dilapidated buildings amongst ruined and crumbling causeways. As soon as they entered the ancient city, they inquired with several townsfolk to discover where they might find Nalir.

In due time, the heroes were pointed in the direction of a patched and ramshackle tavern, *The Empty Mug*. Once inside, the heroes found the Dwarf they sought sitting alone with a tankard of ale. His appearance did little to inspire confidence in the heroes, but there was a glint in his eyes when they spoke of the map that revealed a cunning mind at work.

"Aye, I have the map you seek," he said, wiping the ale from his mouth. "However..." he continued slowly, "I sold it to a man earlier today, name of Bellach. A shady looking character, he was. Not the sort of man to take 'no' for an answer. But he offered a fair price, even if he was foul about it. I'm to meet him here at sundown to make the exchange... Unless you can offer a better price?" Nalir punctuated his question with a sly grin.

The heroes were eager to purchase the map, and Nalir used it to his advantage. It took all the gold from Saruman's purse to convince the Dwarf to sell the map to them, but in the end a deal was struck. "Done!" exclaimed Nalir, clapping his hands together. "A nice bit of business! Now let's finish it quick before that Bellach returns. I'd like to be far from here before he finds out I've sold the map to you. I don't imagine he'll take the news kindly."

With that, Nalir stood up from his seat and moved his chair aside to get at the floorboard it had been sitting on. He lifted the board and took a rolled parchment from underneath. "Here's the map I drew. It shows the way to the hidden chamber in *Ost-in-Edhil*," he spoke with obvious pride. "Lucky to find it, I was. Elves are right clever about hiding things they don't want found. Another Dwarf might've walked right over it without ever knowing it was there. I daresay you'd never find it on your own! But now that you've got Nalir's map, you don't have to worry about that..."

He was just about to hand his map to the heroes when there was a shout from the doorway. A tall man in a dark cloak stood there. He had a cruel scar across his face and his right hand was on his sword hilt. Several more sinister-looking men stood behind him.

"Bellach!" exclaimed the Dwarf.

"Is that the map you sold to me?" demanded the man in the doorway pointing at the parchment Nalir was about to give the heroes. There was murder in Bellach's eyes. "You have made a foolish mistake," he snarled, then put his fingers to his lips

and made a loud, shrill whistle. To the heroes' dismay, it was answered by the unmistakeable sound of Orc shouts from outside the tavern.

"Kill them!" Bellach shouted to his followers as he drew his own sword. "In the name of Mordor! Bring me the map!"

Nalir wasted no time fleeing for the back door as Bellach's men rushed inside. A roar of shouts and clanging steel filled the little tavern. Just as Nalir reached the door, it was thrown open from the outside by a large Orc. The Orc seized the map that was in Nalir's hand, but the Dwarf's grip was strong. After a brief struggle, there was a loud ripping sound as the map was torn in two.

"You fool!" snarled Bellach at the Orc with half a map in its hand.

In that brief moment of distraction, the heroes saw their chance. Grabbing Nalir, they shoved past the bewildered Orc and sped down the alleyway behind the tavern, the sound of pursuit close behind...

"Trouble in Tharbad" is played with an encounter deck built with all the cards from the following encounter sets: *Trouble in Tharbad* and *Misty Mountain Orcs*. (*Misty Mountain Orcs* can be found in *The Voice of Isengard* deluxe expansion to *The Lord of the Rings: The Card Game*.)



Threat Elimination Level

Stage 1B of this scenario reads: "Time 4. **Forced**: After the last time counter is removed from this quest, lower each player's threat elimination level by 10 for the remainder of the game. Then, place 4 time counters on this stage." A player's "threat elimination level" is the amount of threat at which a player is eliminated. This number is typically 50. However, in this scenario, a player's threat elimination level may be lower than 50. If a player's threat is ever equal to or higher than their current threat elimination level, they are eliminated from the game (see page 22 of the rules for *The Lord of the Rings: The Card Game* for more concerning player elimination).

Attacks Against Nalir

Nalir is an objective-ally in *Trouble in Tharbad*. An attack made against Nalir works the same as an attack made against the player who controls Nalir, with one exception: undefended damage from an attack made against Nalir must be assigned to Nalir.

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THE NIN-IN-EILPH™

Difficulty Level = 4

With Bellach's Orcs scouring the country around Tharbad looking for the Dwarf, Nalir, the heroes had chosen to flee with him into the Nin-in-Eilph, a vast swampland that had been undisturbed for ages. By taking this path the heroes hoped they would throw the Orcs off their trail and come to Hollin on the other side. But after wandering for a day through the pathless marsh, the heroes were growing tired and Nalir's complaints were getting louder.

"I told you this was a bad idea," Nalir grumbled as he struggled through the marsh and sank to his chest. "I don't like to get closer to water than the riverbank. Dwarves don't swim, you see." Despite the roguish Dwarf's protests, the heroes trudged on. The mission they had undertaken for Saruman to find Celebrimbor's forge was important, and all the more urgent now that the Enemy was searching for it too.

Nalir, however, cared little for Saruman and less about his mission. He had only agreed to make the crossing with the heroes for fear of the Orcs, but there was something about the swamp that made him more afraid. As they slogged through the endless marsh, they began to hear noises like gentle splashes.

A foul smell overtook the heroes and a sense of dread stopped them where they stood knee-deep in the swamp. Unconsciously, they drew their weapons and faced outward to see the murky water rippling toward them.

Nalir thought he saw a long dark shape snake its way across the surface. "There's something out there," muttered the Dwarf. The heroes strained their eyes but could see nothing through the fog that had settled over the swamp.

"We can't stay here," said Nalir, trying to stay near the center of the group. "We've got to find a way out."

The heroes knew he was right. Whatever dangers lurked in the Nin-in-Eilph, the heroes would have to brave them in order to reach the other side...

"The Nin-in-Eilph" is played with an encounter deck built with all the cards from the following encounter sets: The Nin-in-Eilph, and Weary Travelers. (Weary Travelers can be found in **The Voice of Isengard deluxe expansion to **The Lord of the Rings: The Card Game**.)**



Keyword - Secrecy X

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Advancing to Parallel Stages

To simulate the experience of getting lost in an endless, shifting swamp, each stage 2B has the text:

"Forced: After the last time counter is removed from this stage, advance to a different stage 2A at random."

When the players are instructed to do this, the first player shuffles each stage 2 (except for the one currently in play) together and chooses one of them at random for the players to advance to, replacing the current stage 2. Then, the previous stage 2 is placed back in the quest deck with the other unused stage 2 cards. Any progress that was on that stage is lost. When the players are instructed to advance to a different random stage 3A, follow the same steps.



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CELEBRIMBOR'S SECRET™

Difficulty Level = 6

Orcs were crawling over every stone and into every hole in the ruins of Ost-in-Edhil when the heroes arrived at the edge of the valley. From their vantage point, they could see the man, Bellach, as he ordered the search.

"I should've guessed that scum would get here first," hissed the Dwarf. "He must've led the Orcs here while we were lost in that swamp."

The heroes looked on the scene with dismay. After all their travels, it seemed they had come too late to accomplish their mission. Then Nalir noticed something that made him growl, "He's got the other half of my map with him! Look, he's using it to direct the Orcs." Suddenly the Dwarf started laughing, "That fool! He'll never find the hidden chamber with just half. He's searching in the wrong spot!"

Nalir's news gave the heroes hope that they may yet discover Celebrimbor's forge and recover its secrets before Bellach and his Orcs. However, the Dwarf had gone as far as he would, "What you do from here is your business, but with all these Orcs searching about, I daren't go down there. If we're seen by those Orcs, even warriors of your mettle may not survive."

The heroes objected but it was clear that Nalir could not be convinced to lead them any further. "I'll tell you where I found the hidden chamber," said the Dwarf, "but I'm not going nowhere near that many Orcs. I doubt if anybody could make their way through that valley without being spotted."

Nalir did his best to describe where the entrance to the hidden chamber was located before wishing the heroes luck and slipping away. He gave one last dubious look at the heroes before disappearing out of sight.

Turning back to the matter at hand, the heroes look out over the vale of Ost-in-Edhil and try to discern the entrance to the hidden forge at the valley's end. They would have to move with great stealth if they wished to evade Bellach's forces and reach the end of their quest.

"Celebrimbor's Secret" is played with an encounter deck built with all the cards from the following encounter sets: Celebrimbor's Secret, Misty Mountain Orcs and Broken Lands. (Misty Mountain Orcs and Broken Lands can be found in *The Voice of Isengard* deluxe expansion to *The Lord of the Rings: The Card Game*.)



New Keyword - Scour

Scour is a new keyword that represents the efforts of Bellach and his minions to discover Celebrimbor's hidden forge and the heroes who seek it. The scour keyword does nothing by itself, but when the players are instructed by quest card or encounter card text to trigger a scour effect they must resolve the effect that follows the scour keyword on that card. The effect that follows the scour keyword on a card is called the "scour effect."

Example: Two players are at stage 2B, *The Enemy's Servant*, when they remove the last time counter at the end of the refresh phase. *The Enemy's Servant* has the text: "**Forced:** After the last time counter is removed from this stage, trigger each Scour effect currently in play." So the players examine each encounter card in play and discover that there are 2 cards with the Scour keyword in play: *Bellach* and *Collapsed Tower*.

Bellach reads: "**Scour:** Each player must search the encounter deck and discard pile for an **Orc** enemy and add it to the staging area." *Collapsed Tower* reads: "**Scour:** Return this location to the staging area and place 2 damage here." Player 1 is the first player, so he decides to resolve the scour effect on *Collapsed Tower* and places 2 damage on it. Then, player 1 and 2 resolve the scour effect on *Bellach*. They each search the encounter deck and discard pile for an **Orc** enemy, add them to the staging area, and shuffle the encounter deck.

The Orcs' Search

The Orcs' Search is an objective that represents the efforts of Bellach and his servants to discover Celebrimbor's hidden forge and the heroes who search for it. As the agents of Mordor scour the ruins of Ost-in-Edhil, certain encounter card effects place damage on locations to represent their progress. This is significant because The Orcs' Search reads: "When a location has damage equal to its printed quest points, place it facedown underneath The Orcs' Search." When a location is placed facedown underneath The Orcs' Search, it means that Bellach and his minions have searched that location, bringing them one step closer to finding the knowledge they seek and leaving the heroes fewer places to hide.

Other cards besides locations can also be placed facedown underneath The Orcs' Search by various encounter card effects. When the players are instructed to place a card facedown underneath The Orcs' Search, they must first discard any tokens on that card and any attachments attached to that card. Facedown cards underneath The Orcs' Search are not in play and only interact with card effects that specifically reference cards underneath The Orcs' Search.

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THE ANTLERED CROWN™

Difficulty Level = 7

The signs of war littered the hills of Dunland. Everywhere the heroes looked there was smoke and blood and fire. Across a wide valley, the bodies of Dunlending warriors lay slain in the dirt. Some wore the trappings of the Boar tribe, others were dressed with Raven feathers.

As the heroes searched the battlefield for survivors, they were alerted to an approaching troop by the tramp of marching feet. Looking in the direction of the sound, they descried the banners of the Boar Clan flying above an army of Wild Men. Striding proudly at the front was chieftain Turch wearing the Antlered Crown. He halted when he saw the heroes.

"Well met," said the chief with a smile. "I am glad to see you again, but you cannot travel any further; our country is at war." His face was stern, but his eyes were weary.

He removed the Antlered Crown and wiped his brow, then regarded the thing in his hand and frowned. "The Antlered Crown has not united the Dunlending clans as I had hoped. The leader of the Raven Clan has rejected my leadership and laid claim to the crown for himself, instigating this fight." The large chieftain spat in the dirt to show his disdain.

"The cowards of the Wolf Clan have reserved their allegiance for the moment, but if they should ally with the Raven, I fear we will be overmatched," he explained. Then, looking at the heroes he continued, "Yet, if the emissaries of Saruman were to ally themselves with us, the Boar Clan would surely be victorious! And you would return to Isengard with the friendship of a united Dunland. What say you?"

The heroes were reluctant to fight in the Dunlendings' war. Yet, even if they refused, it seemed unlikely that they could escape Dunland unscathed. Better to fight alongside the Boar Clan than to flee into danger; they decided, especially if it meant they might earn friendship of the Wild Men for Saruman. Surely the threat of Mordor demanded that all free peoples unite together?

Seeing an opportunity to strengthen the West, the heroes agreed to march with Turch and his clan.

"Excellent!" bellowed the Boar chieftain. "Come, the Raven Clan is still scattered among the hills. We must find their chief before he gathers the rest of his clan to him. If we defeat the chief of Ravens, the rest of his clan will submit."

Chieftain Turch placed the Antlered Crown back on his head and signaled to his men, "We march!"

"The Antlered Crown" is played with an encounter deck built with all the cards from the following encounter sets:

The Antlered Crown, Dunlending Warriors, and Dunlending Raiders. (Dunlending Warriors and Dunlending Raiders can be found in **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)



The Raven Deck

When setting up The Antlered Crown, the players are instructed to create the "Raven deck." To do this, remove each enemy card in both the Dunlending Warriors and Dunlending Raiders from the encounter deck. Shuffle the removed enemy cards into a deck. This is the Raven deck.

When a player is instructed to reveal a card from the Raven deck, resolve the staging of that card as if it was just revealed from the encounter deck. If a card with surge is revealed from the Raven deck, the players must reveal the top card of the encounter deck for the surge effect.

Whenever an enemy would leave play, it should be placed in the discard pile of the deck that it originated from: An enemy from the encounter deck should be placed in the encounter deck discard pile. An enemy from the Raven deck should be placed in the Raven deck discard pile. If the Raven deck is empty at any time, shuffle the Raven deck discard pile back into the Raven deck.

