

THE LORD OF THE RINGS™

THE CARD GAME

THE LOST REALM™

“Peace and freedom, do you say? The North would have known them little but for us. Fear would have destroyed them. But when dark things come from the houseless hills, or creep from sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if the Dúnedain were asleep, or were all gone into the grave?”

—Aragorn, *The Fellowship of the Ring*

Welcome to *The Lost Realm*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores the lost Dúnedain realm of Arnor and the tireless efforts of the Rangers to safeguard the people who still live in that country. Three original scenarios allow players to aid the Dúnedain in their secret vigil.



Component Overview

The Lord of the Rings: The Card Game - The Lost Realm expansion includes the following components:

- This rules insert
- 165 cards, consisting of:
 - 2 Hero Cards
 - 39 Player Cards
 - 119 Encounter Cards
 - 5 Quest Cards

Web Resources

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

Expansion Symbol

The cards in *The Lost Realm* expansion can be identified by this symbol before each card's collector number.



Rules & New 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.

Time X

The Time X keyword represents the urgency of the heroes' quest. When a card with the Time X keyword is revealed, the players put X resource tokens on that card. These tokens are called "time counters." At the end of each refresh phase, remove 1 time counter from each card with the Time X keyword, if able. When the last time counter is removed, there will be a triggered effect that resolves on that card.

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.

Side Quests

Side quests are a new type of quest card in *The Lost Realm* deluxe expansion. Side quests represent secondary adventures that the heroes may undertake while pursuing the main goals of the quest deck. There are two kinds of side quests: those with encounter card backs and those with player card backs. 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."

Encounter Side Quests

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. Each encounter side quest is part of an encounter set and it is shuffled into the encounter deck when setting up a scenario that uses its encounter set. When an encounter side quest is revealed from the encounter deck, 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.** If a side quest is dealt to an enemy as a shadow card, it functions as any other encounter card without shadow text.

Player Side Quests

A side quest with a player card back is called a "player side quest." A player side quest is both a quest card and a player card, and can be included in player decks. A player side quest can be played from a player's hand during the planning phase by paying its cost. When a player side quest is played or enters play, it is placed in the staging area.

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.

Anatomy of Side Quests

1. Card Title: The name of the side quest.

2. Encounter Set Icon / Sphere of Influence Icon: Each encounter side quest has an encounter set icon that indicates to which set of encounter cards it belongs. This is used in conjunction with the “Encounter Information” icons on side A of the quest cards of any scenario to determine which encounter sets are used to build the encounter deck.

Each player card side quest has a sphere of influence icon that indicates to which sphere it belongs. If a player card side quest has a grey template and no sphere of influence icon (such as Gather Information), then it is a neutral card.

3. Cost: Only player side quests have a cost. This is the number of resources a player must spend from the appropriate resource pool(s) to play a player card side quest.

4. Game Text: The special abilities and italicized flavor text unique to the side quest while it is in play.

5. Set Information: The encounter side quest’s unique identification number within its encounter set.

6. Quest Points: The number of progress tokens that must be placed on the side quest in order to defeat it.

7. Victory Points: Each side quest has a victory point value to indicate that it should be added to the victory display when it is defeated.



Intruders in Chetwood

Difficulty level = 4.

The House of Elrond was bustling with preparations. Fall was turning the leaves on the trees of Rivendell to flaming colors, and the valley echoed with the singing of merry voices. The Elves were gathering the last of the summer harvest to celebrate the Autumnal Equinox. All were busy except the Master of the House and his guests, a band of weary travelers who had recently arrived from important errands in Gondor and Dunland. The heroes were tired from a journey of many leagues fraught with peril, and Elrond had welcomed them to rest in his home and tell what they could of their adventures.

In the Hall of Fire, Elrond spoke with the heroes at length concerning their service to the White Council. Many great deeds they had done to forestall the growing power of Mordor; and for their acts of valor, Elrond made them honored guests and bid them stay until they were refreshed.

While they spoke with the Elf-lord, a messenger entered the Hall to announce another traveler newly come to Rivendell. Behind him stood a tall man of proud bearing. He wore the weather-stained garb of a Ranger. From the man's appearance, it was clear that his errand was urgent.

"Mae govannen, Dúadan," said Elrond, "The sons of Valandil are welcome in Imladris."

The Ranger placed his hand over a hawk pendant he wore on a chain around his neck and bowed. "My lord," he spoke, "My name is Iârion, and I have ridden here in haste to seek my kinsman, Aragorn. There is evil afoot in the untamed lands north of Bree, and we Rangers have need of our Chieftain."

"The son of Arathorn is not here," answered Elrond. Gesturing for the Ranger to sit in the empty chair next to him, he continued: "But tell me more of your errand. Long have the Dúnedain kept the villages of Bree safe with secret vigil, yet seldom have they sought for aid in that thankless task. What evil drives you here now?"

The Ranger took the seat that was offered to him before explaining: "Orcs have been discovered west of the Weather

Hills in greater number than we have seen them in many years. They are spying out the land, and we believe they plan to attack."

"Alas, Aragorn is far afield with my sons and the warriors of my house," replied Elrond. "Until they return, I have no one to send to your aid."

Iârion looked downcast but mastered himself before speaking: "Then I must return at once to my kinsman and help them prepare as best I may."

"I will tell your Chieftain of the threat to his people as soon as he returns," said the Elf-lord.

The Ranger stood up, bowed to Elrond, and turned to leave, but the heroes who were sitting there rose to their feet and stepped forward. "We will come with you," spoke one, and the rest nodded in agreement.

"I thank you strangers," replied Iârion. "But as Master Elrond has said, our deeds are secret and thankless; we Dúnedain receive no reward for our sacrifice, and neither do we have any to offer."

"Hunting Orcs is its own reward," said the hero evenly, and continued, "we will not sit idle here while you and your folk fight this battle. Not while we have strength left. We will come."

"Then let us ride swiftly to the aid of my people," said Iârion with fresh hope in his eyes.

"May the favor of the Valar be upon each of you in this task," spoke Elrond in farewell.

Together the Ranger and the heroes bade farewell to the Last Homely House. They rode west from the valley of Rivendell toward the villages of Bree-land. They followed the Old Road over the Last Bridge all the way to the southern end of the Weather Hills. There they turned aside to climb Weathertop, the tallest of the hills. Its summit commanded a great view of the surrounding area, and Iârion told his companions there would be Rangers keeping vigil there. From them, the Dúadan hoped to learn some news before pressing on.

When they reached the top, they found two Dúnedain who greeted them. "Ho, Iârion. I see you have brought others to help us, but I fear it may be too late," one of them said grimly. "A large number of Orcs descended from the hills last night. A war party it seemed to us, but moving warily and avoiding the road. We watched them creep north and west along the edge of the marsh until they disappeared beyond the fens."

"It is likely that they mean to come upon the villages of Bree-land from the north," replied Iârion looking in the direction the Rangers indicated. "Our people in Chetwood must be warned! One of you take my horse and ride with haste to do so. My companions and I will follow the Orcs and do what we can do to delay them."

Turning to the heroes, Iârion laid his hand on the pommel of his sword as he addressed them: "There are many lonely homesteads north of Bree. We must do what we can to track these Orcs and safeguard those people. Come!"

The Intruders in Chetwood encounter deck is built with all the cards from the following encounter sets: Intruders in Chetwood, Iârion, Eriador Wilds, and Angmar Orcs. These sets are indicated by the following icons:



Iârion

The objective-ally, Iârion, has the text: "**If Iârion leaves play, the players lose the game.**" This text cannot be modified by card effects.

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

Iârion leaned on the hilt of his sword and watched the last of the Orcs flee to the east, away from peaceful villages near at hand. The Ranger and his company of heroes had chased their quarry to the very borders of Bree-land, where they forced their enemy to turn and give battle.

The war-party was better armed and better disciplined than the sort of ordinary rabble the Ranger was accustomed to hunting, but in hindsight it seemed clear to Iârion that the Orcs were bent more on pillaging than fighting, for they broke and fled after only a short battle.

"Clearly these Orcs did not expect to be met by such determined resistance," said one of the heroes triumphantly, looking down at the body of last Orc he had slain before the rest turned to flee.

Roused from his tired musings, Iârion turned to face the man and replied gravely, "Yes, but the audacity of their attack unnerves me; the Orcs have not dared to venture this far west in years. What is it that leads them here now?"



The heroes could see the concern in the Ranger's eyes, and the rush of victory faded as they considered the implications of his question.

"I'm afraid our work is not yet finished, my friends," said Iârion, gazing into the distance. "There is to be a gathering of the Dúnedain at Fornost in a few days to celebrate the Autumnal Equinox. I must go thither with news of this attack for I fear it is but a prelude of things to come, and the Rangers must be ready for what follows."

Turning to the heroes with him, Iârion continued, "However, we cannot allow those Orcs that fled to escape, or they may return again in even greater numbers. Since I must go to Fornost, I ask you: will you track them in my stead?"

From the strained look in his eyes, the heroes could see how hard it was for the honorable Ranger to burden them with this dangerous task, so they made him an oath that none of the Orcs who had ventured so close to Bree would live to return again.

"Well said," replied Iârion. Then, he raised his sword in salute and spoke, "May the spirit of Oromë guide you on your hunt!"

With that, the Ranger sheathed his blade and hurried away. The heroes watched him head north along the Greenway for a minute before turning their eyes to the east and the trail of their enemies.

To be continued in "The Weather Hills" the second adventure in "The Lost Realm" box.

The Weather Hills

Difficulty level = 5.

For days, the heroes pursued the remnants of the war-party east from Chetwood across the northern edge of Midgewater Marshes and into the wide plain beyond. Along the way, they came upon several burnt homesteads. Each was plainly the work of Orcish savagery. However, at each home, the heroes were surprised to find no bodies. Instead, they found signs of struggle and the unmistakable tracks of Orcs dragging their captives away.

"Why would retreating Orcs stop to take prisoners?" asked one of the heroes, examining the impressions on the ground.

"Perhaps they think to ransom their lives?" answered another as he emerged from the charred ruin of a collapsed hovel.

"One or two prisoners would have sufficed if that were their intent, but these Orcs have taken a dozen at least," replied the first. "Look at the markings here."

The man in the doorway knelt by his companion to examine the earth more closely. After a minute he said, "I think I see the answer to this riddle: The Orcs we chase are not the same that attacked this home, though it is likely that they are in league with each other. Look here! The prints made by this family as they struggled against their captors are at least a full day older than those of the Orcs we have pursued here."

The rest of the heroes agreed that he was right, but this discovery did little to ease their mood since it suggested the attack near Bree was only part of a larger plot. There was a brief silence as each member of the company contemplated what that might be.

At length, one of them spoke, "If the Orcs are in league together, then it is likely that the ones we hunt will lead us to their meeting place. There we may hope to find those who were captured. Even if we cannot rescue them, we can at least avenge ourselves upon their captors!" The rest agreed that this was their only course of action, and they resumed the chase.

The Orcs' trail led them north and east towards the Weather Hills. As they marched, the sky above them grew dark with clouds driven

by a chill wind out of the north. By the time they reached the first rocky slope of the hills, it was unusually cold.

The heroes drew their cloaks about them, but it did little to keep out the frosty air. As freezing rain began to fall on the heroes in heavy drops, one of them lifted his eyes skyward and said aloud, "This is an ill omen, my friends. The weather turns against us and washes out our trail. I fear there is some new evil at work here that gives aid to our enemies."

There was some murmur of agreement among the company before another spoke up, "It matters not whence the rain comes or if the trail ends; our quarry hides somewhere in these hills, and we must find them or forsake their captives and our oath."

There was a hushed ring of steel as each of the heroes drew his weapon in silent reply. The heroes pulled up their hoods and began to search the hills for sign of the Orcs...

The Weather Hills encounter deck is built with all the cards from the following encounter sets: The Weather Hills, Angmar Orcs, Foul Weather, and Ruins of Arnor. These sets are indicated by the following icons:



The Orc Deck

When setting up The Weather Hills, the players are instructed to create the "Orc deck." The Orc deck represents the scattered Orcs hiding among the Weather Hills that the heroes must find and destroy. To create the Orc deck, remove each enemy card with the Angmar Orcs encounter set icon, as well as all copies of Concealed Orc-camp, from the encounter deck and shuffle them into a separate deck. This is the Orc deck. When a card from the Orc deck leaves play, it is placed in the encounter deck discard pile. If the Orc deck runs out of cards, ignore any effects that refer to the Orc deck.

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

The Orcs had made their camp inside an old Dúnedain border-fort built at the northern edge of the Weather Hills in the Second Age during the war between Arnor and Angmar. The ancient wooden gates were destroyed with age and the Orcs could not stop their pursuers from entering in. Once inside, the heroes fulfilled their oath to Iârlion by slaying every Orc they found hiding among the ruins.

After the fighting was finished, the heroes cleaned the blood from their weapons and began searching for the Orcs' captives. Inside what might once have been the great hall of the fort, they found the mutilated bodies of several villagers. Their desecrated corpses were arranged at the center of an evil pattern on the floor. The victims had clearly been sacrificed as part of some unholy sacrament, but none could guess what it was. Then did the heroes rue their decision to slay all the Orcs without questioning them first.

"This is not Orc work," said one of the heroes who looked with horror at the scene. "This is foul sorcery."

"Aye, but whose?" asked another in reply.

"Let us search the rest of the fort in hopes that we may find the answer," said a third, covering his mouth and turning his face away from the bodies.

At the far end of the hall, they found a darkened stairway leading down. The heroes lit a torch and descended the narrow passage as it twisted its way underneath the fort. At the bottom of the stairs they found a dank cellar sealed by a locked door. From inside they could hear shuffling and whispering sounds.

The heroes forced the door open and thrust a torch inside. The flickering orange light revealed a small group of survivors huddled together in a corner. They appeared

half-starved, and they shivered in the cold dungeon. The heroes removed their cloaks and placed them around the unfortunate prisoners to help warm them.

The air was cleaner outside, so the heroes led the survivors back up the stairway and away from the dungeon. But as they passed the bodies in the hall, the rescued captives screamed and wept.

"Who has done this?" asked one of the heroes, but they were too distraught to answer.

Outside the wind had died down and the rain had stopped. The heroes lit a fire in the courtyard of the old fort and the survivors gathered around it. At length, an older man named Thaurdir spoke, "We didn't see what happened. We couldn't. They kept us locked in that dungeon for days without any light. We could only hear the screams..." His voice trailed off.

The man's hood covered most of his face so the heroes could not see his expression. After a moment he continued, "We could hear the harsh voices of the Orcs too, but there was another voice that commanded them. I don't know what kind of creature it was, but it was terrifying to hear."

"We found none but Orcs when we arrived here," spoke one of the heroes.

"Then it must have escaped," answered the old man.

"If that is so, we cannot stay here," replied the hero. He turned to his companions and said, "We should take these people to Fornost where the Rangers are gathered. Iârion will want to hear what they can tell him of their capture." Turning to the former prisoners, he said, "You will be safe there."

The rest of the heroes voiced their agreement, but the traumatized survivors merely nodded. After they had given their charges something to eat and water to drink, the heroes began their slow march to Fornost.

To be continued in "Deadmen's Dike" the third adventure in "The Lost Realm" box.

Deadmen's Dike

Difficulty level = 7.

It was a long journey from the Weather Hills to Fornost Erain, made longer by the weary survivors the heroes were escorting. The unfortunate villagers had suffered much hardship during their captivity, and the unusually cold weather did not improve their condition. Soon they were all sick from their ordeal. In the end, the heroes had to send a runner ahead to summon help from the Dúnedain they were seeking.

With help from the Rangers, the heroes were able to bring the survivors safely to Fornost. Once the capital of Arthedain, the ancient city was abandoned after the war with Angmar, almost a thousand years ago. Now the desolate ruin was called Deadmen's Dike, yet on high days, the Dúnedain still gathered there, as they did now.

Iârion and a younger Ranger were there to greet them when they entered the city gates. The noble Dúnadan had a look of wonder on his face as he watched the heroes bring the survivors inside the walls. "You have exceeded your oath in saving these people," he exclaimed. "On behalf of the Dúnedain, I thank you friends. Come, join us at the council fire and tell us your tale. My brother, Amarthiúl, will take care of your charges."

The younger Ranger, a man of good stature, brought the survivors to see the healers while Iârion led the heroes to the central square of the city. A council of Dúnedain were gathered there around a large fire. In the place of honor was their Chieftain, Aragorn, son of Arathorn. He looked at the heroes with keen interest as Iârion introduced them, "Here is the valiant company that helped us defend the villages of Bree-land and pursued our enemies to their hiding place in the Weather Hills. They have come here with the survivors they rescued from the Orcs, and with evil news."

The heroes described for the Rangers the details of their adventure: the burnt homesteads, the Orcs' captives, the old border-fort of Amon Forn, and the grisly sacrifices. After the whole account had been made, there was a long silence before Aragorn finally spoke.

"Your tale is full of woe," said the son of Arathorn, "We have not heard of such evils since the fall of ancient Angmar."

"Indeed," replied Iârion, "their tale bears the very trappings of Angmar. The king of that cursed land was a powerful sorcerer, and many stories such as theirs were heard in his day."

"Aye," answered Aragorn, "but the armies of Angmar were defeated, and the Witch-king fled the North. That fell wraith now commands the fortress of Minas Morgul and threatens Gondor with war. These foul deeds cannot be his doing."

"And yet the crimes we hear of now are the same as were uncovered in this very city when it was recovered from Angmar many years ago," insisted Iârion. "If they are not the Nazgûl's work, then perhaps one of his disciples has returned to take his place?"

As the Dúnedain debated this question, the setting sun fell behind the hills of Evendim to the west, and the sky darkened above them. From another part of the city there came a shrill cry, and a moment later Amarthiûl came running towards the council.

"Iârion! Iârion!" he shouted between breaths. "We are betrayed!"

"What is it man?" asked Iârion. "What has happened?"

"Black sorcery!" said Amarthiûl, seizing Iârion's arm. "One of the survivors. The old man. The one called Thaurdir. He..." The younger Ranger took a breath, "He is a wraith!"

"A wraith? How did you learn this?" asked Iârion with an astonished voice.

"When I brought the survivors to see the healers, I saw the old man slip away. I thought that suspicious, so I followed him in secret," explained Amarthiûl, speaking quickly. "He walked straight to the tombs and there cast aside his cloak. His face was drawn and withered like a corpse, but his eyes!" The young Ranger blanched, and then continued, "I made no sound, yet he looked straight at me where I hid among the shadows, and I knew he could see me with those hollow eyes. Being discovered, I drew my sword to confront him, but he merely laughed. It was the most horrible sound I've ever heard! Then, from the open tomb behind him, I could see the spirits of the dead gathering around him. That is when I ran here."

Iârion was about to reply when the flames of the great fire suddenly burst into the air and then died, leaving the Rangers in total darkness. All about them, a chill fog gathered. From within the black mist they could hear scraping and rustling sounds. As their eyes adjusted to the dark, they descried the horrid outline of many ghouls in rusted armor surrounding them. The dead faces glared at them with hollow eyes, and rotted hands raised ancient blades to attack.

"To arms, Dúnedain!" shouted Aragorn, drawing his blade. "The wraiths of Angmar are upon us!"

The Deadmen's Dike encounter deck is built with all the cards from the following encounter sets: Deadmen's Dike, Iârion, Dark Sorcery, and Cursed Dead. These sets are indicated by the following icons:



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 Rangers were unprepared for an attack, and they were nearly overmastered by the sudden onslaught of Thaurdir and his ghouls. But the heroes who stood with them rallied the Dúnedain to victory with their unyielding courage.

Even so, it was a frightful battle. Swords were not the enemy's only weapon, and the fear of them nearly drove the heroes mad. Yet as the dawn drew closer, the sorcerer's spells began to fade and the Rangers gained the upper hand. However, just as victory seemed assured, Thaurdir seized Iârion and fled the city. The brave Ranger was holding two enemies at bay when the sorcerer struck him over the head with a resounding blow. Then, Thaurdir ordered two of his minions to retreat with the body. From behind a press of ghastly warriors, the heroes saw Amarthiúl give chase but they were unable to aid him because of the enemies that barred their way.

As the first light of sun broke through the clouds, the heroes struck down the last of their unnatural foes and ran after Amarthiúl. They found him at Deadmen's Gate; his eyes glazed in a stupor. He still wielded his sword and struck at the air around him, but there were no ghouls left to fight.

"Amarthiúl!" cried one of the heroes, "The dawn has come, and the enemy has fled."

The Dúnadan lowered his sword and regarded the heroes as one waking from a dream. "I couldn't reach him," he muttered as he fell to his knees. "When I saw them take Iârion, I tried to follow. But the fog grew thick around me, and I lost my way."

"It was an evil spell that clouded your eyes," said one of the heroes, trying to comfort the young Ranger. "The wraith that attacked us was a powerful sorcerer. It was he that took your friend."

"Why?" asked Amarthiúl, but none could answer. On the ground, the young Ranger found the hawk pendant of Iârion and regarded it in his hand. "It matters not," said the Dúnadan clutching the pendant and rising to his feet. "Thaurdir has taken my friend, so I will pursue him."

"We will aid you in this quest," spoke the heroes with one voice. "We cannot abandon Iârion to the same fate as those village people."

"Then let us depart swiftly," said Amarthiúl, sheathing his weapon. "We may still rescue him if we move quickly!"

To be continued in "The Wastes of Eriador" the first Adventure Pack of the "Angmar Awakened" cycle.



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 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 BLACK RIDERS™

With *The Black Riders*, a Saga Expansion for *The Lord of the Rings: The Card Game*, you and your friends will accompany Frodo Baggins as he begins his epic journey to Mount Doom. Three new scenarios carry you out of the Shire and along the road to Rivendell, but you must be wary. The Nine are abroad, the lure of the Ring is difficult to resist, and your every action has a meaningful consequence!



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