

THE LORD OF THE RINGS™ THE CARD GAME

THE WILDS OF RHOVANION™

Dwarves had not passed that way for many years, but Gandalf had, and he knew how evil and danger had grown and thriven in the Wild, since the dragons had driven men from the lands, and the goblins had spread in secret after the battle of the Mines of Moria. Even the good plans of wise wizards like Gandalf and of good friends like Elrond go astray sometimes when you are off on dangerous adventures over the Edge of the Wild...

—*The Hobbit*

Welcome to *The Wilds of Rhovanion*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores the vast, untamed country of Rhovanion. Three original scenarios take the players on a journey from the Vales of Anduin, through Mirkwood Forest, and into the Iron Hills.



Component Overview

The Lord of the Rings: The Card Game – The Wilds of Rhovanion expansion includes the following components:

- This rules insert
- 156 cards, consisting of:
 - 2 Hero Cards
 - 39 Player Cards
 - 102 Encounter Cards (1 is double-sided)
 - 13 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 *The Wilds of Rhovanion* 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.

Guarded (X)

Guarded (X) is a new version of the guarded keyword that appears on both objective cards and some player card attachments. X is a card type: enemy or location. When a card with guarded (X) enters play, discard cards from the encounter deck until an encounter card with the matching type is discarded. Then, add that card to the staging area and attach the guarded (X) card to it as a guarded objective. Once attached, an objective with guarded (X) works just like an objective with the original guarded keyword. If the encounter deck is empty while resolving the Guarded (X) keyword, shuffle the encounter discard pile into the encounter deck and finish resolving the guarded (X) keyword.

A player card attachment with the guarded (X) keyword cannot be attached to a character until it is free of encounters. Once free of encounters, its owner gains control of it and attaches it to an eligible card.

Example: During the planning phase, Tyler plays "Necklace of Girion" which has the guarded (enemy or location) keyword, so he discards cards from the top of the encounter deck until he discards an enemy or location. In this case the first card he discards is Lonely Lands. He adds that Lonely Lands to the staging area and attaches Necklace of Girion to it as a guarded objective. Once that Lonely Lands is explored, Tyler will take control of the Necklace of Girion and attach it to a hero of his choice.

Journey Up the Anduin

Difficulty level = 5

The sun shone brightly on the wide green pastures of the Anduin river valley. The tall grass swayed with a gentle breeze. Summer was already giving way to fall in the Misty Mountains to the west, but the air was still warm in the Vales of Anduin. It was pleasant travel weather for a small band of adventurers who were making their way north along the western shore of the mighty Anduin. They had already come a long way. The tale of their journey spanned from the cold of Angmar to the coasts of Andrast, and from the desert of Harad to the high walls of Minas Tirith.

It was a hero's tale: This company of adventurers had brought with them from the far south of Middle-earth the remnant of a Haradrim tribe whose village was destroyed when they defied Mordor. They had depended upon one another over a long and perilous journey from Far Harad to Pelargir, but they were not permitted to remain in Gondor. The steward of that land remained suspicious of the Haradrim even after the heroes' account of their bravery, but the Lord Denethor had granted them safe passage north. They were escorted to the city of Edoras in Rohan where they sought an audience with King Theoden, but it was the king's advisor, Grima, who heard their plight and denied them refuge.

Once again the heroes and their Haradrim allies were forced to continue north. Their hope now was to seek asylum for their friends with King Brand in Dale, but it was still a long and dangerous journey across Wilderland and winter was nigh. The Haradrim, unaccustomed to the harsh cold of a Rhovanion winter, would be ill-suited to such a journey, so the heroes had left them on the northern border of Lothlórien in the care of the Galadhrim. The Lord and Lady of the Golden Wood would not allow strangers into their realm, but they agreed to shelter the refugees through the winter while the heroes traveled to see King Brand on their behalf.

So it was that the heroes now traveled north through the Vales of Anduin on their way to the Old Ford. The Beornings safe-guarded the passage of the river there and many small

Woodmen villages dotted the west river bank along the way. It would be an easy journey through pleasant country. Or so they thought.

Their troubles began when they saw a Warg-rider atop a low foothill of the mountains to the west. As soon as they spotted the Goblin, he turned his mount and rode out of sight down the other side of the hill. They did not see him again that day or the next, but it left them ill at ease and they took turns keeping watch at night. It was a good thing they did because on the third night the lookout saw a Mountain-troll descend from the hills and walk within a stone's throw from their camp. The lookout had fitted an arrow to her bow and was ready to wake her companions when she realized that it had not seen them and was heading south. When she shared this news with the rest of the company the next morning, it caused a stir.

"A stray Warg-rider is one thing, but Trolls are another!" exclaimed one of the adventurers.

"We do not know the Goblin was a stray," countered his companion. "I still say it was a scout and a sign that there are more nearby."

"It is unusual to see these creatures this far south and on the west side of the river," agreed the first.

"I believe some evil is afoot. We must stay alert now; this land is no longer safe for us," offered a third companion. All nodded their heads in agreement. They made no more conversation as they broke camp that morning, and they remained silent and alert as they resumed their journey north.

"Journey Up the Anduin" is played with an encounter deck built with all the cards from the following encounter sets: Journey Up the Anduin, Grey Mountain Goblins, Hills of Wilderland, Lost in Wilderland, Journey Along the Anduin, and Wilderlands (these last two sets can be found in The Lord of the Rings: The Card Game core set). These sets are indicated by the following icons:



Evil Creatures Deck

To create the Evil Creatures deck, take each enemy card from the *Wilderlands* encounter set and shuffle them together. This is the Evil Creatures deck. Remove each location and treachery card from the *Wilderlands* encounter set from the game.

When an enemy from the Evil Creatures deck leaves play, place it in a separate Evil Creatures discard pile, even if it has victory points. If the Evil Creatures deck is ever empty, shuffle the Evil Creatures discard pile back into the Evil Creatures deck.

Do not read the following until the heroes have won this quest.

"I'm glad that's over," said the Woodman, Haldan, as he leaned wearily on his axe after the fight at the Old Ford.

"That's the most fun I've had in years!" laughed Grimbeorn. The huge Beorning gave Haldan a clap on the back that nearly toppled the Woodman. "Scraps like that make me feel young again," he added with a giant grin.

Haldan offered a tired smile in return and massaged his shoulder where Grimbeorn had slapped him. "That may be," he said, "but doesn't it worry you? It isn't like the Goblins to venture so far south, or to attack those who can fight back."

"Aye," said Grimbeorn thinking about it now. "It didn't feel like one of their raids. It was more like an act of desperation than an attack. There've been a fair few of these Goblins and other creatures trying to sneak across the Ford recently. It's as if they're trying to get away from something up north."

"But what could be driving Goblins and Trolls from their holes in the mountains?" asked Haldan.

Grimbeorn and the companions all looked at each other, but no one offered any guesses as the weight of the question sank in. They all felt it though: the foreboding of worse to come.

Lost in Mirkwood

Difficulty level = 5

The vast and dangerous forest of Mirkwood lay before the heroes like a wall of green and black. The Forest Road ran the length of the woods from the Old Ford to the River Running, but it was a perilous crossing. The fortress of Dol Guldur to the south had again become a place of evil and its influence could be felt throughout the darkening woods, and to the north were the many webs and snares of the giant spiders. To wander off the trail in either direction was to risk becoming lost forever, and it was a long way to the other side of the forest.

The heroes knew all this but were determined to reach Dale and have an audience with King Brand, so they thanked Grimbeorn and the Beornings for their aid and entered the woods. Haldan went with them. The Woodman had made this journey before and the adventurers welcomed his assistance.

"It is many days travel to the eastern edge of the forest," said Haldan. "If we stick to the road we should not have any trouble. Traffic has lessened since the shadow returned to Mirkwood, but the trail is still easy to follow during the day. At night we camp and dare not move."

The first few days were uneventful, but as they moved deeper into the woods the closeness of the forest became unbearable until each member of the company traveled in silent torment. The gloom of Mirkwood clouded their minds as well as their senses until the memory of sunlight faded into a dream.

That night great weariness overcame the adventurers and they fell into enchanted sleep. Haldan had first watch and as he struggled to keep his eyes open his head leaned heavily on the pommel of his axe. His mind was beginning to wander when he saw the horrible shape of a spider illuminated by the orange glow of the fire. "What a terrible vision," he thought to himself as he stared into the bulbous eyes of the beast. It wasn't until he saw another spider bite one of his sleeping companions that he cried out in terror and roused the others. A bitter and desperate battle ensued as the heroes struggled to cast off their weariness and defend themselves...

"Lost in Mirkwood" is played with an encounter deck built with all the cards from the following encounter sets: Lost in Mirkwood, Dark Woods, Gathering Gloom, Passage Through Mirkwood, Spiders of Mirkwood and Dol Guldur Orcs (the last three sets can be found in *The Lord of the Rings: The Card Game* core set). These sets are indicated by the following icons:



Do not read the following until the heroes have won this quest.

The heroes blinked as their eyes adjusted to the light from the sun shining overhead. It had been a harrowing journey through Mirkwood, but they had finally reached the eastern edge of the forest. They came now to the shore of the River Running, and, as luck would have it, a trade vessel sailed into view on its way north.

They hailed the boat and her crew steered the vessel to shore in response. The captain was a friendly Barding who welcomed them aboard and offered them safe passage in exchange for a reasonable amount of their gold. The heroes happily accepted and began loading their things onto the boat.

"This is where we part ways," said Haldan. "The river will carry you north to Lake-town and then to Dale, but my home lies back west."

One of the heroes clasped hands with the Woodman and said, "Thank you for your help. You are a brave man, Haldan. I wish you safe travel on your return journey."

With that, the heroes climbed aboard the Bardings' boat and sailed north as Haldan waved goodbye from the shore.

The King's Quest

Difficulty level = 5

"Welcome, guests," said King Brand to the small party of adventurers who had just arrived in Dale. The king sat upon a wooden throne at the far end of his great hall. About him were the knights of his guard in fine mail. Rich tapestries hung from the walls, and the king drank from a golden cup. "I understand you have traveled a great distance and through many perils to reach me. The hospitality of Dale is yours. Tell me: what errand brings you to my realm?"

One of the heroes stepped forward and knelt at the foot of the throne. "My lord," she began, "our road has indeed been long and perilous. From Far Harad we escaped the grasp of Mordor with a tribe of noble Haradrim who aided us in our moment of need. They forfeited their home when they joined with us and now they are a houseless people in a foreign land. Word of your prosperity reached us in the south and we have traveled here on their behalf. King Brand, will you allow them to settle in Dale?"

The king stroked his beard as he considered all that had been said. "This is no small thing that you ask of me. Even here in the north we have heard tales of the savage Haradrim. It is a marvel to my ears to hear you speak of them as you do, but I do not doubt the truth of your words. The journey you have undertaken on their behalf speaks to their credit."

King Brand paused for a moment before continuing, "It is timely that you arrived when you did for I have need of heroes such as you: Something drives the fell mountain creatures from the north and into my realm. An entire village was reported destroyed only yesterday. There were no survivors to tell the tale and the knights of my house are already stretched thin defending the other outlying villages. That is why I need you to investigate this attack and discover those who are responsible. I must secure the borders of my kingdom before I can admit your friends to settle here. What say you?"

The hero rose from where she was kneeling, drew the sword from her scabbard and held it aloft as she spoke her answer, "We will go at once to deal with this threat to your realm and will not return until it is done."

King Brand also stood and said, "After it is done, you will send for your friends, and they will have a new home in my land."

"The King's Quest" is played with an encounter deck built with all the cards from the following encounter sets: The King's Quest, Fell Beasts, Wild Creatures, Deep Underground, Afraid of the Dark, Dragon Might, and Lost Caves. These sets are indicated by the following icons:



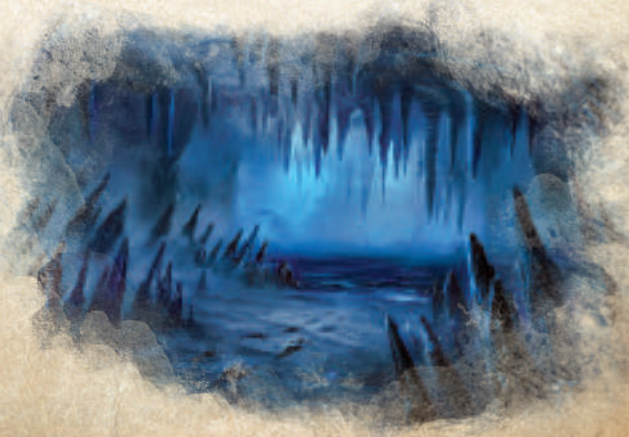
Rules & New Terms

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 new keyword that appears on some locations in the *Wilderland* box. 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.



Do not read the following until the heroes have won this quest.

With a final mighty stroke the heroes hewed the fire-drake and it collapsed upon its side. As it lay there, dying, the companions caught their breath and marveled at the monster they had slain.

"Surely this was the beast that terrorized the borders of Brand's realm!" said one of the heroes triumphantly.

"Indeed, not since Smaug the Golden has a dragon such as this been seen in Middle-earth," added another. "This must be what drove the Goblins out of the mountains."

The adventurers were all in agreement when a horrible, gurgling laughter interrupted their conversation. The fire-drake coughed and cackled, "Fools! When my mother learns of my death, she will set all Wilderland ablaze!"

The heroes looked with wonder and horror as the wounded fire-drake summoned the last ounce of its strength to glare at them. The only fire left within the beast was the rage in its eyes as it cursed its enemies: "Your cities will burn! She will leave... nothing green... alive..." it sputtered and died, and its head dropped back to the ground.

There was a long silence as each member of the company reeled at the dragon's words.

"It lies," said one of the companions at last. "It was an evil creature, and it means to rob us of our victory with empty threats."

"Nay," replied another. "My heart wishes that were true, but it warns me otherwise. The creature was evil, and evil is wont to boast. This beast could not but tell us the truth in order to ease the sting of its defeat."

"If that is true, then we must seek the mother before she hears of what has happened here, or else the Bardings and many more will pay the price for our victory," added a third.

"But where do we find the mother?" asked the first. "Wilderland is a vast and untamed country. She could be anywhere."

"Wilderland is vast, but a dragon cannot go long unnoticed," answered the second companion. "I believe we have felt her presence on our journey already. It must have been the mother that chased the creatures from the mountains, so that is where we shall seek her: in The Withered Heath, where the dragons breed."

To be continued in "The Withered Heath," the first Adventure Pack in the "Ered Mithrin" 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 MOUNTAIN OF FIRE™

A SAGA EXPANSION



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