

THE LORD OF THE RINGS

THE CARD GAME

KHAZAD-DÛM™

EXPANSION

Component Overview

The Lord of the Rings: The Card Game - Khazad-dûm expansion includes the following components:

- This rules insert
- 165 cards, consisting of:
 - 2 Hero Cards
 - 33 Player Cards
 - 116 Encounter Cards
 - 14 Quest Cards

Note that the Misty Mountains encounter set is not used by any of the scenarios in the Khazad-dûm expansion, but will be used in the upcoming Dwarrowdelf cycle of Adventure Packs.



Rules & New Terms


Encounter Cards with Actions

An “Action:” on an encounter card in play can be triggered by any player, following normal restrictions on triggering abilities.

“Last Player”

Some cards refer to the “last player.” The last player is considered to be the player sitting directly to the right of the first player. If there is only one player playing, then that player is considered to be both the first and last player.

“Immune to Ranged Damage”

Great Cave-troll has the text, “Immune to ranged damage.” “Immune to ranged damage” means that characters participating in an attack via the ranged keyword are not able to deal damage to that enemy. (If a ranged character participates in an attack against Great Cave-troll through another means than the ranged keyword, then it is able to damage it and will count its )



Scenario Overview

There are 3 unique scenarios included in the *Khazad-dûm* expansion. Each is introduced, along with a list of encounter sets for that scenario's encounter deck, below.

Into the Pit

Difficulty Level = 5

The heroes enter the mines of Moria at the behest of the White Council, carrying an important message to Balin. Balin recently led a group of Dwarves back into Moria to establish a colony in the ancient halls of his ancestors. He has not been heard from in some time.

"Into the Pit" is played with an encounter deck built with all the cards from the following encounter sets: Into the Pit, Twists and Turns, Hazards of the Pit, and Goblins of the Deep. These sets are indicated by the following icons:



Setup

When setting up "Into the Pit," players are instructed to remove First Hall and Bridge of Khazad-dûm from the encounter deck, and set them aside, out of play. These cards are placed away from the playing area and do not interact with the game until East-gate is explored, which will add First Hall to the staging area. Exploring First Hall will then add Bridge of Khazad-dûm to the staging area.

Cave Torch

This scenario uses the Cave Torch objective card. The first player selects any hero to attach it to, and that hero will bear the Cave Torch for the rest of the game. If Cave Torch would leave play, either through a card effect or due to the hero it is attached to leaving play itself, then it is removed from the game. When a card is removed from the game, it should be set aside and ignored for the rest of the game. Do not place any "removed from game" cards in the discard pile, as effects that bring cards back from the discard pile no longer interact with these cards.

"Immune to Card Effects"

The location East-gate has the text, "Immune to card effects." This means that East-gate cannot be selected as the target of any card effect, and it ignores the effect of any card that would **directly** interact with it. The only way to place progress tokens on it is by questing, and once East-gate is the active location it remains the active location until it is fully explored (even cards like Dreadful Gap or Strider's Path would not be able to move it to the staging area).

Revealing Enemies

Enemies that are dealt as shadow cards are not considered to be revealed from the encounter deck, and do not trigger the forced response on side 2B of the quest card The Fate of Balin.

The Seventh Level

Difficulty Level = 3

Based on information from a dying Goblin, the heroes have made their way to the Seventh Level of Moria, still searching for any signs of Balin's colony. The Seventh Level holds the Chamber of Records, and it is there that the Goblin said they would find Balin. An ancient tome also seems to hold clues as to the whereabouts of the colony.

"The Seventh Level" is played with an encounter deck built with all the cards from the following encounter sets: The Seventh Level, Plundering Goblins, and Goblins of the Deep. These sets are indicated by the following icons:



Book of Mazarbul

This scenario uses the Book of Mazarbul objective card. If Book of Mazarbul is detached from a hero, either through a card effect or due to the hero it is attached to leaving play, then it returns to the staging area, and can be claimed by any player who triggers its action. A hero can also exhaust

to claim Book of Mazarbul even if it is attached to another hero. If Book of Mazarbul is removed from the game, it should be set aside and ignored for the rest of the game.

Flight from Moria

Difficulty Level = 7

Balin's colony ended in death and darkness. After paying their respects at his tomb, the heroes fought their way out of the Goblin infested Seventh Level and made their way down toward the gate. But exiting Moria will not be easy, for a shadowy form masses at the end of the hall, and fear and terror go before it. The heroes must escape Moria before it is too late.

"Flight from Moria" is played with an encounter deck built with all the cards from the following encounter sets: Flight from Moria, Hazards of the Pit, Deeps of Moria, and Plundering Goblins. These sets are indicated by the following icons:



Creating the Quest Deck

This scenario uses multiple stage 2 quest cards. When setup instructs players to "Prepare the quest deck," players must shuffle all stage 2 quest cards together randomly, with side 2A face-up, and place them beneath stage 1. These shuffled stage 2 quest cards are considered to be the "quest deck".

Players will progress through stage 2 quest cards until they have won the game; there is no stage 3. Quest cards are not flipped to side B immediately when revealed. Rather, the current quest card is revealed only at the beginning of the staging step of the quest phase. The only exception to this are card effects that reveal and flip a new quest card, such as on Hasty Council.

Bypassing a Quest Card

Players are given the option to bypass some of the quest cards at the end of the combat phase. Bypassing the current quest removes all progress tokens on it, and moves it to the bottom of the quest deck with side 2B face down. Bypassing a quest is optional, and players may choose to stay on each quest card instead of bypassing it.

When a quest is completed, players will either add it to their victory display or win the game.

The Nameless Fear

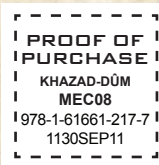
The Nameless Fear is an enemy that cannot engage or be engaged by players. The Nameless Fear is also immune to card effects, which means that it cannot be selected as the target of any card effect, and ignores the effect of any card that would directly interact with it. The value "X" as its and is a constant variable that is immediately recalculated whenever victory points are added or removed from the players' victory display.

Expansion Symbol

The cards in the *Khazad-dûm* expansion can be identified by this symbol before their collector number.



Cover Art by Tomasz Jedruszek



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