Easy Mode

Easy Mode is an alternative mode of play, 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:

During step 2 of Setup, "Place Heroes and Set Initial Threat Levels", add one resource to each hero’s resource pool.

When building the encounter deck, 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 above mentioned “difficulty” indicator icon on relevant cards in their encounter decks. The following is a list of which cards should be removed from each encounter set when playing Easy Mode.

For example: William is playing the "Conflict at the Carrock" scenario in Easy Mode. The "Conflict at the Carrock" encounter deck consists of the Journey Down the Anduin, Wilderlands, and Conflict at the Carrock encounter sets. First, William adds 1 resource to each of his heroes’ resource pools. Then, William removes the following cards from the encounter deck: 1 copy of Massing at Night, 2 copies of Gladden Fields, 1 copy of Hill Troll, 1 copy of Marsh Adder, 2 copies of Despair, 2 copies of Muck Adder, 2 copies of River Langflood, 2 copies of A Frightened Beast, 1 copy of Sacked! and 2 copies of Roasted Slowly. Then, William follows the setup instructions on Stage 1A of Conflict at the Carrock, and begins playing!
<table>
<thead>
<tr>
<th>Lord of the Rings Core Set</th>
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| **Dol Guldur Orcs**       | 1x Chieftain Ufthak  
 1x Dol Guldur Beastmaster  
1x Necromancer's Pass  
2x The Necromancer's Reach  |
| **Sauron's Reach**        | 2x Eastern Crows  
1x Evil Storm  |
| **Spiders of Mirkwood**   | 2x Caught in a Web  
1x Eyes of the Forest  
1x Hummerhorns  |
| **Wilderlands**           | 1x Hill Troll  
1x Marsh Adder  
2x Despair  |
| **Passage Through Mirkwood** | None  |
| **Journey Down the Anduin** | 1x Massing at Night  
2x Gladden Fields  |
| **Escape from Dol Guldur** | 2x Dungeon Jailor  |
| **Shadows of Mirkwood**   |  |
| **The Hunt for Gollum**   | 2x The Old Ford  
1x Goblintown Scavengers  
3x Hunters From Mordor  
2x Old Wives' Tales  |
| **Conflict at the Carrock** | 2x Muck Adder  
2x River Langflood  
2x A Frightened Beast  
1x Sacked  
2x Roasted Slowly  |

| A Journey to Rhosgobel | 3x Exhaustion  
3x Swarming Insects  
1x Festering Wounds  |
| The Hills of Emyn Muil | 2x The East Wall of Rohan  
2x Impassable Chasm  
2x Rockslide  
1x Orc Horse Thieves  |
| The Dead Marshes      | 2x A Wisp of Pale Sheen  
2x The Lights of the Dead  
2x Giant Marsh Worm  
2x Impassable Bog  
2x The Heart of the Marshes  |
| Return to Mirkwood    | 2x The Spider's Ring  
1x Gollum's Anguish  
1x Gollum's Bite  
1x Wasted Provisions  
2x Mirkwood Bats  
3x Attercop, Attercop  |

| Khazad-dûm |  |
| Deeps of Moria | 2x Great Cave-troll  
1x Orc Drummer  
2x Massing in the Deep  |
| Hazards of the Pit | 2x Crumbling Ruin  
1x Dark and Dreadful  
1x Sudden Pitfall  
1x Dreadful Gap  |
| Misty Mountains | 1x Mountain Warg  
1x Turbulent Waters  |
| Goblins of the Deep | -3x Watchful Eyes  |
| Plundering Goblins | 1x Chieftain of the Pit  
2x Undisturbed Bones  |
| Twists and Turns | 2x Branching Paths  
2x Zigil Mineshaft  
1x Lightless Passage  |

| Into the Pit | 1x Patrol Leader  
3x Signs of Conflict  |
| The Seventh Level | 1x Cave-troll  
1x Orc Horn Blower  |
| Flight from Moria | 2x Shadow of Fear  
3x A Foe Beyond  |

| Dwarrowdelf |  |
| The Redhorn Gate | 2x Rocky Crags  
2x Freezing Cold  
1x Avalanche  
2x Mountain Troll  |
| Road to Rivendell | 2x Sleeping Sentry  
2x Followed by Night  
2x Orc Ambush  |
| The Watcher in the Water | 2x Stagnant Creek  
1x Ill Purpose  
2x Wrapped!  
1x Grasping Tentacle  
1x Thrashing Tentacle  
1x Striking Tentacle  |
| The Long Dark | 3x Foul Air  
1x Gathering Ground  
1x Vast and Intricate  
1x Goblin Warlord  |
| Foundations of Stone | 2x Lost and Alone  
2x Nameless Thing  
2x Elder Nameless Thing  |
| Shadow and Flame | 2x Fires in the Deep  
2x Counter-Spell  
2x Leaping Flame  |
Heirs of Númenor
Streets of Gondor
1x Lost in the City
1x Local Trouble

Brigands
1x Umbar Assassin

Brooding Forest
2x Overgrown Trail
2x Lost Companion

Creatures of the Forest
2x Watcher in the Wood
2x Morgul Spider

Southrons
2x Southron Support
1x Mûmak

Ravaging Orcs
3x Orc Rabble

Mordor Elite
2x The Master’s Malice
2x Orc War Camp
2x Orc Vanguard

Peril in Pelargir
2x Pelargir Docks

Into Ithilien
2x Blocking Wargs

The Siege of Cair Andros
1x Siege Raft
1x Battering Ram
1x Orc Scramblers

Against the Shadow

The Steward’s Fear
1x Houses of the Dead
2x Knife in the Back

The Drúadan Forest
2x Glade of Cleansing
2x Drúadan Drummer
2x Drúadan Hunter
1x Ancestral Clearing

Encounter at Amon Din
2x Craven Eagle
2x Burnt Homestead

Assault on Osgiliath
2x Uruk Lieutenant
2x Southron Commander
1x West Quarter
1x East Quarter
1x Counter-attack

The Blood of Gondor
2x Conflict at the Crossroads
2x Orc Ambusher
2x Brutal Uruk

The Morgul Vale
1x The Dead City Looms
2x Impenetrable Fog

Over Hill and Under Hill

Western Lands
2x No Campfire
1x Wind-whipped Rain
1x Dreary Hills

Misty Mountain Goblins
2x Goblin Runners
3x Grip, grab! Pinch, nab!
1x The Goblins’ Caves

The Great Goblin
1x Front Porch
2x Chaos in the Cavern

We Must A way, Ere Break of Day
2x Troll Camp
2x Lots or None at All
3x Hungry Troll
1x Roast ‘Em or Boil ‘Em?

Over the Misty Mountains Grim
2x Stone-giant
3x Galloping Boulders

Dungeons Deep and Caverns Dim
1x Great Gray Wolf
1x Hiding in the Trees
1x Come down little bird

On the Doorstep

Wilderland
2x Fighting Among Friends
1x Weighed Down

Flies and Spiders
1x Giant Web
2x Old Tomnoddy
1x Fat Spider
2x Lazy Lob
1x Crazy Cob
2x Poisoned by Spiders

The Lonely Mountain
3x Great Hall
3x Pretending to Sleep
2x Dragon-Spell

The Battle of Five Armies
1x Vanguard of Bolg
2x Ravenous Warg
1x Hatred Rekindled
2x Goblins are Upon You!
1x Northern Slopes