

THE LORD OF THE RINGS

THE CARD GAME

Return to Mirkwood

Difficulty Level = 7

After cornering and capturing Gollum in The Dead Marshes, the heroes must now escort the creature north, through Mirkwood forest, so that he can be held and interrogated at King Thranduil's palace. The journey will not be easy, however: Mirkwood is always a dangerous place, the Dark Lord's forces are eager to take Gollum for their own purposes...and Gollum himself is eager to escape.

*Return to Mirkwood is played with an encounter deck built with all the cards from the following encounter sets: Return to Mirkwood, Spiders of Mirkwood, and Wilderlands. (Spiders of Mirkwood and Wilderlands can both be found in the **The Lord of the Rings: The Card Game** core set.)*



Guarding Gollum

During this quest, players are instructed to guard the Gollum objective card. At the beginning of the game, the players choose one player to guard Gollum. This player places the Gollum objective card in front of him to represent that he is guarding it. Various effects in the encounter and quest deck, as well as the effect on Gollum itself, interact with the player who is guarding Gollum.

Once a player is guarding Gollum, that player cannot relinquish the responsibility to another player unless card text allows, or—in some cases—mandates a change. The text on the Gollum objective itself allows the players to choose a new guard at the end of each game round.

The Gollum objective has hit points, and it is possible that he will be destroyed during the quest. If Gollum is destroyed, or leaves play for any reason, the players have lost the game. Gollum cannot be used to attack, defend, or commit to a quest. Otherwise, Gollum is considered an ally character under the control of the player guarding him. Card effects that affect allies do affect him, and any attachment that can be played on an ally can be played on Gollum.

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