

# THE LORD OF THE RINGS

## THE CARD GAME

### Road to Rivendell

Difficulty Level = 4

*The heroes continue their journey northward to Rivendell, escorting Arwen to visit her father Elrond. But the road is long, and Orcs ambush the party along the way. With enemies hounding the heroes' steps, the weather drives the party ever closer to the looming mountains, and the dangers they hold.*

*"Road to Rivendell" is played with an encounter deck built with all the cards from the following encounter sets: Road to Rivendell, The Misty Mountains, and Plundering Goblins. (The Misty Mountains and Plundering Goblins can both be found in the Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.)*



### Ally Objective: Arwen Undómiel

In this scenario, the players must guard an "ally objective" card, Arwen Undómiel. This card has a constant effect that reads, "The first player gains control of Arwen Undómiel, as an ally."

This means that the first player takes control of Arwen Undómiel, and can use her in the same manner he would use any ally he controls. Other copies of a card titled Arwen Undómiel cannot enter play by any means. At the end of each round, when the first player token passes to a new player, the new first player also gains control of Arwen Undómiel.

If Arwen Undómiel leaves play for any reason, the players have lost the game. Additionally, if the player who controls Arwen Undómiel is eliminated, the players have lost the game.

### "Ambush" Keyword

Ambush is a new keyword used in the Road to Rivendell scenario. When an enemy with the ambush keyword enters play, each player, starting with the first player and proceeding clockwise, must make an engagement check. The engagement check is only made against the enemy that just entered play, and not other enemies that are in the staging area. If the enemy engages a player as the result of this effect, then no further engagement checks are made against it.

### "Secrecy X" Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.



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