

THE LORD OF THE RINGS

THE CARD GAME

The Hunt for Gollum

Difficulty Level = 4

At the request of Gandalf, the heroes are searching for Gollum in the Anduin Valley between the Misty Mountains and Mirkwood forest. Rumours have suggested that Gollum is in this area, and the heroes are looking for clues that might put them on the elusive creature's trail.

*The Hunt for Gollum is played with an encounter deck built with all the cards from the following encounter sets: The Hunt For Gollum, Journey Down the Anduin, and Sauron's Reach. (Journey Down the Anduin and Sauron's Reach can both be found in the **The Lord of the Rings: The Card Game** core set.)*



The "Signs of Gollum" Objective Cards

In this scenario, players are searching for *Clue* objective cards titled "Signs of Gollum." There are four copies of this card in the encounter deck; players should try to find and claim as many copies of this card as they can while playing the scenario.

When one of these cards is claimed, its card text transforms it into a *Condition* attachment, and it is attached to a hero committed to the quest, with text that returns the card to the top of the encounter deck if the attached hero is damaged. Additionally, if the attached hero is destroyed or leaves play for any other reason, the Signs of Gollum objective card is returned to the top of the encounter deck.

Reset the Quest Deck

While playing this scenario, players might be instructed to "reset the quest deck to stage 2B." To do this, the players take the previously defeated stage 2 quest card, and return it to the quest deck as if they are just beginning that stage. Any progress tokens that were on the current quest are removed before the quest deck resets. Progress tokens that were on the active location, however, remain on that location. All other cards, including those in the staging area, remain unchanged.

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