

THE LORD OF THE RINGS™

THE CARD GAME

THE THREE TRIALS™

Difficulty Level = 5

The heroes were bound hand and foot inside a wood lodge of the Dunlendings. Outside they could hear the warriors of the Boar Clan celebrating their victory, when a large Dunlending entered. It was the leader of the war-party that assaulted them, and the same Wild Man who ordered them taken prisoner. He approached the heroes until he stood towering over them.

The war-chief stared intently at the heroes, holding the totemic amulet taken from their baggage. "I am Turch, chieftain of the Boar Clan. Every ten years, an amulet like this is given to a youth of great promise," he began. "The gift marks the height of his manhood and signals his worthiness to undertake the three trials."

His eyes grew distant, and for a moment sadness washed over his stern face. Then, with a deep breath he hardened his face and continued, "This amulet was given to my son."

At that moment, an elder Dunlending man wearing ritual boarskins and the bones of his totem animal entered. "You would reveal our secrets to these strangers?" He asked in a sharp voice, indicating the heroes with a sweep of his arm. "They are not Boars!"

The chief glared at the druid, "I am the chief of this tribe! I will speak what I like."

The old man fell silent and bowed his head. When the chief returned his attention to the heroes, he held up the amulet in his weathered hand and resumed his story, "Whoever succeeds at these trials will recover the Antlered Crown and unite our people. My son journeyed into the forest near the mountains to attempt the trials several years ago. He never returned." The chief's eyes were haunted when he met the heroes' gaze. "No other youth showed such promise, and none of his peers dared to take his place. To my shame, the Boar Clan has no champions to undertake the trials when the moon grows full this night."

Once again, the old man interrupted, shaking his fist towards the chief. "These strangers wear the trappings of our enemies! We dare not trust them!"

The chief held up a hand to silence the wise man and kept his gaze on the heroes. "I see now that my son was slain by the Orcs you encountered," he said. "It is good that Saruman sent you to deal with them." Then, scratching his beard thoughtfully, he spoke to himself, "The friendship of Isengard in addition to the Antlered Crown would force the other clans to recognize the leadership of the Boar Clan."

He seemed to ponder that idea a moment. Then, turning his attention back to the heroes, he spoke to them, "You avenged my son by dealing with the Orcs that killed him, and you fought well when we ambushed you. I believe that my son's spirit is with you."

The chief looked down at the amulet one last time before reaching forward to offer it to the heroes. "If you remain here, my people will demand your death. Instead, it is my wish that you take the trials in my son's place and retrieve the Antlered Crown. If you do this, you will be spared and free to continue the Wizard's errand."

Before the heroes could reply, the old druid pounded his staff on the ground and shook it violently. "You cannot do this! They are not Boars! They cannot undertake the trials!"

"Consult the bones," ordered the chief as he rose to his feet and towered over the old man. "Let the Boar spirit decide."

The old druid reached inside his boarskins and reluctantly brought out a small purse. He opened the pouch to let the small bones inside it spill onto the ground, then he bent to his knees and lowered his face to inspect them closely.

After a tense minute of silence, the old man grunted, and rising slowly to his feet he spoke slowly, "The strangers may undertake the trials."

"The bones have spoken," spoke the chief. "It is decided then: You will undertake the trials to recover the Antlered Crown for the Boar Clan. Success will grant you and your master our friendship. Failure will grant you death."

"The Three Trials" is played with an encounter deck built with all the cards from the following encounter sets: The Three Trials and Ancient Forest. (Ancient Forest can be found in **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)





Keyword - Secrecy X

Secrecy is a keyword on some player cards. 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.

The “Current Trial”

The three stage 2 quests in this scenario (The Trial of Strength, The Trial of Perseverance, and The Trial of Intuition) represent three different trials that the heroes must complete in order to reach stage 3. The current stage 2 quest is referred to as the “current trial”. Each trial has a different **Key** objective that must be claimed, which is chosen randomly during each stage 2A’s “when revealed” effect. The Key objective that is chosen during each stage is referred to as “the current trial’s **Key** objective”.

Each stage 2B says “**When the players control the current trial’s Key objective...**” The “current trial’s **Key** objective” is the one that was chosen during the “when revealed” effect of that quest’s stage 2A.

***For example:** David is playing The Three Trials and has just revealed stage 2A: “The Trial of Strength.” It reads: “**When Revealed:** Randomly choose 1 of the remaining set aside **Guardian** enemies and 1 of the remaining set aside **Barrow** locations, reveal them, and add them to the staging area. Find the set aside **Key** objective that shares a **Trait** with the just revealed Guardian enemy and attach it to that enemy.” David randomly chooses Wolf’s Guardian and Stone Barrow, revealing them and adding them to the staging area. He then finds the set aside **Key** objective that shares a **Trait** with Wolf’s Guardian - Key of the Wolf - and attaches it to Wolf’s Guardian. Key of the Wolf is the current trial’s Key objective. Once David claims Key of the Wolf, he will proceed to the next trial, or advance to stage 3 if he has completed all three trials.*