

THE LORD OF THE RINGS™

THE CARD GAME

THE DROWNED RUINS™

Difficulty Level = 6

The water of the grotto was dark, and flecked with ice. With much of their armor removed, the adventurers felt vulnerable and naked in its chilling grasp. The first thing they had done was tie a line of cord to a stalagmite near the entrance, so they would not lose their way navigating the depths of the grotto, but the cord's length was not infinite, and it would surely run out before they reached the secret chamber Sahir spoke of.

Sahir motioned for the group to follow, and they swam to the opposite side of the chamber. With a deep breath, Sahir dove underwater, and the party quickly followed suit, making sure not to lose sight of him should he try to lose them. He led them down a long tunnel near the floor of the cavern. As the tunnel stretched on, their throats began to tighten and their lungs begged for air. Strange plant life and stranger fish inhabited the caves, sea kelp pulling at their limbs as they swam. At last, they saw the water's surface as the tunnel turned upwards, and they emerged from the water, shaking from the cold, and coughing for air. Sahir looked about for a few seconds before marching off, threatening to leave the heroes behind if they didn't keep up.

"Is he always like this?" One of the heroes asked Na'asiyah, who had lingered behind, not knowing the way as Sahir did.

"The captain believes in inner strength, not help from others," she explained, coldly. "If one is too weak to survive alone, help is not deserved."

The heroes walked beside her, with Sahir leading the way ahead. "That must be a hard and lonely way to live, unable to seek assistance from others," one of the heroes said. Individually, the heroes were strong and capable of great feats, but many times they had relied on the leadership of great captains, the wisdom of the Elves and the Istari, and the skilled hands of healers. Without this aid, they might have perished long ago.

Na'asiyah looked at her feet for a moment, her jaw clenched. When she spoke, her voice was harder. "It is the only way I have ever known. To fight. To sail. To be free."

One of the heroes shook her head. "I am sorry, but you will never truly be free, not while the Corsairs live under the thumb of Mordor." Na'asiyah glowered back, eyes narrow.

"We do not do the bidding of Mordor," she said sharply, "We fight the Gondorians because they are our enemy. They want nothing more than to stamp us out like a nest of ants."

"That is the will of Mordor, not Gondor," the hero responded adamantly. "It is the servants of Sauron who breed war, death and hate."

Na'asiyah considered the hero's words, trying to understand. Her whole life, she had been told that the Gondorians and their allies were cruel and terrible, that their only love was in war, and that the Corsairs must be strong if they wished to remain free. But in just a short time, she'd experienced something very different. Those she'd met were skilled in war, but did not relish battle. They enjoyed each other's company, and fought to protect those they cared for. They mourned the loss of Lord Calphon, and yet they spared the Corsairs' lives and even saved them from certain death.

A few minutes later, the tunnel opened up into a larger cavern. Sahir stopped in his tracks, looking about. "What's wrong, lose your way?" one of the heroes called ahead.

"Ah, shut your trap," the captain snapped back. "It's not as if I'm going from memory here." Before the heroes could protest, a low-pitched wail echoed throughout the chamber, and the sounds of splashing and scraping surrounded them.

"We're not alone," one of the heroes said quietly. They drew their weapons and forged on.

"The Drowned Ruins" is played with an encounter deck built with all the cards from the following encounter sets: The Drowned Ruins, Drowned Dead, and The Stormcaller Elite. (Drowned Dead and The Stormcaller Elite can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Grotto / Underwater Locations

This scenario includes nine double-sided locations that do not have the Uncharted keyword. Instead, one side has the **Grotto** trait, while the other side has the **Underwater** trait. During Setup, the players are instructed to "prepare the Grotto deck". First, the players must remove the double-sided "Shrine to Morgoth" card and set it aside (this card is put into play during stage 2). Then, turn the remainder of the double-sided locations so that their **Grotto** side is faceup, and shuffle them together into a separate pile. This pile is referred to as "the Grotto deck."

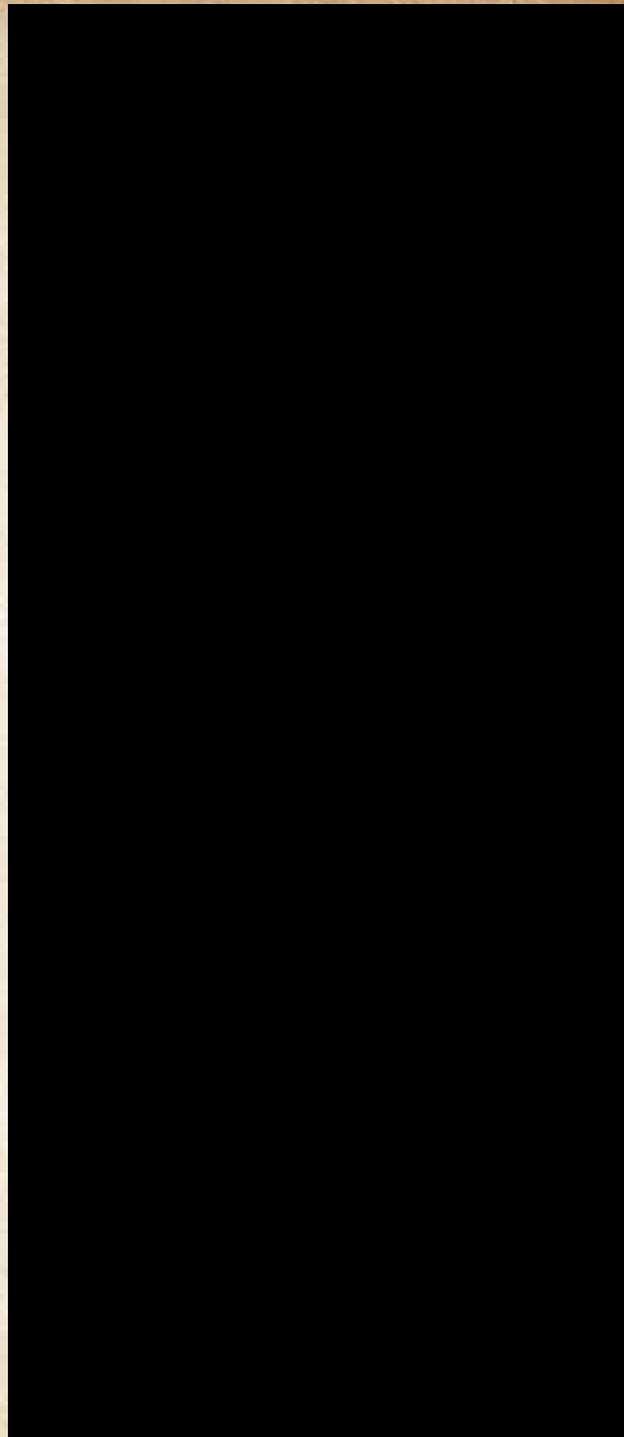
Players may freely look at the **Grotto** side of the top location of the Grotto deck. However, players cannot look at the facedown **Underwater** sides of any location until they are instructed to flip that location. **Flipping a double-sided location from one side to another removes all progress from it.**

During the game, locations will often be placed from the top of the Grotto deck into the staging area. This must be done with the location entering play with its **Grotto** side faceup, without looking at its **Underwater** side (unless instructed otherwise).

Because these locations are double-sided, they cannot enter the encounter deck or discard pile for any reason. When one of these locations is explored, if it is **Grotto** side faceup, it is shuffled back into the Grotto deck, **Grotto** side faceup. If it is **Underwater** side faceup when it is explored, it has the victory keyword and is therefore placed in the victory display.

Note that Grotto locations do not always have the same Underwater location on its facedown side.

**DO NOT READ
THE FOLLOWING UNTIL THE
HEROES HAVE WON THIS QUEST.**



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