

THE LORD OF THE RINGS™

THE CARD GAME

THE NIN-IN-EILPH™

Difficulty Level = 4

With Bellach's Orcs scouring the country around Tharbad looking for the Dwarf, Nalir, the heroes had chosen to flee with him into the Nin-in-Eilph, a vast swampland that had been undisturbed for ages. By taking this path the heroes hoped they would throw the Orcs off their trail and come to Hollin on the other side. But after wandering for a day through the pathless marsh, the heroes were growing tired and Nalir's complaints were getting louder.

"I told you this was a bad idea," Nalir grumbled as he struggled through the marsh and sank to his chest. "I don't like to get closer to water than the riverbank. Dwarves don't swim, you see." Despite the roguish Dwarf's protests, the heroes trudged on. The mission they had undertaken for Saruman to find Celebrimbor's forge was important, and all the more urgent now that the Enemy was searching for it too.

Nalir, however, cared little for Saruman and less about his mission. He had only agreed to make the crossing with the heroes for fear of the Orcs, but there was something about the swamp that made him more afraid. As they slogged through the endless marsh, they began to hear noises like gentle splashes.

A foul smell overtook the heroes and a sense of dread stopped them where they stood knee-deep in the swamp. Unconsciously, they drew their weapons and faced outward to see the murky water rippling toward them.

Nalir thought he saw a long dark shape snake its way across the surface. "There's something out there," muttered the Dwarf. The heroes strained their eyes but could see nothing through the fog that had settled over the swamp.

"We can't stay here," said Nalir, trying to stay near the center of the group. "We've got to find a way out."

The heroes knew he was right. Whatever dangers lurked in the Nin-in-Eilph, the heroes would have to brave them in order to reach the other side...

"The Nin-in-Eilph" is played with an encounter deck built with all the cards from the following encounter sets: The Nin-in-Eilph, and Weary Travelers. (Weary Travelers 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.

Advancing to Parallel Stages

To simulate the experience of getting lost in an endless, shifting swamp, each stage 2B has the text:

"Forced: After the last time counter is removed from this stage, advance to a different stage 2A at random."

When the players are instructed to do this, the first player shuffles each stage 2 (except for the one currently in play) together and chooses one of them at random for the players to advance to, replacing the current stage 2. Then, the previous stage 2 is placed back in the quest deck with the other unused stage 2 cards. Any progress that was on that stage is lost. When the players are instructed to advance to a different random stage 3A, follow the same steps.

