

THE LORD OF THE RINGS

THE CARD GAME

A Journey to Rhosgobel

Difficulty Level = 6

While travelling in the Anduin Valley, the heroes come across a fallen Eagle, dreadfully wounded from a recent battle with Goblins, and on the verge of death. Given their location, the heroes attempt to transport the Eagle to Rhosgobel, on the edge of Mirkwood, in the hope that the wizard Radagast can save the Eagle's life.

*A Journey to Rhosgobel is played with an encounter deck built with all the cards from the following encounter sets: A Journey to Rhosgobel, Spiders of Mirkwood, and Dol Guldur Orcs. (Dol Guldur Orcs and Spiders of Mirkwood can both be found in the **The Lord of the Rings: The Card Game** core set.)*



Ally Objective Card: Wilyador

In this scenario, the players encounter an “ally objective” card, Wilyador, the Eagle. This card has a constant effect that reads, “The first player gains control of Wilyador, as an ally.” This means that the first player takes control of Wilyador, and can use him in the same manner he would use any ally he controls. At the end of each round, when the first player token passes to a new player, the new first player also gains control of Wilyador.

Wilyador also has the text “no attachments.” This means that players cannot play or move attachment cards onto Wilyador.

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

Removed from Game

Players may be instructed to remove cards from the game during this scenario. When a card is removed from the game, it should be set aside and ignored for the rest of the game. Do not place any “removed from game” cards in the discard pile, as effects that bring cards back from the discard pile no longer interact with these cards.

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