“...I came upon a traveller sitting on a bank beside the road with his grazing horse beside him. It was Radagast the Brown, who at one time dwelt at Rhosgobel, near the borders of Mirkwood.”

—Gandalf, The Fellowship of the Ring

Embark on an adventure through Mirkwood forest in The Wizard’s Quest, a unique expansion designed for The Lord of the Rings: The Card Game special event at GenCon 2018! This expansion can be played as both a standard 1–4 player cooperative game, and a competitive game for 2–4 players using the head-to-head rules included in this set.

**Expansion Symbol**

The cards in The Wizard’s Quest can be identified by this symbol before each card’s collector number.

The Wizard’s Quest is a custom scenario kit. It comes with everything a player needs to construct their own adventure for The Lord of the Rings: The Card Game.

Included in this kit are:

- 7 quest cards (1x stage 1, 3x stage 2, and 3x stage 3)
- 1 double-sided encounter card (Rhosgobel / Rider of Mirkwood)
- 70 encounter cards (14 encounter sets of 5 cards each)

**Note:** The encounter cards in The Wizard’s Quest are fully compatible with The Woodland Realm custom scenario kit and vice versa. Additional copies of each kit may be purchased to increase your customization options when using the Advanced-build rules described on page 3. The Woodland Realm contains sets 1–14 and The Wizard’s Quest contains sets 15–28. The encounter cards from both kits can be identified by the green border around the encounter set number.
Build Your Own Adventure

There are two ways to create your own scenario: Quick-build or Advanced-build. If this is your first time playing *The Wizard's Quest*, follow the Quick-build rules.

**Quick-build Rules**

The Quick-build rules allow you to build your own adventure in minutes using only the contents of this set. To create a Quick-build custom scenario follow these 3 steps:

1. Create your quest deck by choosing one stage 2 and one stage 3 and placing them in numerical order under stage 1.

2. Create your encounter deck by choosing 7 different encounter sets and shuffling them together. Each encounter set is identified by a different number.

3. Choose what type of game to play: cooperative or competitive. To play a cooperative game, simply follow the standard game rules. To play a competitive game, see page 4.

**Note:** If you wish to surprise yourself in cooperative play, you can randomly choose your encounter sets and quest cards.

**Advanced-build Rules**

The Advanced-build rules give players greater flexibility to customize a scenario. The quest deck is built using the same rules as Quick-build, but the encounter deck is built by selecting individual encounter cards instead of entire encounter sets. To create an Advanced-build custom scenario, follow these guidelines:

- The deck must be exactly 35 encounter cards (not counting the double-sided Rhosgobel / Rider of Mirkwood card).
- The deck must include a minimum of 10 enemies, 10 locations, and 10 treacheries.
- No more than 3 copies of each non-unique card can be included in the deck.
- No more than 1 copy of each unique card can be included in the deck.
- The deck cannot have more than 21 total cost worth of encounter cards. The cost of each card is denoted in the box on the lower right side of the frame.

**Note:** When building a custom scenario, you can choose encounter cards from both *The Wizard's Quest* and *The Woodland Realm*, but you cannot mix quest cards.
Competitive Rules

_The Wizard’s Quest_ was designed to encourage competitive play for _The Lord of the Rings: The Card Game_. These rules are intended for games of 1v1 or 2v2. A 1v1 game allows players to test their best solo decks against their opponent’s custom scenario, and 2v2 maintains the cooperative aspect of the LCG as teammates work together to outrace the opposing team. The team that defeats their scenario first wins!

Setting Up a Competitive Game

In order to play a competitive game of _The Lord of the Rings_ LCG, each team must bring the following:

1. A player deck for each team member
2. Enough threat dials and tokens for each team member
3. One custom scenario for the opposing team to play

**Important:** Before the game begins, teams trade custom scenarios so that the adventure you play is the one your opponent created, and vice versa.

Playing a Competitive Game

To play a competitive game using _The Wizard’s Quest_, follow these rules:

– Randomly determine which team will go first, and follow the standard Setup rules of the game.

– During the game, each round is broken into three phase groups:

  1. Resource Phase & Planning Phase
  2. Quest Phase & Travel Phase
  3. Encounter Phase, Combat Phase & Refresh Phase

– Teams alternate their play through these phase groups.

– The first team begins by playing their Resource & Planning phase. Then, they observe the second team as they play through their Resource Phase & Planning Phase. This process continues through the other two phase groups until the second team finishes its Refresh Phase and the first team starts a new round.

– The team that finishes the scenario first without the other team finishing in the same phase group wins the game.
– If the first team completes their scenario (or is eliminated) during a phase group, the other team must play through that same phase group.

– If both teams complete the scenario in the same phase group, the team with the lower score wins. If the scores are also the same, the game ends in a tie.

– If a single team is eliminated, the surviving team wins the game.

– If both teams are eliminated in the same phase group, the game ends in a loss for both teams.

Rules Clarifications

– In a competitive game, each team’s game is completely separate from the other. Cards in play in one game have no impact on the other team’s game and vice versa.

– Effects that refer to the number of players only count the number of players on the active team. (They do not count the opposing team.)

– In a cooperative game, when a card effect says “the opposing team chooses” or “the opposing team searches,” the first player should resolve that effect in the manner that will provide the greatest challenge for the players.

Credits

Expansion Design: Caleb Grace
Card Game Manager: Mercedes Opheim
Graphic Design: Joseph D. Olson
Graphic Design Manager: Christopher Hosch
Art Direction: Tim Flanders
Managing Art Director: Melissa Shetler
Licensing Coordinators: Sherry Anisi and Long Moua
Licensing Manager: Simone Elliott
Production Management: Jason Beaudoin and Megan Duehn
Visual Creative Director: Brian Schomburg
Senior Project Manager: John Franz-Michlacz
Senior Manager of Product Development: Chris Gerber
Executive Game Designer: Corey Konieczka
Publisher: Andrew Navaro

The Lord of the Rings: The Card Game core set is required to play.

Fantasy Flight Games presents a GenCon 2018 special event: The Wizard’s Quest. This unique custom scenario kit for The Lord of the Rings: The Card Game provides players with everything they need to build their own adventures in Middle-earth!

The Wizard’s Quest supports two modes of play: standard cooperative mode, and a race-to-the-finish competitive mode!