

# THE LORD OF THE RINGS™

THE CARD GAME

## THE DREAD REALM™

### Difficulty Level = 7

*The capital of Angmar was a terrifying place. Once the heroes had defeated the Orcs guarding the entrance and made their way inside, all was eerily quiet in comparison to the battle raging outside. The halls of Carn Dûm were cold and lonesome, though no matter where the heroes ventured within its walls, the feeling that they were being watched never ceased. The realm of Angmar had claimed immeasurable lives over many hundreds of years in its long war with the Dúnedain. With each step they took, their burden grew worse.*

*The fortress was sprawling, but if they strained their senses, they heard cries of pain coming from below. So, deeper into the stronghold they ventured, down many long and steep flights of stairs, the corridors becoming narrower, the stone walls pressing in all around them.*

*Somewhere within these catacombs, surrounded by the watchful dead, their friend Iârlion was struggling in torment. Spurred onward by steel resolve, the heroes began their search...*

“The Dread Realm” is played with an encounter deck built with all the cards from the following encounter sets: The Dread Realm, Cursed Dead, and Dark Sorcery. (Cursed Dead and Dark Sorcery can be found in **The Lost Realm** deluxe expansion to **The Lord of the Rings: The Card Game**.)



### Valour

**Valour** is a new trigger that appears on some player cards in the Angmar Awakened cycle. **Actions** and **Responses** with the **Valour** trigger, presented as “**Valour Action**” or “**Valour Response**,” can only be triggered by a player whose threat is 40 or higher.

If an event card has two effects, one with the **Valour** trigger and one without, you may only choose one of these two effects to trigger when you play the card. You may still only choose the effect with the **Valour** trigger if your threat is 40 or higher.

### Reanimated Dead

Many encounter cards in The Dread Realm scenario instruct players to “reanimate” a card. When a player is instructed to reanimate a card, place that card facedown in front of that player, as if it had just engaged that player from the staging area. Facedown cards that have been reanimated are called “Reanimated Dead” and act as if they are **Undead** enemy cards with 0 engagement cost, 2 ♠, 2 ♣, 2 ♠, and 2 hit points. As a reminder, each quest card has the text: “Reanimated Dead are **Undead** enemies with 2 ♠, 2 ♣, 2 ♠ and 2 hit points.” If a Reanimated Dead is destroyed or leaves play for any other reason, it is placed in its owner’s discard pile.

