

THE LORD OF THE RINGS™

THE CARD GAME

THE THING IN THE DEPTHS™

Difficulty Level = 5

With the squall still raging all around them and the Dream-chaser and her fleet damaged from their long pursuit, boarding the Stormcaller was a risky maneuver, and grappling with the ship would be even more difficult. The heroes decided that their best course of action would be to take control of the Stormcaller, subduing its crew while their other ships remained a safe distance away. Command of the Dream-chaser was given to Calaerion, an Elven sailor who had journeyed with them from the Grey Havens. Beneath the ship, the sea rumbled, though most of the crew scarcely noticed, and those that did paid no heed, their attentions turned towards the Stormcaller and its crew.

“Remember, we need the key they stole from Lord Calphon,” one of the heroes announced. “More than that, we need to know the key’s purpose. If anyone knows, it’ll be their captain. So we must take him alive, if possible.” United in purpose, the crew took positions on the Dream-chaser’s starboard side, grabbing ropes to swing across. Their ship drifted into position as the Raiders on the Stormcaller prepared for battle. Blades rose over the Belegaer, and shouts rang out: “For Lord Calphon! For the Grey Havens!”

“The Thing in the Depths” is played with an encounter deck built with all the cards from the following encounter sets: The Thing in the Depths, The Stormcaller, Corsair Raiders, and The Stormcaller Elite. (Corsair Raiders and The Stormcaller Elite can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



The Stormcaller & The Thing in the Depths

This Adventure Pack includes two separate encounter sets: The Stormcaller encounter set and The Thing in the Depths encounter set. The setup instructions for this scenario instructs the players to “Build the encounter deck using only The Stormcaller and Corsair Raiders encounter sets, setting The Thing in the Depths and The Stormcaller Elite encounter sets aside, out of play.” When setting up this scenario, players should set the entire The Thing in the Depths encounter set aside for the time being, shuffling together **only** the Corsair Raiders and The Stormcaller encounter sets. When the players advance to stage 2, the “When Revealed” effect of that stage will remove the Corsair Raider encounter set from the game and shuffle The Thing in the Depths encounter set into the encounter deck, completely changing the nature of the scenario!

Grapple

Grapple is a new keyword in The Thing in the Depths scenario that represents the many tentacles of the sea-beast grasping onto different parts of the Stormcaller, threatening to pull the ship underwater. When an enemy with the Grapple keyword is revealed, or when you are instructed to resolve an enemy’s Grapple keyword, immediately attach that enemy **facedown** to the location in the staging area specified in parentheses (for example, the location with the highest , or the highest quest points). If more than one location meets the specified criteria, the first player may choose which of those locations the enemy grapples. If there are no locations in the staging area, add the enemy to the staging area without attaching it to any location. While attached to a location by the Grapple keyword, an enemy is “grappled with” that location.



While grappled with a location, an enemy is not considered to be in the staging area, cannot be engaged, and is immune to player card effects. **Instead, it adds 2 ⚔ to the ⚔ of the location it is grappled with.**

When a location becomes the active location, or when a location in the staging area is explored, any enemies grappled with that location are detached, flipped faceup, and added to the staging area as normal enemies. Thus, by traveling to a location, the players can engage and attack the tentacles grappled with that location, freeing the *Stormcaller* from the creature's grasp!

Example: *Jeremy and Brad are playing The Thing in the Depths, and a Grasping Arm is revealed by the encounter deck. Grasping Arm has the following text: "Grapple (highest printed ⚔)." This means that they must immediately attach the Grasping Arm facedown to the location in the staging area with the highest printed ⚔. There are two locations in the staging area: a Crew Quarters with 1 ⚔ and a Quarter Deck with 4 ⚔. The Grasping Arm attaches facedown to the Quarter Deck and is now grappled with the Quarter Deck. While grappled with the Quarter Deck, Jeremy and Brad cannot engage, attack, or affect the Grasping Arm in any way, and it adds 2 ⚔ to the Quarter Deck's 4 ⚔, for a total of 6 ⚔. However, if they travel to the Quarter Deck, the Grasping Arm detaches and is added to the staging area faceup, at which point they can engage and deal with it like a normal enemy.*



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