

THE LORD OF THE RINGS

THE CARD GAME

Foundations of Stone

Difficulty Level = 6

The walls are weeping water, and the air grows damp. A low rumble sounds from above, accompanied by the sound of rushing water. There are underground waterways in Moria that lead to deep darkness, and who knows what else...

Foundations of Stone is played with an encounter deck built with all the cards from the following encounter sets: Foundations of Stone, Twists and Turns, Deeps of Moria, and Goblins of the Deep. (Twists and Turns, Deeps of Moria, and Goblins of the Deep can both be found in the Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.)



Setup

This scenario uses the Cave Torch objective card. During setup the first player selects any hero to attach it to, and that hero bears the Cave Torch for the rest of the game. If the Cave Torch would leave play, then it is removed from the game.

During setup players should not shuffle the Foundations of Stone encounter set into the encounter deck, but set it aside, out of play. This encounter set will be shuffled into the encounter deck at a later point in the scenario.

Creating a Staging Area

When instructed to “Create your own staging area,” each player sets aside an area in front of himself to serve as his own private staging area. Only players that share a common staging area can interact with each other in any way. Players continue to resolve each phase of the game in turn order, starting with the First Player (which continues to move), but the resolution of each phase occurs as if only the player or players that share any given staging area are currently present in the game.

- Players cannot affect players (or cards controlled by players) that do not share a common staging area. This means that you cannot lower a player’s threat, play an attachment on one of his characters, etc., unless that player shares a staging area with you.
- During the encounter phase, players only reveal 1 card per player that shares their staging area. So in a 4 person game, where 4 players have been separated, each player would add 1 card to his staging area.
- Encounter card effects are limited to each staging area. For example, if an effect references “each player,” then that effect only refers to each player that shares the staging area to which the encounter card would be added.

Joining Another Player

On stage 4B players are instructed to “join another player” after completing their current quest card. Joining another player happens at the beginning of the travel phase. The joining player(s) must add any encounter cards in his own staging area to the staging area of the player(s) he is joining with, keeping any enemies engaged with him and discarding any active location in the staging area being left. If multiple players complete their current quest card during the same phase, they join quests starting with the First Player and proceeding clockwise around the table. If there is no player to join, then players must continue to stage 5.

“Secrecy X” Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. 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.



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