

THE LORD OF THE RINGS™

THE CARD GAME

CELEBRIMBOR'S SECRET™

Difficulty Level = 6

Orcs were crawling over every stone and into every hole in the ruins of Ost-in-Edhil when the heroes arrived at the edge of the valley. From their vantage point, they could see the man, Bellach, as he ordered the search.

"I should've guessed that scum would get here first," hissed the Dwarf. "He must've led the Orcs here while we were lost in that swamp."

The heroes looked on the scene with dismay. After all their travels, it seemed they had come too late to accomplish their mission. Then Nalir noticed something that made him growl, "He's got the other half of my map with him! Look, he's using it to direct the Orcs." Suddenly the Dwarf started laughing, "That fool! He'll never find the hidden chamber with just half. He's searching in the wrong spot!"

Nalir's news gave the heroes hope that they may yet discover Celebrimbor's forge and recover its secrets before Bellach and his Orcs. However, the Dwarf had gone as far as he would, "What you do from here is your business, but with all these Orcs searching about, I daren't go down there. If we're seen by those Orcs, even warriors of your mettle may not survive."

The heroes objected but it was clear that Nalir could not be convinced to lead them any further. "I'll tell you where I found the hidden chamber," said the Dwarf, "but I'm not going nowhere near that many Orcs. I doubt if anybody could make their way through that valley without being spotted."

Nalir did his best to describe where the entrance to the hidden chamber was located before wishing the heroes luck and slipping away. He gave one last dubious look at the heroes before disappearing out of sight.

Turning back to the matter at hand, the heroes look out over the vale of Ost-in-Edhil and try to discern the entrance to the hidden forge at the valley's end. They would have to move with great stealth if they wished to evade Bellach's forces and reach the end of their quest.

"Celebrimbor's Secret" is played with an encounter deck built with all the cards from the following encounter sets: Celebrimbor's Secret, Misty Mountain Orcs and Broken Lands. (Misty Mountain Orcs and Broken Lands can be found in **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)



New Keyword - Scour

Scour is a new keyword that represents the efforts of Bellach and his minions to discover Celebrimbor's hidden forge and the heroes who seek it. The scour keyword does nothing by itself, but when the players are instructed by quest card or encounter card text to trigger a scour effect they must resolve the effect that follows the scour keyword on that card. The effect that follows the scour keyword on a card is called the "scour effect."

Example: Two players are at stage 2B, *The Enemy's Servant*, when they remove the last time counter at the end of the refresh phase. *The Enemy's Servant* has the text: "**Forced:** After the last time counter is removed from this stage, trigger each Scour effect currently in play." So the players examine each encounter card in play and discover that there are 2 cards with the Scour keyword in play: *Bellach* and *Collapsed Tower*.

Bellach reads: "**Scour:** Each player must search the encounter deck and discard pile for an **Orc** enemy and add it to the staging area." *Collapsed Tower* reads: "**Scour:** Return this location to the staging area and place 2 damage here." Player 1 is the first player, so he decides to resolve the scour effect on *Collapsed Tower* and places 2 damage on it. Then, player 1 and 2 resolve the scour effect on *Bellach*. They each search the encounter deck and discard pile for an **Orc** enemy, add them to the staging area, and shuffle the encounter deck.

The Orcs' Search

The Orcs' Search is an objective that represents the efforts of Bellach and his servants to discover Celebrimbor's hidden forge and the heroes who search for it. As the agents of Mordor scour the ruins of Ost-in-Edhil, certain encounter card effects place damage on locations to represent their progress. This is significant because The Orcs' Search reads: "When a location has damage equal to its printed quest points, place it facedown underneath The Orcs' Search." When a location is placed facedown underneath The Orcs' Search, it means that Bellach and his minions have searched that location, bringing them one step closer to finding the knowledge they seek and leaving the heroes fewer places to hide.

Other cards besides locations can also be placed facedown underneath The Orcs' Search by various encounter card effects. When the players are instructed to place a card facedown underneath The Orcs' Search, they must first discard any tokens on that card and any attachments attached to that card. Facedown cards underneath The Orcs' Search are not in play and only interact with card effects that specifically reference cards underneath The Orcs' Search.