THE LORD OF THE RINGS
THE CARD GAME

THE MORGUL VALE

Difficulty Level = 7

While pursuing the scattered enemy forces into Ithilien, Faramir's company of rangers are ambushed by orcs near the old crossroads. During the ensuing fight, both Lord Faramir and Lord Alcaron are captured.

At the thought of Denethor's son in Sauron's torture chambers, the heroes begin a desperate pursuit. Following frantic hours of tracking, they find themselves at the mouth of the dread Morgul Valley.

As the Dead City comes into distant view, they have come upon their quarry at last.

Seeing their pursuers close behind, the breathless Uruk are visibly frustrated. They growl angrily as they halt to confer. A hooded figure in their midst, undoubtedly their leader, calmly directs the vexed orcs. He reminds our heroes of the Morgul sorcerer who led the ambush back at the crossroads. Even while that malefactor lies dead on the forest floor, they don't relish the thought of facing another of his kind.

The truth is worse. Much worse.

The robed figures decisively gestures at the distant tower, his demeanor brooking no debate. The tallest of the Uruk submissively throws a man-sized bundle over his shoulders. Grunting for two of its kind to follow, the Uruk starts a brisk pace eastward. The robed figure is clearly not about to risk his trophy on the doorstep of Mordor.

As the breakout group moves down the ancient cobblestone road, the remaining Uruk turn to face the approaching heroes. As they enter earshot, the robed figure casually claps his hands and starts to laugh. The sound is hauntingly familiar.

"You're incurable!" he exclaims. "Why won't you just die!" He raises his arms in mock frustration as the Uruk pull free their weapons in a rusty cacophony. Their eyes glow with bloodlust.

"Fortunately, you are entirely too late" the robed figure continues. He casually gestures back at the tall Uruk pacing eastward toward the ghastly city. The bundled shape of a prisoner bobs on its ironclad back. "Sauron shall have His prize." A cloud washes away from the moon as the robed man pulls back his hood "Nothing can stop that now."

A sickening heartache roils the heroes. Time seems to stand still as the depth of the betrayal hits them. The sickening corpse-light of Minas Morgul seems brighter. The waters of the Morgulduin gurgle in cruel amusement.

"It should be natural, that one as old as I should have mastered patience," says Lord Alcaron, whose real name is Ulchor. "Yet your persistence has tested me. Congratulations!" He continues, lowering his arms dramatically. "My master wanted both the brothers, but it seems I'll deliver only the younger." The traitor shrugs, "still, something tells me the younger is the greater prize." Alcaron takes a moment to study the faces of his former friends. His smile seems to brighten at the horror he sees there. "Of course, I mean to deliver him your heads as well. As a consolation."

The traitor nods to the largest of the Uruk. "I'm pleased to introduce my trusted servant Murzag." As the traitor speaks he nods to the beasts. Murzag and his companions begin to move forward, licking their blades in anticipation. "I hope you'll find his company eviscerating."

As the Uruk charge the heroes, Alcaron casually turns and begins to walk toward Minas Morgul. His laughter echoes against the valley walls where unwholesome white flowers seem to drink the sound.

"The Morgul Vale" is played with an encounter deck built with all the cards from the following encounter sets: The Morgul Vale, Mordor Elite, and Creatures of the Forest. (Mordor Elite and Creatures of the Forest can be found in the **Heirs of Númenor** deluxe expansion to **The Lord of the Rings: The Card Game**.)

Setup

When setting up The Morgul Vale, stage 1A instructs the players to search the encounter deck for the To the Tower objective card and add it to the staging area. This card represents the Mordor troop escorting Faramir to the tower of Minas Morgul. Since the players are trying to rescue Faramir in this scenario, the objective reads: "Remove Faramir from the game." This means that no version of Faramir can be used by the players when playing this scenario.

"Captain" Enemies

The Morgul Vale scenario has 3 stages, and a corresponding *Captain* enemy for each stage: Murzag, Lord Alcaron, and Nazgûl of Minas Morgul. To advance from each stage and win the game, the players must defeat each *Captain*. These tenacious enemies will stop at nothing to prevent the heroes from rescuing Faramir, and to that end each stage includes a line of text that prevents that stage's *Captain* from leaving play unless it is destroyed. This means that card effects that would otherwise shuffle that enemy into the encounter deck or remove it from play will have no effect on the *Captain* at that stage.