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THE CARD GAME

2

THE HUNT FOR GOLLUM™

Aragorn pursues Gollum to the Dead Marshes



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The Adventure Continues...

Welcome to the second issue of *The Lord of the Rings: The Card Game* collection. If you were with us last issue, we pick up right where we left off with the next part of the epic saga of *The Lord of the Rings*. (If you weren't, check out the red box to the right to find out how to pick up a back issue!)

This issue, we meet Aragorn, otherwise known as the engimatic ranger Strider. Even before the four Hobbits departed the Shire, the Wizard Gandalf had instructed Aragorn to hunt down Gollum as part of his search for information about the origins of the strange gold ring left behind by Bilbo Baggins – and in this issue's adventure, you can play the part of Aragorn in his hunt for Gollum. It starts over on page 4. (If you want a refresher on the story before you begin, you'll find that on page 3.)

This adventure introduces rules for combat and travel between locations, while making use of many of the rules introduced in the last issue. On top of that, in this issue's Rules Reference, starting on page 15, you'll find a complete guide to the anatomy of your hero cards and player cards – perfect for when you want a quick reminder on where to find a hero's willpower or attack strength while playing through the adventure.

Contents

Middle-earth 2: The Mystery of the Ring 3

Adventure 2: The Hunt for Gollum 4

Rules Reference 2: Card Anatomy 15



Coming in Issue 3

- Tom Bombadil!
- The Barrow Wights!
- Game tokens!



Coming in Issue 4

- A Night in Bree
- The Ringwraiths Attack!
- Multiplayer Rules

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THE MYSTERY OF THE RING

When Bilbo Baggins left the Shire on his 111th birthday in search of one last adventure, he left behind the old ring he'd found in the Misty Mountains – a magical artefact with the power to turn the wearer invisible, ensure a long life, and to corrupt the seemingly incorruptible…

Gandalf the Grey had long suspected there was more to this ring than met the eye, much like the Hobbit who had found it. So when Bilbo finally departed for Rivendell, Gandalf made Frodo Baggins swear to keep the ring secret, while he himself rode away to find out all he could about the mysterious artefact.

The Hunt for Gollum

Gandalf's first thought was to protect Frodo and the Shire, and he turned first to an old friend – a ranger of the north known to most as Strider, but to Gandalf as Aragorn, son of Arathorn. Descended from the line of the old kings of Gondor, Aragorn was a long-lived and hardy Man, whose skills at tracking were unparalleled. So it was that Gandalf asked Aragorn's help in seeking out the twisted, gangrel creature known as Gollum, from who Bilbo had taken the ring all those years ago. Gollum knew Bilbo's name, and whence he came, and could alone point the servants of the enemy towards the peaceful Shire. He had to be apprehended at all costs!

With more work to do, Gandalf entrusted the hunt for Gollum to Aragorn, agreeing to meet the ranger at Mirkwood to seek the counsel of Thranduil of the Wood Elves.

Aragorn searched far and wide for any trace of Gollum, listening carefully for rumours and local lore, and tracking signs of the creature that would be indiscernible to lesser Men. He heard tales of a pale-skinned, scrawny creature stealing fish from villagers, or being sighted bathing in secluded pools by moonlight. The search was not without danger, leading Aragorn through the Morgul Vale, where he almost gave up hope of ever finding Gollum. But it was there he picked up a new trail, curiously leading not to Mordor, but away from it. This trail became fresher, and as the ground grew boggy Aragorn found himself following footprints that led to a stagnant mere near the Dead Marshes…



The Hunt for Gollum

In this adventure, you'll lead Aragorn on a hunt for Gollum. Aragorn must cover many long leagues in search for signs of Gollum, battling foes along the way if he is to stand any chance of hunting down the elusive creature.

For this adventure, you'll be using the lone hero Aragorn. Since Aragorn is your only hero, you'll want all of the cards in your player deck to be cards that Aragorn can use – which means cards with the purple rune symbol on them, also known as the Leadership symbol. The first time you play this adventure, make a player deck using the cards listed in the box to the right. Take the listed cards from your collection (some are from this issue, and some are from last issue), put them in the order shown and place them face down on the table ready to play.

Player Deck: The Hunt for Gollum

- Valiant Sacrifice
- Grim Resolve
- Strength of Will
- Ever Vigilant
- Common Cause
- Song of Travel
- Sneak Attack
- Dúnedain Warning
- Valiant Sacrifice
- Ever Vigilant
- Strength of Will
- Common Cause
- Sneak Attack
- Son of Arnor
- Rear Guard
- Guardian of Arnor
- Dúnedain Mark
- Northern Tracker
- Celerían's Stone
- Sneak Attack

Setting Up: The Encounter Deck

Take the double-sided Gollum/Smeagol card, E13, and set it aside. This is the prize you seek, but you haven't found it yet. Make sure the rest of the encounter cards for this adventure (E14 to E28) are in order and place them face down on the table.

Setting Up: Aragorn

Place Aragorn on the table in front of you, and put your resource and progress tokens in a pile to one side, just like you did last time. As Aragorn has prepared well for this difficult quest, he starts the game with a special bonus: 5 extra resource tokens in his resource pool at the start of the game. He also begins the game with the Dúnedain Quest attachment, representing the importance of his quest and his special orders from Gandalf.

Now, draw the top three cards from your player deck. They should be Sneak Attack, Celerían's Stone and Northern Tracker. Now you're ready for the first turn.



Starting the Game

Aragorn sets off into the wild on his hunt for Gollum. It won't be long before he encounters the first of the enemies determined to get in his way. Time to take the first turn of the game…

Just like in the last adventure, at the start of each turn give your heroes one resource token each, and draw a card: Dúnedain Mark. You now play cards from your hand. As Aragorn is adventuring alone, it's a good idea to boost his willpower. Spend 2 resource from Aragorn's resource pool to play Celerían's Stone from your hand and attach it to Aragorn. This gives Aragorn +2 willpower (✪).

Now it's time to turn over the top card of the encounter deck. It's some Misty Mountain Goblins! This is an enemy card, so place it in the staging area.

As you saw in the last adventure, you don't always have to fight enemies just because they're in the staging area, but in his hunt for Gollum, Aragorn has little time to waste. So, for this adventure, Aragorn is going to have to fight each enemy as soon as he encounters them, wherever possible. Move the Misty Mountain Goblins from the staging area to just in front of Aragorn to show that they are in combat. This is called ***engagement***.

Combat

When you choose to engage an enemy, combat follows. Unfortunately for Aragorn, when you do so, enemies attack first. (That's why they're the bad guys.) After resolving enemy attacks, your heroes get to make attacks of their own.

The Misty Mountain Goblins attack first. This forces you to exhaust Aragorn's card (turning it to the side) but their attack strength of 2 isn't enough to get past Aragorn's defence strength of 2. But it's still enough to exhaust Aragorn, meaning he can't attack back this turn.

Damage

The amount of damage a hero or enemy card can take before it's destroyed is shown by the red number, halfway down the left-hand side of the card.



Resolving Attacks

In each combat, there is an attacker and a defender. Only ready characters can attack or defend, and must exhaust to do so. Attacks are resolved by comparing the attacker's attack strength to the defender's defence strength. If the defender's defence strength is equal to or greater than the attacker's attack strength, the defender doesn't suffer any damage. If the attacker's attack strength is greater than the defender's defence strength, however, the defender suffers damage equal to the difference between the two.

Aragorn's defence strength of 2 is equal to the Misty Mountain Goblins' attack strength of 2, so he's able to fight them off without suffering any damage. This time…



The West Bank

It's a new turn, so give Aragorn one resource token and draw another card from your deck: it's Guardian of Arnor, one of Aragorn's Ranger allies. Aragorn is still facing the Misty Mountain Goblins, and so could certainly do with the help! Spend 3 resources to play Guardian of Arnor straightaway. Spend another resource to play Dúnedain Mark from your hand. This gives Aragorn +1 to his attack strength (⚒).

Next, turn over the top deck of the encounter card – it's The West Bank. This is a location card. Aragorn will need to travel there as quickly as possible to keep up his pursuit of Gollum.

Location Cards

Like enemy cards, location cards are placed in the staging area when revealed from the encounter deck. You don't always have to travel to a location as soon as it's revealed, but if you don't it will remain in the staging area, adding its threat value to any enemies there, and generally making life harder. However, in this adventure, if Aragorn is to stand any chance of hunting down Gollum, he will need to travel to each new location as soon as it's revealed.

Travel

When you travel to a location, it becomes the ***active location***, meaning you are able to place progress tokens on it. Once a location has a number of locations on it equal to its quest points, the location is ***explored*** and you can discard it – essential if you are to advance in your quest. When you travel to a location, place it to the left of the encounter deck, outside the staging area, to show that it's the active location.



With no time to waste, Aragorn and the Guardian of Arnor travel to the West Bank of the river. Move the West Bank card next to the encounter deck to show that it's the active location. (You don't need to move Aragorn or the Guardian of Arnor.) But they pair are still dogged by the Misty Mountain Goblins.

Combat: Choosing Attacks and Defenders

Enemies attack and characters defend one at a time. So, now that you have multiple characters in the game (Aragorn and the Guardian of Arnor), you'll need to choose who fights when. The Misty Mountain Goblins attack first, but you get to choose who they attack – you can pick either Aragorn or the Guardian of Arnor as the defender.

The Guardian of Arnor only has a defence of 1 🛡. However, he also has a special rule which means he gains +1 🛡 for each enemy engaged with you, which means he has a defence strength of 2 against the Misty Mountain Goblins. Choose him to defend against their attacks and exhaust the Guardian of Arnor card. The Misty Mountain Goblins' attack strength of 2 is, fortunately, not enough to hurt him. Now you can exhaust Aragorn and use him to attack back. Aragorn has an attack strength of 4 (including the bonus from his Dúnedain Mark), while the Misty Mountain Goblins have a defence of just 1. The difference is 3, meaning Aragorn causes 3 damage – enough to destroy the Misty Mountain Goblins and move on in his hunt for Gollum!





Turn 3

Time for another turn. Aragorn gains a progress token and you draw another card: Rear Guard. You'll need to make some progress this turn, so commit both Aragorn and his Guardian of Arnor ally to the quest. Exhaust their cards to indicate this.

Now it's time to reveal the next encounter card – it's a False Lead! False Lead forces you to shuffle a ***Clue*** card back into the encounter deck but fortunately (or unfortunately) you haven't found any clues yet, so instead False Lead gains Surge, meaning you need to turn over the next card of the encounter deck. (Then you can discard False Lead.)

The next card is Signs of Gollum! This is an objective card and is just what you are looking for, but it's not quite so simple…

Signs of Gollum

The Signs of Gollum cards have the keyword ***Guarded***. This means that even when you reveal them, getting your hands on them won't be easy. When you reveal an objective card with the Guarded keyword, reveal the next card from the encounter deck. If it's an enemy card or a location card, attach it to the objective. You'll have to defeat the enemy or explore the location before you can claim the objective.

Turn over the next card of the encounter deck: it's The East Bank. Aragorn will have to explore that location in order to find the Signs of Gollum, but there can only be one active location a time, so he'll need to finish exploring the West Bank before crossing the river.

Making Progress

Just like in the last adventure, you make progress by committing characters to their quest, and then comparing their willpower to the threat of any enemy or location cards in the staging area. Aragorn and the Guardian of Arnor are both committed to the quest, and together have a willpower of 3. Plus, Aragorn has the Dúnedain Quest and Celerían's Stone attachments, giving him +3 willpower, for a total of 6. But the East Bank is in the staging area and has a threat rating of 3. Deducting this from your willpower total gives a final total of 3, earning you 3 progress tokens. This matches the 3 quest points shown on the West Bank card, so you have fully explored the West Bank and can discard the card. (Return the spent progress tokens to the pile.) Aragorn and the Guardian of Arnor are ready to cross the river and search the East Bank! (You can ready their cards, too.)

The East Bank

Turn 4

As ever, start the turn by giving Aragorn one progress token and drawing a card. It's Son of Arnor. You're going to want to travel to the East Bank this turn, but as you can't explore a location in the same turn you travel there, there's no point committing characters to the quest – better to keep them ready in case any enemies turn up.

Turn over the top card of the encounter deck – more Signs of Gollum! It's Guarded, so, just like before, turn over another encounter card. Misty Mountain Goblins!

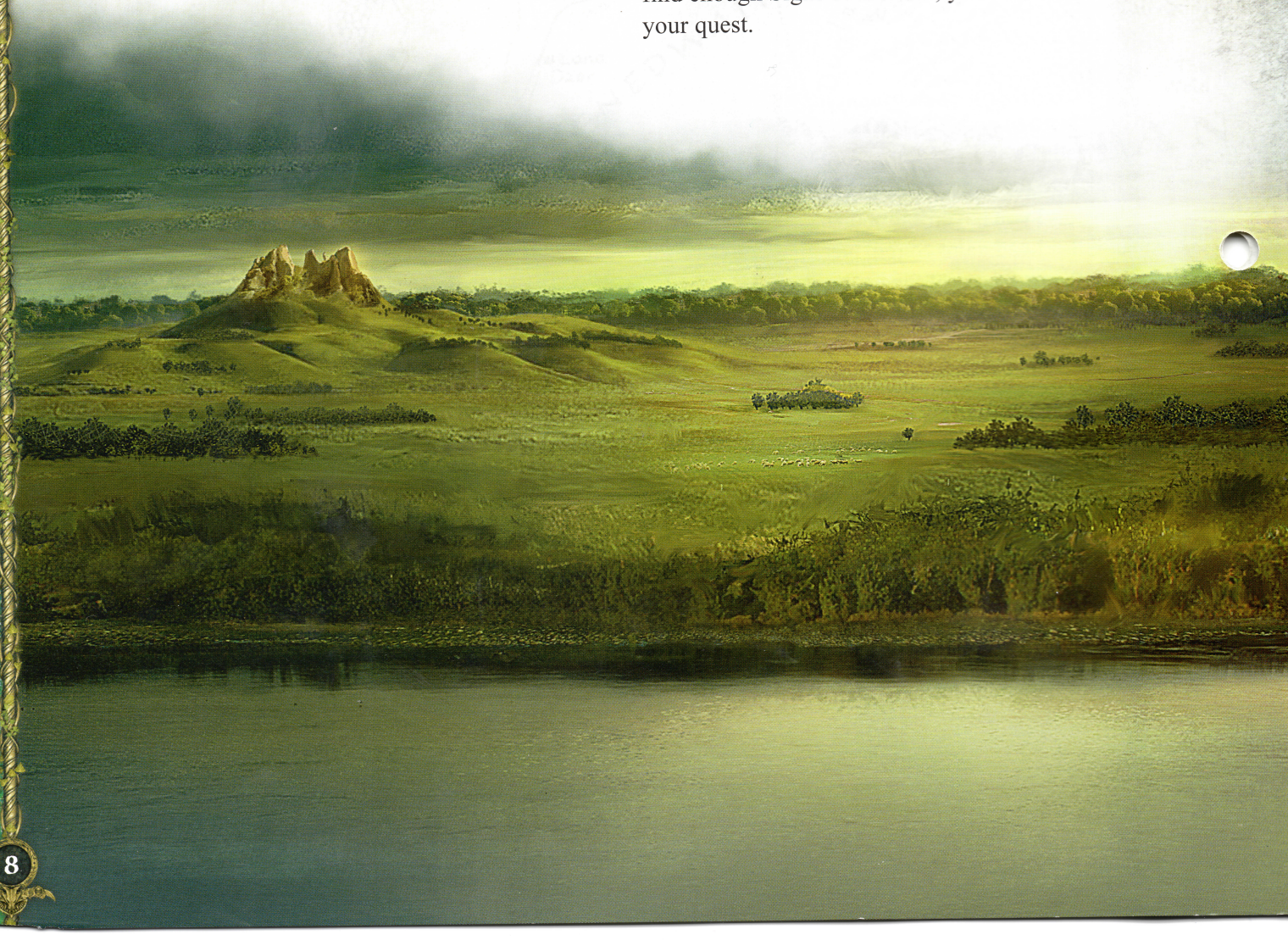
Now Aragorn and his ranger ally have their work cut out. Enemies and locations are starting to mount up in the staging area, which means making progress will become increasingly difficult. Best to try dealing with both now.

Travel

Travel to the East Bank – move the East Bank card, and the Signs of Gollum attached to it, over to the left of the encounter deck to show it's the active location. Then, engage the Misty Mountain Goblins (slide them down from the staging area to a spot in front of Aragorn and the Guardian of Arnor).

Combat

As ever, the Misty Mountain Goblins attack first. Once again, choose the Guardian of Arnor as the defender and exhaust his card to show this. He gets the defence bonus from his special rule as usual, so again the Misty Mountain Goblins can't hurt him. Just like before, Aragorn gets to attack back; exhaust his card to show this. He deals 3 damage to the Misty Mountain Goblins – enough to destroy them and claim the Signs of Gollum they were guarding! Place the Signs of Gollum next to Aragorn – if you can find enough Signs of Gollum, you'll be successful in your quest.



Turn 5

Add one progress token to Aragorn's resource pool and draw a card: Sneak Attack. Just in case anything nasty comes along, spend one resource to play Dúnedain Warning from your hand. Attach it to Aragorn to give you +1 🛡.

Progress has to be your main aim for this turn (you want to explore The East Bank and claim the Signs of Gollum card), so commit Aragorn to the quest. You'll need to exhaust his card to do this, but just in case any new enemies appear, once you've done this spend one resource to use the special rule on Aragorn's card, which allows you to ready him again.

Turn over the top card of the encounter deck. It's a new location – Amon Lhaw. Place it in the staging area. Amon Lhaw has a threat rating equal to double the number of players in the game (you're the only player in this adventure, so that's a threat rating of 2).

When to Travel

So far, it's been best to travel to each new location as they appear, but Amon Lhaw has a nasty special rule – if you travel there, you'll have to treat the text boxes on any attachment cards as blank, so the special rules for attachments like Celebrían's Stone and Dúnedain Quest won't apply. It might be best not to travel to Amon Lhaw at all, but this is a decision for next turn. You always need to plan ahead when deciding whether or not to travel to a location.

Progress

At least there are no new enemies to deal with this turn, so it's time to work out your progress. Aragorn committed to the quest, with his willpower of 2, +2 for Celebrían's Stone and +1 for Dúnedain Quest, for a total of 5. Place five progress tokens on The East Bank – easily enough to explore it completely. You gain another Signs of Gollum card! Add it to the pile with the first one, then discard The East Bank and return the progress tokens to the pile.

If you're following the playthrough, this is what things should look like at this point in the adventure.



AMON LHAW

The peak of Amon Lhaw, in the Emyn Muil, looms large as you pass down the East Bank of the Anduin. Could Gollum be lurking there? But it's a dangerous location to explore and progress through it will be tough. Where will your hunt take you?

Turn 6

Add one progress token to Aragorn's resource pool and draw a card: Common Cause. You may need some help this turn, so spend 3 resources and play Son of Arnor from your hand – another ranger companion for Aragorn.

Now you have a choice to make. Will you explore Amon Lhaw? If you do, you won't benefit from the special rules for any of your attachments. If you leave it in the staging area, it will make all of your progress more difficult. For now, it's best to stay ready for any new enemies you may encounter, so don't commit either of your characters to the quest; you won't travel to Amon Lhaw – not yet, at any rate.

Turn over the next card in the encounter deck. Hunters from Mordor! These will be difficult foes, since they gain +2 attack strength (⚒) for each Clue card in play. (Although, for this adventure, you don't need to count the two you have already found.)

Combat

Time to fight the Hunters from Mordor. They have an attack strength of 2, so choose the Guardian of Arnor to defend. He matches their attack with his defence strength of 2.

Now Aragorn gets to attack back. Spend 1 resource to play a Sneak Attack from your hand. This allows you to bring Northern Tracker into play. (Remember, Celebrían's Stone gives Aragorn a blue star (✵) symbol. Exhaust both the Northern Tracker and the Son of Arnor to allow them to attack as well.

Aragorn and his two allies have a combined attack strength of 8. Against the Hunters from Mordor's defence strength of 2, it does 6 damage – just enough for Aragorn to destroy them and keep up the hunt. Then return Northern Tracker to your hand.

Turn 7

Add one progress token to Aragorn's resource pool and draw a card: Strength of Will. Again, you have the option of travelling to Amon Lhaw this turn, but this still seems unwise. Instead, stay ready for any enemies and turn over the top card of the



encounter deck: Signs of Gollum. As ever, the card is Guarded, so turn over the next card, too – Hunters from Mordor. You must be getting close to Gollum. But these Hunters will be tricky to deal with, since they get +2 ⚔ because of the Clue card they are guarding.

Combat

The Hunters from Mordor attack, and you have to choose a character to defend. Alas, there's no good choice at this point, so exhaust the Guardian of Arnor to defend the attack. The Hunters have an attack strength of 4, since they're guarding a Clue card, against the Guardian of Arnor's defence strength of 2 (usually 1, +1 for the Hunters of Mordor being engaged with you). The Guardian of Arnor suffers two damage – a pretty ghastly wound – leaving the Guardian of Arnor with just one hit point. You'll need to protect him for the rest of the adventure if the brave Guardian of Arnor is to survive.

Now you get to attack back. Both Aragorn and the Son of Arnor can attack, but their combined attack strength of 6 won't be enough to destroy the Hunters from Mordor this turn, and could slow you up badly. Spend one resource to play Sneak Attack, which allows you to play Northern Tracker from your hand again. With a combined attack strength of 8, it's enough to see off the Hunters from Mordor and claim a third Signs of Gollum card! Ready your characters, return the Northern Tracker to your hand and it's on to the next turn.

Turn 8

As ever as the start of a new turn, add one progress token to Aragorn's resource pool and draw a card: it's Ever Vigilant. Next (since there's no active location to explore this turn) turn over the top card of the encounter deck – it's Amon Hen, another of the peaks of the Emyn Muil. Like Amon Lhaw, Amon Hen has some pretty nasty special rules to contend with – if you travel there, you won't be able to play event cards. Place Amon Hen in the staging area.

With three Signs of Gollum already found, it's probably best to preserve your resources to take on whatever enemy, or explore whichever location, is guarding final Signs of Gollum. Get ready to take the next turn.

If you're following the playthrough, this is what things should look like at this point in the adventure.



The Dead Marshes

There are just three cards left in the encounter deck. Aragorn must be close to the final Signs of Gollum he needs to track the elusive creature down. But his resources are all but spent – maintaining the pursuit will not be easy…

Turn 9

Follow the usual routine: add one resource to Aragorn's resource pool and draw a card: Valiant Sacrifice. With no active location to explore, turn over the top card of the encounter deck. It's Eastern Crows. Place the Eastern Crows card in the staging area.

Eastern Crows

Eastern Crows are a real nuisance. They're no threat to you in terms of attack, and any of your characters will be able to see them off with ease – but if you do defeat them, you have to shuffle the Eastern Crows back into the encounter deck, which means you might just end up having to fight off the Eastern Crows over and over!



The Eastern Crows, like the locations of Amon Lhaw and Amon Hen, present a problem in that their threat will make it harder to make progress and explore any further locations, but dealing with them is still likely to be more of a distraction, so for now let's leave the Eastern Crows in the staging area and see what another turn brings…

Turn 10

The extra turns are useful in that they also allow Aragorn to build his resource pool back up. As usual, add another resource to the pool and draw a card: Ever Vigilant. Spend four resources from Aragorn's resource pool to bring the Northern Tracker into play. Then, turn over the top card of the encounter deck – it's the final Signs of Gollum card! Turn over the next card, too, to see who's guarding it, or where the signs are to be found…

It's the Heart of the Marshes. You'll need to travel there and explore it in order to claim the Signs of Gollum, but that won't be easy with so much accumulated threat in the staging area. In situations like this, you need to plan carefully.

Travel

There is one card in your hand which can certainly help – Strength of Will. You can play it by exhausting a character with the blue star (or Spirit) icon. Fortunately, Celebrían's Stone gives Aragon one of these, so travel to The Heart of the Marshes (move the card to the side of the staging area to show it's the active location), then play the card, which allows you to place two progress tokens on The Heart of the Marshes.

Even better, you can play Strength of Will by exhausting any ✳ character – it doesn't have to be a hero, so exhaust the Northern Tracker to play the second Strength of Will from your hand. That's a total of 4 progress tokens on the Heart of the Marshes. You've successfully explored the location and found the last Signs of Gollum!

Take a look at the special two-sided Gollum card – this is your prize. But this is certainly not the last you'll be seeing of Gollum. The only question is… will he be an ally or an enemy?

ARAGORN'S PRISONER

Gollum used all of his guile, agility and sheer viciousness to evade capture, leading Aragorn a merry dance through the marshes, biting him with his sharp teeth and scratching him with cracked and broken nails. Yet the ranger was not only wily, but strong and determined, finally subduing his prey.

Gollum would say nothing to Aragorn despite the most robust interrogation, and so the ranger shackled Gollum and took him to the Elves of Mirkwood as agreed. The journey was perilous, stretching hundreds of leagues, through the north of the Emyn Muil, crossing the Anduin near Sarn Gabir, skirting Fangorn and Lórien, before finally delivering his captive to Thranduil of Mirkwood, and the waiting Gandalf.

Shadow of the Nine

Only when questioned by the Elves, and by Gandalf himself, did Gollum say anything of the Ring – and it was discovered that the Wizard and his allies were too late. Gollum had already spent time in the dungeons of Cirith Ungol, where he had been tortured by Orcs at the behest of the Witch-king, one of the Nine Ringwraiths – evil servants of Sauron who had once been Kings of Men, twisted beyond recognition by their Rings of Power.



Realising that Gollum had not escaped Mordor, but had in fact been released, Gandalf knew something terrible was afoot. The enemy expected Gollum to play some part in the events that now rapidly unfolded, and that could not be allowed to happen. Gandalf asked the Elves to keep Gollum prisoner at Mirkwood, while he formulated a plan.

It seemed obvious now to Gandalf that the rumours were true. The spirit of Sauron had endured the destruction of his mortal form. Now, Sauron's minions looked outwards, searching for the One Ring, that might return their master to power again. The Nine were abroad already, searching the land armed only with the information gleaned from Gollum's tortured cries:

Shire... Baggins...

The Truth Revealed

Determined to put his new intelligence to the test, Gandalf rode to Gondor. In the great archives of Minas Tirith, the White City, Gandalf found a document written in the hand of Isildur himself, describing the One Ring that had so led him down the dark path of temptation. The scroll described how a glowing inscription would appear upon the Ring's surface if it were exposed to flame. Armed with this knowledge, Gandalf returned briefly to the Shire, where he confirmed his deepest suspicions: Frodo now possessed the One Ring, the greatest weapon in the arsenal of evil.

The Nine were riding. The Shire was in peril.

Replaying the Adventure

The Hunt for Gollum presents some challenging decisions but is a pretty simple adventure to play. Once you're familiar with the rules for earning progress tokens, travel and combat, there are a few different ways of replaying the adventure for some additional challenge.

Choose Your Own Path

As you saw when playing through the adventure the first time, the Hunt for Gollum presents plenty of points when decisions must be made. Will you explore Amon Lhaw to stop the threat level rising in the staging area? Do you prefer Northern Tracker as an ally to Guardian of Arnor, and so want to bring that card into play sooner?

Shuffle the Player Deck

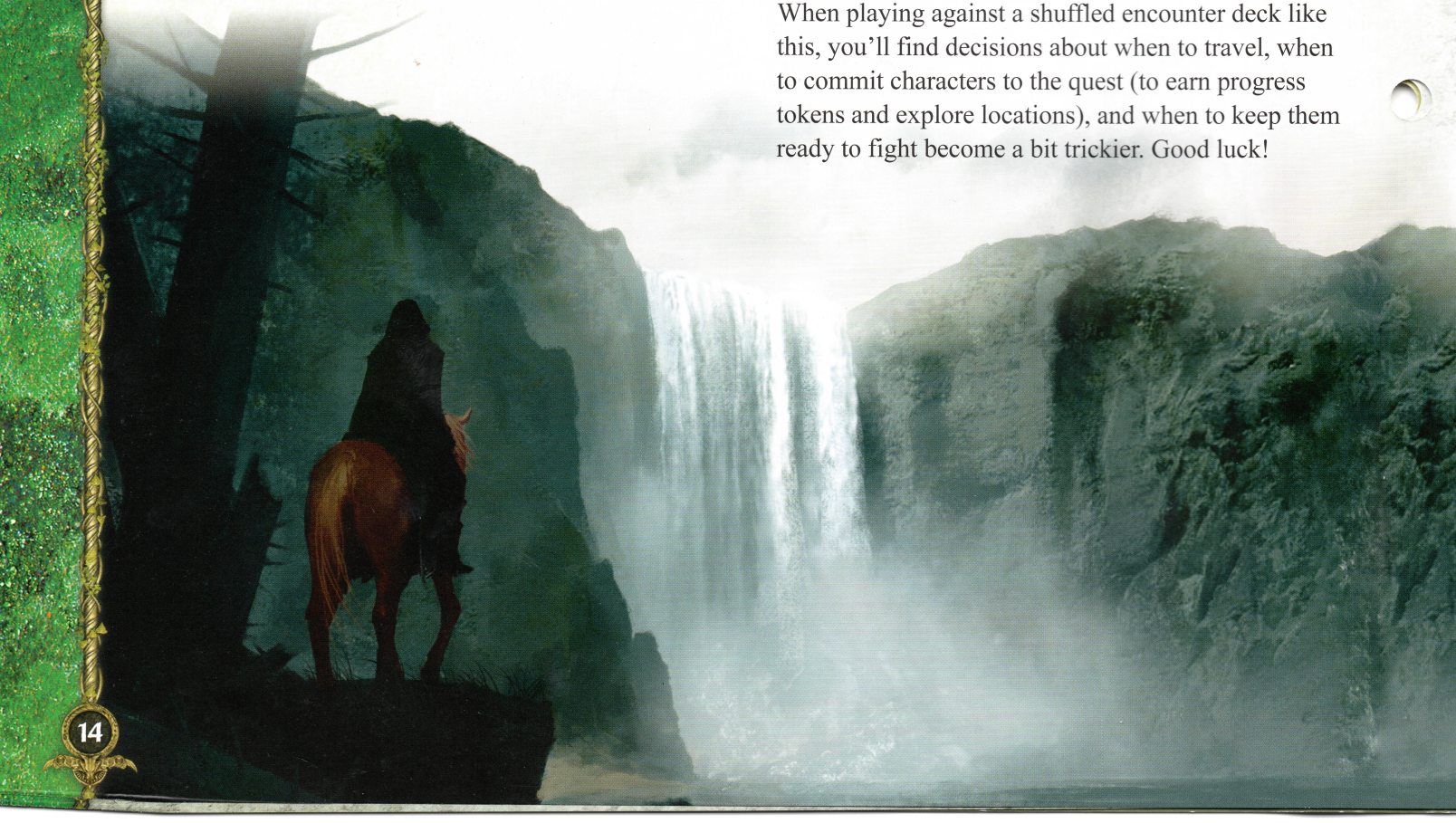
The player deck used in this adventure gives you, as the player, a variety of options. Shuffling the deck before you replay the adventure will present a different set of challenges. Take a couple of moments to look over the cards in your hand at the start of each turn, and let the cards you have available influence your decisions about when the travel and explore, when to fight, and when to bring allies and attachments into play.

Build Your Own Deck

Taking things one step further, you could build your own deck. To do that, for this adventure, just choose 20 player cards from your collection and shuffle them together. Remember that you'll want the cards to be useful for Aragorn, though, so your starting point should be a good selection of cards with the Leadership (Ᵽ) icon on them, otherwise you won't have a resource match and Aragorn won't be able to play them. Remember, too, though, that if you include Celebrían's Stone this give Aragorn a Spirit (✳) icon, so you might include a few Spirit cards too.

Shuffle the Encounter Deck

Shuffling the encounter deck will increase the challenge in this adventure significantly, but if you're familiar with the rules needed to play, give it a try! Remember that when you find a Signs of Gollum card, it will be Guarded by the next card you turn over. When playing against a shuffled encounter deck like this, you'll find decisions about when to travel, when to commit characters to the quest (to earn progress tokens and explore locations), and when to keep them ready to fight become a bit trickier. Good luck!



Card Anatomy

Hero Cards

Threat Cost.
The amount of threat added to a player's threat dial at the beginning of a game in the which the player is using this hero.

Willpower Strength.
The effectiveness of this hero when committed to a quest.

Attack Strength.
The effectiveness of this hero when attacking.

Defence Strength.
The effectiveness of this hero when defending.

Hit points.
The amount of damage required to destroy this hero.

Resource Icon.
Indicates which sphere the hero belongs to, and which sphere the resources in the hero's pool will mach.



Card Type.
Indicates that this card is a hero.

Card Title.
The name of this card.

Traits.
Descriptive attributes that may be referenced by certain card abilities.

Game Text.
The special abilities unique to this particular hero.

Set Information.
Every card has a number which shows its place in your collection.

Ally Cards

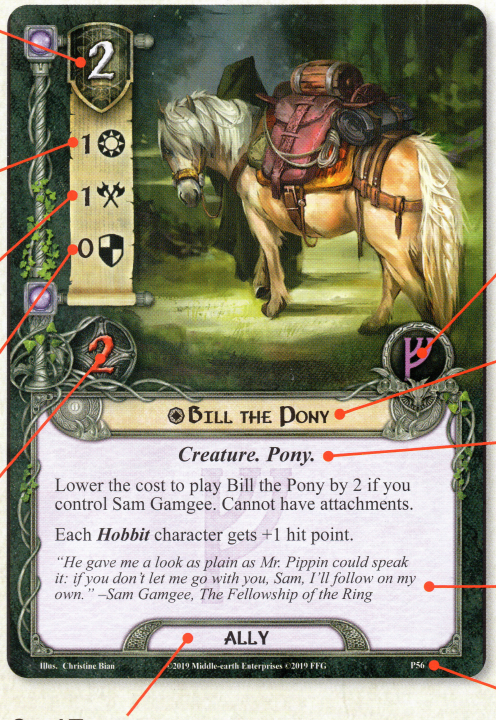
Cost.
The number of resources a player must spend from the appropriate resource pool(s) to play this card.

Willpower Strength.
The effectiveness of this ally when committed to a quest.

Attack Strength.
The effectiveness of this ally when attacking.

Defence Strength.
The effectiveness of this ally when defending.

Hit points.
The amount of damage required to destroy this ally.



Card Type.
Indicates that this card is a ally.

Sphere of Influence Icon.
Indicates which sphere this card belongs to.

Card Title.
The name of this card.

Traits.
Descriptive attributes that may be referenced by certain card abilities.

Game Text.
The special abilities unique to this particular ally

Set Information.
Every card has a number which shows its place in your collection.

Card Anatomy

Attachment Cards



Cost.
The number of resources a player must spend from the appropriate resource pool(s) to play this card.

Traits.
Descriptive attributes that may be referenced by certain card abilities.

Card Type.
Indicates that this card is a ally.

Card Title.
The name of this card.

Sphere of Influence Icon.
Indicates which sphere this card belongs to.

Game Text.
The special abilities unique to this particular ally.

Set Information.
Every card has a number which shows its place in your collection.

Event Cards



Cost.
The number of resources a player must spend from the appropriate resource pool(s) to play this card.

Card Title.
The name of this card.

Card Type.
Indicates that this card is a ally.

Sphere of Influence Icon.
Indicates which sphere this card belongs to.

Game Text.
The special abilities unique to this particular ally

Set Information.
Every card has a number which shows its place in your collection.