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THE LORD OF THE RINGS™

THE CARD GAME

3



FOG ON THE BARROW DOWNS

The Hobbits must escape the Barrow Wights and their evil enchantments

TOM BOMBADIL

Exclusive foil card for the Hobbits' enigmatic ally

- A NEW ADVENTURE!
- HOBBIT DECKS!
- FULL RULES REFERENCE FOR RESOURCES



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Across the Barrow Downs...

Welcome to the third issue of *The Lord of the Rings: The Card Game* collection. This issue, the Hobbits have departed the Shire, and travel throguh the forboding Old Forest and the ancient Barrow Downs. On the way, they'll meet a rather surprising character – Tom Bombadil. You can read all about his role in the story starting on page 3, before his guest appearance in this issue's adventure…

The adventure in this issue is a little different to previous issues. So far, we've covered rules for questing and progress, combat, travel and more, so in this issue's adventure we bring it all together for you, with an introduction to the full sequence of a turn of the game, and a specially designed adventure to play through as you get to grips with it.

There's also a new element of the game to introduce in this issue – the Threat Tracker, which represents the growing dangers facing the Hobbits on their quest. You'll find it on the inside back cover, with full rules for using it on page 4. Enjoy the issue!



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THE PATH LESS TROD

Determined to throw the mysterious Black Riders off his scent, Frodo departed the house at Crickhollow in an unexpected direction – heading for the shadowy Old Forest, long held with suspicion and fear by Hobbits. Luckily for Frodo, he did not have to make this journey alone: his loyal friends, Sam, Merry and Pippin went with him despite all protestations to the contrary, and the four companions now ventured beneath the eaves of the black, foreboding forest…

The Old Forest

Progress through the Old Forest was hard. Every path seemed closed off to the Hobbits, as if supernaturally so. Tall hedges blocked the trails, fog shrouded all familiar landmarks from view. The Hobbits were pushed further and further east, until finally they arrived at the Withywindle Valley. There, against the bough of a great Willow, they began to fall asleep. The Willow appeared to sing to them; a magical song that brought the Hobbits to a stupor. Only Sam, with his affinity for plants and gardens seemed able to resist. Merry and Pippin were pulled into the cracks of the tree trunk. A great root came alive and grabbed Frodo, dragging him into the river and holding him under, as if protecting the tree from the evil presence of the Ring.

Sam pulled Frodo from the river, and the two friends attempted to free Merry and Pippin from the willow, but to no avail. In desperation, Frodo called out for help – and was answered!



In the House of Tom Bombadil

An old man appeared in the clearing, wearing a jacket of bright blue and a pair of yellow boots. He at once went to the tree, which he called 'Old Man Willow', and in his sing-songy, jolly voice, commanded it to release the two Hobbits. It obeyed at once and returned to its sleep, appearing like a regular tree once more. With that, the old man introduced himself as Tom Bombadil, claiming that he had been strolling in the forest picking flowers for his lady, Goldberry, when he had heard Frodo's cries. Thankful to meet a friendly face in the foreboding forest, the Hobbits agreed to return home with Tom for much-needed respite.

At the house of Tom Bombadil, the Hobbits discovered that there was far more to the old man than met the eye. Sharing stories, Frodo told Tom about the ring. Tom placed it on his finger, and did not vanish! In turn, he used his own magic to turn the ring itself invisible, before returning it to Frodo with a laugh. After resting and eating well, the Hobbits decided they had to continue on their journey. Tom gave them directions to steer them clear of danger, and taught them a rhyme that they should use to summon him were they to encounter any more trouble the next day.

As the Hobbits began their long trek through the Barrow-downs, the sun was shining, and all thoughts of the perils of the Old Forest were forgotten. And before they knew it, the shadows grew long, a thick fog rolled in across the downs, and a chill wind whispered ominously between the ancient barrows, whose long-dead incumbents did not rest easy…

Fog on the Barrow Downs

This adventure provides the opportunity to practice all the rules you've learned so far, plus a couple of new ones, while you attempt to cross the Barrow Downs and escape the clutches of the dread Barrow Wights.

Setting up

This adventure is a little different from the first two in the saga. Now that you're getting more familiar with the rules, instead of offering a guided playthrough, you'll play against a shuffled encounter deck which offers a variety of challenges that will never be the same twice! Don't worry, though – we've got a complete refresher on all the rules you need on the next page, which you can use to work your way through each turn of the game.

Heroes

First, take the four Hobbits – Frodo Baggins, Sam Gamgee, Merry and Pippin – from your collection. They will be your heroes for this adventure, so set them up ready. You should give Frodo the One Ring, too.

Hero Cards

Take the following cards from your collection and shuffle them together. This is your player deck for your adventure.

- Common Cause (x2)
- Frodo's Intuition (x2)
- Grim Resolve
- Halfling Determination (x2)
- Hobbit Cloak (x3)
- Hobbit Pipe (x2)
- Quick Strike (x2)
- Shadow of the Past (x2)
- Smoke Rings (x2)
- Tom Bombadillo!
- Unexpected Courage



Threat Cost of all of your heroes combined

=



Encounter Deck

Take the Tom Bombadil card, E38, and put it to one side for now. Then shuffle cards E29 to E37 (from this issue) together. This is your encounter deck for this adventure. Any time you run out of cards in the encounter deck, shuffle the encounter discard pile together to make a new encounter deck. Put the shuffled encounter deck on the table ready to play.

Tokens

Put the resource, progress and damage tokens in a pile within easy reach.

The Threat Tracker

The threat tracker is a new part of the game that you can find on the inside back cover of this issue. It keeps track of your threat level – that is, how much of a threat your heroes are seen as posing to the dark lord Sauron and his minions. The higher your threat level, the more likelihood of enemies attacking you! At the start of your game, set your threat level to an amount equal to the threat cost of all of your heroes combined. (That's 20 for the four Hobbits.) Put a damage token on the '20' space on the threat tracker to show this.

Starting Hand

Draw the top five cards from your player deck and you're ready to take the first turn!

How to Play

On the next two pages you'll find all the rules you need to play through the adventure. There's only a couple of new rules – everything else should be familiar from the first two adventures.

Take a read through these rules before you begin but there's no need to memorise all the rules – you can just refer to this page and the next one again each time you take a new turn. In this adventure, each turn is divided into six phases. Work through each of these phases in order each turn and you'll have the rules mastered in no time.

1. Resource Phase

Each turn begins with the resource phase. In this phase, add one resource token to each of your heroes' resource pools, then draw a card.

2. Planning Phase

In the planning phase, you can play ally and attachment cards from your hand by paying the resource cost shown at the top right of the card. Take this many tokens from your chosen hero's resource pool and return them to the pile.





Remember that to spend resource tokens from a hero's resource pool, you need a resource match – the hero's card must have the same resource icon (in the bottom left of their card) as the ally or attachment card does (over on the right hand side). The five icons are:



3. Quest Phase

The quest phase is where your hero's get to make progress on their quest, using their willpower to earn progress tokens. There are three steps to the quest phase.

Step One: Commit Characters

It's up to you how many characters you want to commit to the quest each turn (you don't have to commit any). Any characters you commit are exhausted (turn their card to the side), so won't usually be able to fight later in the turn.

Step Two: Staging

Once you've committed characters, turn over the top card of the encounter deck. This is called staging. If the card is an enemy or location card, add it to the staging area. If it's an event, work out its effects before moving on to the next step.

Step Three: Quest Resolution

Once you've revealed an encounter card, add up the **willpower** of all the characters committed to the quest. Next, add up the threat strength of all the cards in the staging area. If your total willpower is higher than the total **threat strength**, you earn progress tokens equal to the difference. If the total threat strength is higher than your total willpower, you don't earn any progress tokens this turn.



Progress Tokens

Progress tokens are placed either on the **active location card** (as you saw in Adventure 2: The Hunt for Gollum), if there is one, or on the current **quest stage** (as in Adventure 1: The Black Riders) if there's no active location. A lot of adventures feature both quest stages and location cards, but this adventure, like The Black Riders, just uses quest stages so no need to worry about location cards this time!

Either way, progress tokens allow you to make progress through the adventure. When the active location card has a number of progress tokens on it equal to its quest points, it is explored; you can put it in the discard pile. It's similar for quest stages. Once you've earned a number of progress tokens equal to the quest points shown on the current quest stage (for example, the quest stage Through the Barrow Downs, over the page, has 12 quest points) you've completed that stage and can move on to the next.





4. Engagement Phase

In the last adventure, Aragorn was free to engage any enemies he wanted. It works the same way in this adventure. At the start of the engagement phase, you can choose to engage one enemy card in the staging area, if you want. (This means you can attack the enemy in question later in the turn, but be warned, they'll attack you first.) If you choose to engage an enemy, slide the card down to the bottom of the staging area, just above your heroes.



Even if you don't engage any enemies, there's a chance they'll spot you and decide to engage you themselves! To check whether this happens or not, look at the current value on your threat tracker. Then, look at the engagement cost of each of the enemy cards in the staging area. If the enemy's engagement cost is *lower* than the current value on your threat tracker, they enemy will engage you. If more than one enemy has an engagement cost lower than the current value of your threat tracker, the one with the highest engagement cost will engage you – the others remain in the staging area.

5. Combat Phase

After engaging enemies, and checking for any enemies engaging you, it's time for combat! Enemies attack first. Choose one of your ready characters to defend and exhaust that character. Then work out result of the attack (see below). Then, it's your turn to attack back – choose one or more ready characters and exhaust them to attack. Your hero's attacks are resolved in exactly the same way as the enemy's attacks (below).

Resolving Attacks

To work out the result of an attack, compare the attacker's **attack strength** to the defender's **defence strength**. If the attacker's attack strength is greater than the defender's defence strength, the defender suffers damage equal to the difference. Place one damage token on the card for each point of damage suffered. Once a card has a number of damage tokens equal to its hit points, it is defeated and discarded. If an attacker's attack strength is equal to or less than the defender's defence strength, the attack has no effect.

The Dark Wight attacks Frodo Baggins. The Dark Wight's attack strength is 3; Frodo's defence strength is 2. The difference is 1, so Frodo suffers one point of damage, shown by the damage token on his card.

6. Refresh

At the end of the turn, ready all of your cards (turn them back upright if they've been exhausted), then increase the value on your threat tracker by 1. Now it's time to take your next turn!



Across the Barrow Downs

After being well rested (and well fed) in the house of Tom Bombadil, the Hobbits head north towards the East Road hoping to avoid the barrows, but a thick fog settles in around them and they struggle to keep their way…

This is the first quest stage of the adventure. You'll need to earn 12 progress tokens to move on from it. Follow all the rules on the previous page to take your first turn – take your time and just work carefully through each phase. Think about the cards you have in your hand and try to plan a little ahead if you can.

Once you've earned the required 12 progress tokens (don't worry if it takes a good few turns), turn the page to move on to the next stage of the quest.

When to Quest, When to Fight

An important decision each turn is how many characters to commit to the quest, and how many to keep ready to fight. If you've got characters with bonuses to their willpower, it's usually a good idea to commit them to the quest. When it comes to enemies, you don't have to fight them just because they're in the staging area, but if a lot of enemies build up there, it gets harder and harder to make progress. If you can, keep a couple of heroes ready each turn and choose to engage one of the enemies in the staging area if you can.

Frozen by Fear

Frozen by Fear has the Surge keyword, so when you draw it you have to turn over the next card from the encounter deck too!

Surge.



As well as enemy cards, the encounter deck includes a few nasty treachery cards. If you draw, Frozen by Fear, until the end of the turn (or round) you won't be able to use any special rules on the cards that being with the **Action** or **Response** keywords. You can still do everything else normally in your turn, though, and effects without these keywords (like the special rules on the Hobbit Cloak card, still apply).

Trapped in a Barrow

After becoming lost in the fog, Frodo awakens to find himself trapped in one of the Great Barrows, his companions seemingly frozen beside him with an ancient blade laid across their chests. Frodo thinks himself hopelessly trapped, until the wild thought of escape at last comes to him…

In this stage of the quest, you need to accumulate 9 progress tokens to escape the Great Barrow. But it's made more difficult by a couple of special rules – firstly, you don't get a quest phase in the first turn after you reach this stage of the quest, so you won't earn any progress tokens. Secondly, you must exhaust all but one of your characters, so it will be risky to engage any of enemies. Probably best to think carefully and plan out your next turn…

Tom Bombadillo!

Tom Bombadillo! is an event card, meaning you can play it at any time (though you can't go backwards to play it before something you've already completed). When you play Tom Bombadillo!, you should add it to the **victory display** – this is an area above the two card decks, for cards that have already played sme part in the game, but may still have an effect.

When you play Tom Bombadillo!, you can take your Tom Bombadil card and shuffle it into the encounter deck. This is really useful, as it means Tom will eventually arrive to help you. You can't control exactly when Tom will arrive, so it's a good idea to keep hold of this card until there are only a few cards left in the encounter deck, giving you the maximum chance of Tom turning up soon. Tom Bombadillo! is a good card to play just before you get to this stage of the quest, meaning Tom is likely to arrive to aid you when you're trapped in the Great Barrow!





The Great Barrow

Dreadful Song

Dreadful Song is a treachery card which turns into an attachment – it attaches to one of your heroes and reduces their willpower to 0! This is potentially quite a hindrance. It also forces you to increase your threat each turn by an amount equal to the number of ***Wight*** enemies engaged with you, which can quickly make things very difficult.

When you run into Dreadful Song, if you haven't already exhausted Frodo this turn, it might be a good idea to use the special ability printed on his card – exhaust The One Ring to cancel an encounter card just revealed from the deck (in this case, Dreadful Song) and return it to the deck.





Wight Enemies

The different types of Wight are all dangerous enemies. In this adventur, they present two different challenges – they make progress harder (because of their threat strength) while they are in the staging area, but they're also difficult to defeat in combat if you engage them (or they engage you!). They also have some nasty special rules, but these are optional the first time you play through the adventure. If you prefer, you can play the adventure just concentrating on getting used to all the rules. If so, just use the Wight cards' engagement costs, threat strength, attack strength, defence strength and hit points – you can ignore any special rules in the text box on these cards. You can, of course, play the adventure again using all of these special rules for an even greater challenge!

Escaping the Great Barrow isn't easy but it does provide a real reward. After freeing the Hobbits from the Great Barrow, Tom Bombadil gave them each ancient daggers found inside the tomb, so after you complete this stage of the quest, you can take the three Dagger of Westernesse cards and shuffle them into your player deck. Then, turn the page for the final stage of the quest.



Special Rules:

At the start of the first turn after you reach this stage of the quest, you must exhaust all but one of your heroes. You must skip the quest phase this turn.

Then, discard cards from the encounter deck until you find a ***Wight*** enemy. Add this enemy card to the staging area and proceed to the engagement phase.

When you complete this stage of the quest, shuffle three Dagger of Westernesse cards into your player deck.





Lost in the Fog

After escaping the Wights and the Great Barrow, the last stage of the adventure requires you to lead your heroes out of the fog and finally away from the Barrow Downs to safety. To do it, you'll need to earn 12 progress tokens.

This stage just requires that your heroes put their willpower into finally escaping the Barrow Downs, though you are likely to face enemies along the way, and with your threat level rising it's likely that they will attack you during this stage of the quest. Plan carefully how many heroes to commit to the quest each turn, and how many to keep ready to fight, and take your next turn as usual. Keep on going until you reach the magic total of 12 progress tokens and safety!

Engagement and Combat

It's fair to say that hobbits aren't natural fighters, but both Sam Gamgee and Merry have special rules which make them quite useful if you do need to fight. Sam can ready if you engage an enemy with a higher engagement cost than your threat, which effectively means you can commit him to the quest, and then ready him again for free – if you're willing to take on a dangerous enemy, like a Dark-wight or Barrow-wight. This also improves his ✪, ⚒ and ⛨, which will help with both combat and when it comes to resolving the quest. (Sam will still count as being committed to the quest, even though his special rule allowed him to ready again afterwards.)

Merry gets +1 ⛨ for each hobbit hero you control, including himself, so if you can keep all of your hobbits alive, Merry will have an attack strength of 5! Because of these special rules, in general, it's a good idea to commit Pippin and Sam to the quest in most turns (because Sam can ready again), and to keep Merry ready for combat. Frodo is a bit different – you might want to keep him ready to make use of The One Ring.



COMPLETING THE ADVENTURE

Once you have successfully completed this third quest stage, that's it – you've succeeded in completing the adventure! Take a note of how well you did, and if you want you can replay the adventure to see if you can better your score.

Tracking Progress

Well done! You've completed this adventure and – to get there – have mastered many of the key rules needed to play *The Lord of the Rings: The Card Game*. Each adventure introduces new rules but you'll make use of these key rules again and again as you play through each new adventure. At this stage, you might like to start keeping track of your progress. To do this, add up the number of turns it took for you to complete the adventure, and deduct from this the number of heroes you have alive at the end of the game. So, if it took you 11 turns to complete the adventure, and all four of the Hobbits survived (hooray!), your score is 7. Try playing the adventure again to see if you can better your score, and keep a note of the best you achieve.

Replaying the Adventure

This adventure is played with shuffled player decks and encounter decks, so the challenge will never be the same twice. It's fun to replay the adventure, and see what you would do differently – even without changing anything – but if you do want to mix things up a bit when you replay the adventure, here are some ideas.

Build Your Own Deck

For this adventure, you need a player deck of 20 cards. You can build this using any player cards you like from your collection. Just remember that, since you need a resource match to play cards from your hand, the cards you choose should have a resource icon matching one of your heroes. You'll also notice that there are a lot of cards in your collection so far that are tailored to the Hobbits themselves – cards like Hobbit Cloak, which can only be attached to a Hobbit hero, or cards like Take No Notice, which cost fewer resources to play if you have Hobbit heroes.

These kinds of combined effects are known as ***synergies***. These synergies are a good starting point when it comes to building your own deck, as it means you'll maximise the advantages while also giving yourself plenty of options.

Change Your Heroes

Although it was the four Hobbits Frodo, Sam, Merry and Pippin who crossed the Barrow Downs, you can always replay the adventure with different heroes, if you like. You could even replay the adventure with Aragorn as a lone hero. Who knows if his long years of adventuring ever took Aragorn across the Barrow Downs? If you do this, you'll want to build a deck suited to Aragorn – the deck used in Adventure 2: The Hunt for Gollum is a good starting point (since it includes some ranger allies), but as before you could try thinking about synergies, and include in your deck any cards which you think might be a good match for Aragorn as he makes his way through the fog on the Barrow Downs!



Escape from the Barrow-downs

Unknown to the Hobbits when they strayed too close to the ancient barrows, the Wights within were ancient and terrible demons, who had fled from the Kingdom of Angmar long ago and inhabited the corpses of ancient kings, transforming them into the Undead. These creatures were of such malevolence that even the brave Dúnedain, Men descended from the Númenóreans themselves, feared to tread upon the downs…

A Brush with Death

Having been lured to one of the old burial mounds by a Barrow-Wight, Frodo found himself trapped in darkness, with no friends to aid him. Beside him, his three friends were laid out upon the bare stone, dressed in white, adorned with treasure, and with a naked sword placed across their necks. Before them stood an unwholesome creature of bone and desiccated flesh, incanting in its chill voice that the three Hobbits would not wake 'till the dark lord lifts his hand over dead sea and withered land'. Frodo's first instinct was to use the Ring, but one look at the foe that confronted him convinced him such action would be folly. As the Barrow-Wight's bony hand sought the hilt of the sword, Frodo looked around the chamber, his eyes alighting on a nearby sword. Seizing the weapon, Frodo leapt forward and hacked off the wight's hand.

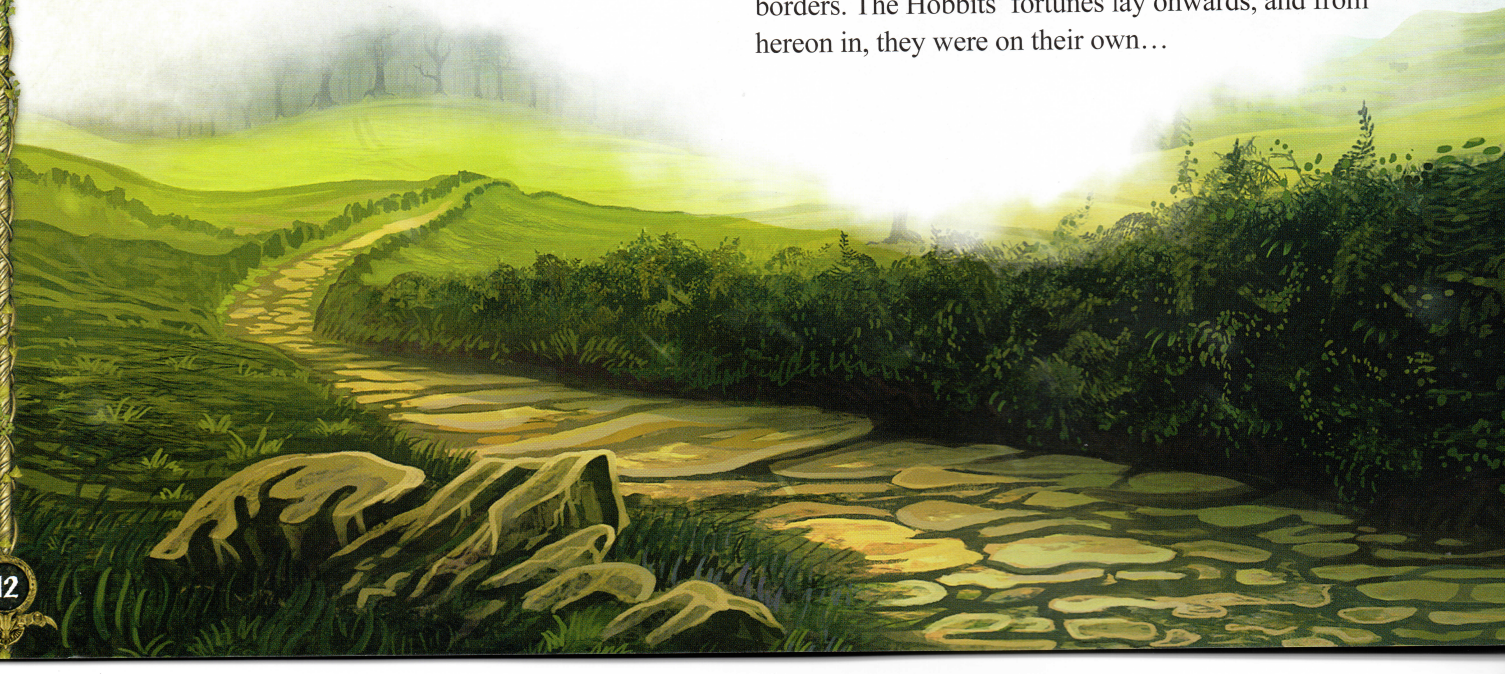
The creature turned upon Frodo at once, and its power was made manifest. When all seemed lost, Frodo heard a voice in his mind, and received a vision of such clarity, that at once he recalled the words of Tom Bombadil, and sang loud,

Ho! Tom Bombadil, Tom Bombadillo!
By water, wood and hill, by the reed and willow,
By fire, sun and moon, hearken now and hear us!
Come, Tom Bombadil, for our need is near us!

True to his word, Tom Bombadil appeared, and with his own song on his lips cast the Barrow-Wight down, bringing rest at last to the remains of the old king. Carrying Frodo's friends from the barrow, Tom laid them on the grass and restored them. Then, he cast the wight's treasure about outside to break the curse over the barrow, before presenting the astonished Hobbits with four Barrow-blades – long daggers with leaf-shaped blades, forged by the smiths of Arthedain centuries ago.

The Road Goes Ever On...

As night fell upon the Barrow-downs, Tom led the Hobbits to the edge of his domain, and directed them to the road leading to the village of Bree. The Hobbits were thankful, for they had heard of this place, home to both Men and Hobbits, and containing an excellent inn called the Prancing Pony. They begged Tom Bombadil to accompany them, but he refused to pass beyond his borders. The Hobbits' fortunes lay onwards, and from hereon in, they were on their own…



Enemy Cards

Engagement Cost.
Determines when this enemy will move from the staging area to engage a player.

Threat Strength.
The degree of danger this card represents when it threatens players from the staging area.

Attack Strength.
The effectiveness of this enemy when attacking.

Defence Strength.
The effectiveness of this enemy when defending.

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



Card Type.
Indicates that this card is an enemy.

Card Title.
The name of this card.

Encounter Set Icon.
Indicates which set of encounter cards this card belongs to.

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

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

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

Treachery Cards

Card Title.
The name of this card.

Game Text.
The special rules unique to this particular card.



Card Type.
Indicates that this card is a treachery card.

Encounter Set Icon.
Indicates which set of encounter cards this card belongs to.

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

Card Anatomy

Location Cards

Threat Strength.
The degree of danger this card represents when it threatens players from the staging area.

Quest Points.
The number of progress tokens that must be placed on this location to fully explore it.



Card Title.
The name of this card.

Encounter Set Icon.
Indicates which set of encounter cards this card belongs to.

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

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

Card Type.
Indicates that this card is a location.

Objective Cards

Card Title.
The name of this card.

Scenario Title.
The name of the adventure to which this objective card belongs.

Game Text.
The special rules unique to this particular card.

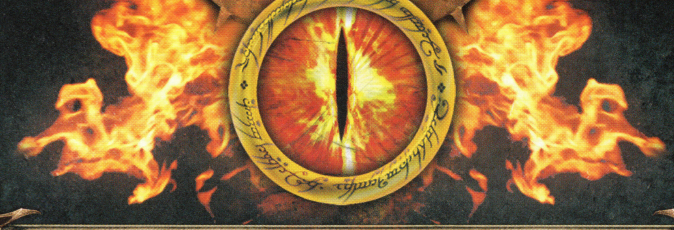


Encounter Set Icon.
Indicates which set of encounter cards this card belongs to.

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

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

Card Type.
Indicates that this card is an objective card.



Threat Tracker

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The Lord of the Rings™ The Card Game



Coming in Issue 4

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



Coming in Issue 5

- Foil Gandalf card!
- Weathertop!
- The Quest Phase!

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