

THE LORD OF THE RINGS™

THE CARD GAME

THE DARK OF MIRKWOOD™

“...they knew that they must soon venture into that forest and that after the mountains it was the worst of the perils they had to pass...” —The Hobbit

Welcome to *The Dark of Mirkwood* expansion for *The Lord of the Rings: The Card Game*. This expansion features two unique standalone adventures, *The Oath* and *The Caves of Nibin-dûm*. Alternatively, these adventures can also be played as an extension to the *Mirkwood Paths* campaign that begins in the core set, or as their own two-scenario mini campaign.

Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number:



The Oath

After a brief stay in Lórien, the heroes were on their way back to Thranduil with news of a recent ordeal in Dol Guldur. They had just crossed the Anduin River when they saw smoke billowing up from the eaves of Mirkwood. They followed the black plumes to the remains of a Woodman village. Dead bodies lay strewn among the blackened wreck of a Woodman village. Some had black-feathered arrows sticking from their backs while others were cruelly hewn.

“This is Orc work!” cursed one of the heroes.

“It was... Goblins... did this,” a raspy voice came from one of the figures on the ground. It was a Woodman with an arrow in his back. He struggled to lift his head. “They took... our families,” he groaned. “You must... rescue them!”

The Woodman's eyes pleaded with the heroes even as his strength failed him. One of the companions knelt at his side and spoke, "We will find your people and rescue them if we can, or avenge them if we cannot. You have my word."

The injured man nodded and exhaled his last breath. Wasting no time, the heroes searched for sign of the Goblins' trail. It was easy enough to find: a heavy trampling that led deeper into the forest. The heroes drew their weapons and followed the trail into the woods.

The Oath encounter deck is built with all the cards from the following encounter sets: The Oath and The Goblins. These sets are indicated by the following icons:



The Caves of Nibin-dûm

After a day and night of tracking the Goblins that attacked the Woodman village, the companions had defeated the Goblins' rearguard and reached the creatures' secret hideaway: a forgotten Dwarf hold in the Mountains of Mirkwood once named Nibin-dûm.

The Elves had long ago fled the southern reaches of Mirkwood when the Necromancer first took up his abode in Dol Guldur, but the Dwarves of Nibin-dûm did not abandon their ancestral home. They remained a secret people in the Mountains of Mirkwood until an earthquake shattered their halls and collapsed their mines. After the disaster struck, the Dwarves finally abandoned Nibin-dûm and joined their cousins in the Iron Hills.

Years later, as the power of Dol Guldur reached north, a tribe of Goblins discovered Nibin-dûm and took it for themselves. From this hidden stronghold, they would issue forth at times to raid the Woodmen who dared live under the shadow of Mirkwood.

It was these Goblins that the heroes pursued through the forest, and it was their captives that the companions had sworn to rescue. So it was that the heroes discovered the entrance to the Goblins' hidden lair and entered to fulfill their oath.

The Caves of Nibin-dûm encounter deck is built with all the cards from the following encounter sets: *The Caves of Nibin-dûm* and *The Goblins*. These sets are indicated by the following icons:





Campaign Mode

The Dark of Mirkwood expansion can also be played in campaign mode, either as an extension of the *Mirkwood Paths* campaign from the core set, or as a two-scenario mini campaign. Instructions for each of these options are detailed below. For full Campaign Mode rules, see pages 30–31 of the Learn to Play book included in the core set.

Mirkwood Paths

To play *The Oath* and *The Caves of Nibin-dûm* as part of the *Mirkwood Paths* campaign, you must first play the three core set adventures (*Passage Through Mirkwood*, *Journey Along the Anduin*, and *Escape from Dol Guldur*) in Campaign Mode. When setting up *The Oath* in Campaign Mode, use the same Campaign Log that was used for parts 1–3 of the *Mirkwood Paths* campaign. *The Oath* is part 4 of the *Mirkwood Paths* campaign and *The Caves of Nibin-dûm* is part 5.

Mini Campaign

To play *The Oath* and *The Caves of Nibin-dûm* as a two-scenario mini campaign, simply skip the three core set scenarios and begin with *The Oath*. Use a blank Campaign Log from the core set to record the resolution of *The Oath* before starting *The Caves of Nibin-dûm*.

Credits

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PLAYTESTERS

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