

# THE LORD OF THE RINGS

## THE CARD GAME

### The Watcher in the Water

Difficulty Level = 5

*Elrond is disturbed by the report of Arwen's journey to Rivendell. He has requested that the heroes discover the source of the increased Orc activity along the Misty Mountains. This mission has led the party South to Moria, but the Doors of Durin are blocked by a deep, dark lake. As the heroes make their way around its waters, an ancient evil stirs from within its depths. A desperate battle begins, and the heroes must drive the creature away or find safety in the mines.*

*"The Watcher in the Water" is played with an encounter deck built with all the cards from the following encounter sets: The Watcher in the Water, The Misty Mountains. (The Misty Mountains can be found in the **Khazad-dûm deluxe expansion to The Lord of the Rings: The Card Game.**)*



### Setup

When setting up "The Watcher in the Water," remove The Watcher in the Water and Doors of Durin from the encounter deck, and set them aside, out of play. These cards are placed away from the playing area and do not interact with the game until instructed by the cards of the scenario.

### Doors of Durin

Doors of Durin has the text, "Progress tokens that would be placed on Doors of Durin are instead placed on the current quest card." This means that Doors of Durin can never leave play as an explored location, and in order to collect its victory points players must fulfill the requirement on the card itself.

### "Regenerate X" Keyword

An enemy with the Regenerate keyword heals damage from itself equal to the specified amount each round. This takes place immediately following the passing of the first player token during the Refresh Phase, and occurs before player actions.

### "Secrecy X" Keyword

Secrecy is a new keyword introduced on player cards in the Dwarrowdelf Cycle. Secrecy lowers the cost to play the card by the specified value, provided the threat of the player who is playing the card is 20 or below. Secrecy only applies when the card is played from hand, and never modifies the printed cost of the card.

The Lord of the Rings: The Card Game - The Watcher in the Water © 2012 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. Dwarrowdelf, Middle-earth, The Lord of the Rings, and the characters, items, events and places therein are trademarks or registered trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises and are used, under license, by Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Living Card Game, LCG, and the LCG logo are registered trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.



FANTASY  
FLIGHT  
GAMES

PROOF OF  
PURCHASE  
The Watcher in the  
Water  
MEC11  
978-1-61661-258-0  
1172DEC11