

# The Lord of the Rings™ The Card Game

## THE DUNLAND TRAP™

### Difficulty Level = 7

In the circle of Isengard, the heroes were preparing themselves for the journey to Tharbad. The leader of the White Council, Saruman, had tasked them with an important quest: to find the hidden forge of Celebrimbor, the master Elf-smith who forged Rings of Power in the Second Age. The Wizard believed that knowledge of Celebrimbor's secret forge could be learned from a Dwarf who they were to meet in Tharbad.

The heroes were tightening their belts and shouldering their bags when Saruman descended the stairs of Orthanc to wish them farewell. "This gold should be sufficient to convince the Dwarf, Nalir, to sell you his map," the Wizard said as he handed a heavy purse to the heroes. "Guard it well. For the location of Celebrimbor's forge is a prize beyond worth, and we dare not let the servants of the Enemy find it in our stead."

The heroes added the gold to the bag of valuables that they had recovered from the Orcs of Methedras, then Saruman bid the heroes hasten and returned to his tower. The heroes themselves mounted their steeds and rode south from the ring of Isengard until they reached the Old South Road that would lead them to Tharbad where Nalir could be found.

The road ran west and north through the hill country of Dunland and they rode until sunset. As the red sun burned low in the distance, the heroes gathered around a fire to keep warm and ease the weariness in their limbs. But just as sleep began to close their eyes, they were startled wide open by the sound of war cries from all around. A host of bearded Dunlendings was swarming down the hills towards them with weapons drawn...

"The Dunland Trap" is played with an encounter deck built with all the cards from the following encounter sets: The Dunland Trap, Dunlending Warriors, and Weary Travelers. (Dunlending Warriors and Weary Travelers can be found in the **The Voice of Isengard** deluxe expansion to **The Lord of the Rings: The Card Game**.)



### Keyword - Secrecy X

Secrecy is a keyword on some player cards. 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.

### Strategy Tip

There are a number of effects in *The Dunland Trap* that trigger after a player draws a card. If several of these effects are in play at the same time, it can be difficult to keep track of them all. In order to manage multiple effects that share the same trigger, it can be helpful to keep this strategy in mind:

After a player draws a card, check each encounter card in play for a **Forced** effect that triggers at that time. Then, resolve each effect before moving on.

This may cause the scenario to progress slowly at first, but as the players become familiar with the various **Forced** effects, the game will advance more quickly.



# DO NOT READ THE FOLLOWING UNTIL THE HEROES HAVE WON THIS QUEST.

Wounded, exhausted, and surrounded by Dunlending spears, you brace yourself for defeat. But at the last moment, the leader of the Wild Men lifts his hand to halt the attack. "Wait!" he commands, his eyes focused on the baggage spilled on the ground. The large Dunlending bends down to lift a totemic amulet from the ground. As he holds it up to inspect it more closely, you recognize it as one of the artifacts that you recovered from the Orc's lair in Methedras.

"Where did you find this? Tell me!" the large war-chief demands, a mix of rage and wonder on his face. His composure becomes more thoughtful as he listens to the tale of your errand upon Methedras and your battle with the Orc, Mugash. He turns the amulet in his hand while he listens as if considering what to do. Then, with obvious reluctance, he gestures for the other Wild Men to lower their spears.

"You are our prisoners now," the fierce leader growls. With a jerk of his bearded head, he speaks a command to the other Dunlendings, and the heroes are bound and marched to the Wild Men's village.

Upon your arrival, the warriors escorting you are greeted by savage cheers from the other Dunlendings. Lifting a hand for quiet, the war-chief addresses his people. "The straw-heads took our land," he says with disdain, "but the Boar Clan will reclaim what is ours!" Then, lifting the amulet in his hand, he adds, "As we have reclaimed this!"

A quiet falls on the crowd and you can see looks of amazement on their faces. "This amulet belongs to the Boar Clan," says the war-chief in a loud voice. Turning to face you, he continues, "As do you, and everything you carry."

At his command, the other Dunlendings begin pawing through your belongings, until a shout of discovery catches the war-chief's attention. One of his warriors hands him a small bag. "A rich bounty you have brought us," he remarks, holding Saruman's purse in his hands. To the your dismay, he turns it over, spilling a rain of precious golden coins onto the ground.

As the Dunlending women begin lighting bonfires for a victory feast, the Wildmen leader approaches you and speaks quietly, "Tonight, my people celebrate our victory." He still holds the mysterious amulet in his hands, as if it were very precious to him. "Tomorrow, we will deal with you."

The story continues in "The Three Trials," the second Adventure Pack in "The Ring-maker" cycle.



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