

THE LORD OF THE RINGS™

THE CARD GAME

THE NIN-IN-EILPH™

Difficulty Level = 4

With Bellach's Orcs scouring the country around Tharbad looking for the Dwarf, Nalir, the heroes had chosen to flee with him into the Nin-in-Eilph, a vast swampland that had been undisturbed for ages. By taking this path the heroes hoped they would throw the Orcs off their trail and come to Hollin on the other side. But after wandering for a day through the pathless marsh, the heroes were growing tired and Nalir's complaints were getting louder.

"I told you this was a bad idea," Nalir grumbled as he struggled through the marsh and sank to his chest. "I don't like to get closer to water than the riverbank. Dwarves don't swim, you see." Despite the roguish Dwarf's protests, the heroes trudged on. The mission they had undertaken for Saruman to find Celebrimbor's forge was important, and all the more urgent now that the Enemy was searching for it too.

Nalir, however, cared little for Saruman and less about his mission. He had only agreed to make the crossing with the heroes for fear of the Orcs, but there was something about the swamp that made him more afraid. As they slogged through the endless marsh, they began to hear noises like gentle splashes.

A foul smell overtook the heroes and a sense of dread stopped them where they stood knee-deep in the swamp. Unconsciously, they drew their weapons and faced outward to see the murky water rippling toward them.

Nalir thought he saw a long dark shape snake its way across the surface. "There's something out there," muttered the Dwarf. The heroes strained their eyes but could see nothing through the fog that had settled over the swamp.

"We can't stay here," said Nalir, trying to stay near the center of the group. "We've got to find a way out."

The heroes knew he was right. Whatever dangers lurked in the Nin-in-Eilph, the heroes would have to brave them in order to reach the other side...

"The Nin-in-Eilph" is played with an encounter deck built with all the cards from the following encounter sets: The Nin-in-Eilph, and Weary Travelers. (Weary Travelers can be found in **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.

Advancing to Parallel Stages

To simulate the experience of getting lost in an endless, shifting swamp, each stage 2B has the text:

"Forced: After the last time counter is removed from this stage, advance to a different stage 2A at random."

When the players are instructed to do this, the first player shuffles each stage 2 (except for the one currently in play) together and chooses one of them at random for the players to advance to, replacing the current stage 2. Then, the previous stage 2 is placed back in the quest deck with the other unused stage 2 cards. Any progress that was on that stage is lost. When the players are instructed to advance to a different random stage 3A, follow the same steps.



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

The fight amongst the fens is no easy feat: the swamp made for uncertain footing at best, and the creatures attacking you take ruthless advantage of the environment. Your battle cries echo strangely amongst the fens, and even the most practiced swordsman finds his blows robbed of momentum and grace by the muddy silt beneath your feet. However, your courage and skill carry the day, and you emerge triumphantly on the eastern end of the marsh. The strange denizens of the Nin-in-Eilph withdraw back into the swamp and you shamle away in a pell-mell retreat.

You climb a low hill before stopping to rest. As you bind your wounds, Nalir pulls off his boots to pour the water out. "Just what I deserve for trying to take a shortcut through that cursed swamp," he mutters angrily. Then, reluctantly he nods to you, "I owe you my gratitude again. I'd have never survived to make it this far without your help."

Nalir stands up and looks around then points south and smiles. "Well, we only need to follow the River Glanduin there the rest of the way to the ruins of Ost-in-Edhil. Once there, I can show you the hidden door that I discovered."

Once rested, you follow the Dwarf along the shore of the Glanduin. For days you walk through the land of Hollin, a pleasant but unpopulated region. "Long ago, this place was known as Eregion. A mighty realm of Elves, it was," Nalir explains as he walks. "The city of Ost-in-Edhil was their capital, until the armies of Mordor burned it to the ground and all the Elves either fled or died."

"But that was an age ago," sighs Nalir. "We won't find naught there now but crumbled buildings and..." The Dwarf's words trail off as you crest a hill to see the the ruins of Ost-in-Edhil spread out below you. Among the toppled stones and cracked roads of the ancient Elven city you can discern the skulking figures of Orcs prowling about and the tall figure of a man giving orders.

Bellach has arrived ahead of you.

The story continues in "Celebrimbor's Secret," the fifth Adventure Pack in "The Ring-maker" cycle.



© 2015 Fantasy Flight Games. No part of this product may be reproduced without specific permission. Middle-earth, The Lord of the Rings, and the characters, events, items 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 Games, the FFG logo, Living Card Game, LCG, and the LCG logo are © of Fantasy Flight Games, Inc. All rights reserved to their respective owners. Fantasy Flight Games is located at 1995 W County Rd BZ, Roseville, Minnesota, 55113, USA, 651-639-1905.



FANTASY
FLIGHT
GAMES

PROOF OF
PURCHASE
Nin-in-Eilph
MEC29
978-1-61661-860-5