

# THE LORD OF THE RINGS™ THE CARD GAME

## A SHADOW IN THE EAST™

*In the East there was a dull red glare under the lowering cloud: it was not the red of dawn. Across the tumbled lands between, the mountains of the Ephel Dúath frowned at them, black and shapeless below where night lay thick and did not pass away, above with jagged tops and edges outlined hard and menacing against the fiery glow.*

—The Two Towers

Welcome to *A Shadow in the East*, an expansion to *The Lord of the Rings: The Card Game*. This expansion explores the largely unknown lands of Rhûn and a people who live too near the shadow of Mordor. Three original scenarios take the players on a journey down The River Running, into Dorwinion, and under the Hills of Rhûn.

### Component Overview

*The Lord of the Rings: The Card Game – A Shadow in the East* expansion includes the following components:

- This rules insert
- 156 cards, consisting of:
  - 2 Hero Cards (1 is double-sided)
  - 29 Player Cards (1 is double-sided)
  - 115 Encounter Cards
  - 10 Quest Cards

### Web Resources

There is an online tutorial for the game available at [www.fantasyflightgames.com/lotr-tutorial](http://www.fantasyflightgames.com/lotr-tutorial)

You can enter and track your plays and scores of these scenarios and others online through *The Lord of the Rings: The Card Game* Quest Log at [www.fantasyflightgames.com/lotr-questlog](http://www.fantasyflightgames.com/lotr-questlog)

### Expansion Symbol

The cards in the *A Shadow in the East* expansion can be identified by this symbol before each card's collector number.



## Rules & New Terms

### "Immune to player card effects"

Cards with the text "Immune to player card effects" ignore the effects of all player cards. Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects.

### Contracts

Contract is a new player card type introduced in the *A Shadow in the East* expansion. Contract cards can represent a literal contract like the one Bilbo signed with the Dwarves before joining their quest for Erebor, or they can represent a social contract like the bond of trust shared by all nine members of The Fellowship of the Ring.

Contracts count as player cards, but they are never included in a player's deck and do not count towards a player's minimum deck size. Instead, each player may choose one contract to put into play along with his heroes at the beginning of the game with its "A" side faceup. If a contract places restrictions on the contents of a player's deck, those restrictions must be met in order to choose that contract.



Example contract

### Sméagol / Gollum

Included in *A Shadow in the East* is a unique, double-sided hero / enemy card: Sméagol / Gollum. Each side of this card represents a different aspect of the iconic character: Sméagol is a hero who wants to see Sauron defeated, but Gollum is an enemy who seeks revenge against those who stole his "precious". Sméagol cannot be chosen as a starting hero when playing saga expansions or the *Shadows of Mirkwood* cycle.

When a player selects Sméagol as a starting hero, he must shuffle two copies of the treachery card "Stinker" into the encounter deck. The "when revealed" effect on Stinker will cause Sméagol to be flipped over to Gollum. When this happens, the Sméagol hero leaves play and the Gollum enemy enters play engaged with its owner in the ready position.

While Gollum is in play, he engages the first player. When Gollum is defeated, he is flipped to Sméagol. When this happens, the Gollum enemy leaves play and the Sméagol hero enters play under its owner's control in the exhausted position.



## The One Ring & The "Master" Trait

*A Shadow in the East* includes a single copy of The One Ring. The One Ring is a player card attachment with its own unique card frame and its own special rules.

The One Ring has **Setup** text that instructs you to attach it to a hero you control. This is done immediately after placing your starting heroes in your play area. If two or more players have The One Ring in their decks, the first player decides which player will put his copy of The One Ring into play. Each other copy is removed from the game.

The One Ring is immune to non-**Master** card effects. Cards with the **Master** trait represent the power of The Master Ring, and can only be used by the player who controls The One Ring. Cards with the **Master** trait cannot be used when playing saga expansions.

## Indestructible

An enemy with the indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

## Archery X

While a card with the archery keyword is in play, players must assign damage to characters in play equal to the specified archery value at the beginning of each combat phase. This damage can be dealt to characters under any player's control, and it can be divided among characters as the players see fit. If there is a disagreement as to where to assign archery damage, the first player makes the final decision. If multiple cards with the archery keyword are in play, the effects are cumulative. Remember that  does not block archery damage.

## Side Quests

Side quests represent secondary adventures that the heroes may undertake while pursuing the main goals of the quest deck. Side quests are never considered to be a part of the quest deck. The top card of the quest deck is called the "main quest."

A side quest with an encounter card back is called an "encounter side quest." An encounter side quest is both a quest card and an encounter card. When an encounter side quest is revealed, it is added to the staging area. Because side quests are quest cards as well as encounter cards, the "when revealed" effects of side quests cannot be canceled by player card effects.

## Side Quests in Play

While any side quest is in the staging area, it functions like a quest card with the following exception: when a side quest is defeated, the players do not advance to the next stage of the quest deck. Instead, the side quest is added to the victory display.

At the beginning of each quest phase, if there are one or more side quests in the staging area, the first player may choose one to be the "current quest" until the end of the phase instead of the quest card that is currently active via the quest deck. While a side quest is the current quest, any progress that the players make is placed onto that side quest and any card effects that target the "current quest" target that side quest. Progress must still be placed on the active location before it can be placed on a side quest. Any progress that is made beyond the current quest's total quest points is discarded; do not place progress on any other quest card in play.



*Example encounter side quest*

## Guarded (X)

Guarded (X) is an alternate version of the guarded keyword, where X is one or more card types (such as enemy or location). When a card with guarded (X) enters play, discard cards from the encounter deck until an encounter card with the matching type is discarded. Then, add that card to the staging area and attach the guarded (X) card to it as a guarded objective. Once attached, an objective with guarded (X) works just like an objective with the original guarded keyword. If the encounter deck is empty while resolving the guarded (X) keyword, shuffle the encounter discard pile into the encounter deck and finish resolving the guarded (X) keyword.

**Example:** During the quest phase, Stephen reveals Evidence of the Cult (#36). It has the guarded (enemy) keyword, so Stephen places it in the staging area and discards cards from the top of the encounter deck until an enemy is discarded. Then, he adds that enemy to the staging area and attaches Evidence of the Cult to that enemy as a guarded objective.



## The River Running

Difficulty level = 6

*It was late spring and the trees were already blossoming in Dale when envoys from Dorwinion arrived with an urgent message for King Brand. The city guard escorted the weary travelers to the great keep where they found the King holding court from upon his wooden throne. Citizens of Dale and nearby Laketown were gathered there seeking audience, and a motley band of adventurers stood to one side observing what was said. The guards made their way through the crowd and brought the Dorwinions straight to the foot of Brand's throne.*

*"Welcome friends," said King Brand to the weary Dorwinions. "What brings you here in such haste?"*

*The Dorwinions bowed, and one of them said, "A great darkness has befallen our fair country, my lord."*

*"People are missing," said another. "Whole vineyards go untended in the countryside because the workers have disappeared. We fear what these things forebode, but we are helpless to forestall it; we have no warriors to protect us."*

*"Alas, that I have none to send thee," the King spoke sadly. "My country was this last winter beset by Orcs and Dragons, and we recover still. I'm afraid all my warriors are needed here."*

*"Have you no one you can spare, my lord?" asked one of the Dorwinions.*

*"Indeed not," was King Brand's grave reply. "Though I wish that it were otherwise."*

*"Then I fear that Dorwinion will be consumed by darkness," lamented one of the messengers.*

*"Perhaps not," spoke one of the adventurers who stood nearby. He motioned to his companions. "My friends and I have rested here long enough and we stand ready to aid your people."*

*Walking forward to the foot of the throne, he knelt and continued: "We have enjoyed King Brand's hospitality, and by his leave we will journey to Dorwinion to confront the growing shadow there."*

The Dorwinions regarded the adventurer with surprise, but the King smiled and spoke. "My friend, this country owes you and your friends a debt that cannot be repaid. I could not ask you to undertake another journey into danger on my behalf. But since you do now volunteer, I am glad. I can think of no one better suited for this task. Go with my blessing and the goodwill of my people."

The King ordered that a boat be provisioned for the long journey to Dorwinion, and an oarsman familiar with the southern passage of the River Running be assigned to bring the heroes there safely.

Once underway, the heroes learned much from the oarsman assigned to them by King Brand. His was named Rutland, and he was a seasoned boatman who made his livelihood ferrying goods up and down the River Running. He told the heroes all he knew of Dorwinion and its surrounds as the current brought them ever closer.

"They're a peaceful people - not much for fighting," said Rutland. "They prefer making that famous wine of theirs. It's powerful stuff, too. The Elves in Mirkwood can't get enough of it. Last year I made enough gold from trading with them to buy this here boat." He smiled proudly and patted the oar he was using to steer.

"Yep," he continued. "We deal with all kinds: Dorwinions, Elves, Easterlings, and now them Haradrim you brought this spring."

"What dealings do you have with Easterlings?" asked one of the heroes.

"Just a little trade," said the oarsman. "Some of their merchants set up camp just north of Dorwinion on the eastern shore of the river. We like to stop there on our way to and from the Sea of Rhûn to swap goods and news. They're honest people, even if they seem strange to us."

"That is surprising news," said the hero with wonder. "We thought all Easterlings were our enemies and hated the West."

"I wouldn't be too quick to guess what all Easterlings think of the West or anything else," chuckled Rutland. "They come in all different kinds, just like you and me. I expect most of them would rather live with their neighbors than kill them, though sure enough there are some who want blood. But they spend a fair bit of time fighting amongst themselves from what I hear. Matter of fact, the merchants we trade with on the river mentioned once how they were threatened themselves. Seems some cadre of warriors didn't approve of them doing business with us."

"I should like to meet these merchants," said the hero. "I have never spoken with an Easterling before."

"You'll get your chance soon enough," said Rutland. "We camp there tonight."

That evening, just before dusk, the oarsman landed their boat on the eastern shore and led them to the merchants' camp. The Easterlings there greeted the Lakeman like an old friend, and they welcomed the adventurers to join them by their fire. As the sun went down, news and drinks passed freely between them, and before long there was merry laughter too. The heroes were enjoying the hospitality of their hosts when there was a terrible cry, and out of the night charged Easterling warriors brandishing torches. They set fire to the huts and threw their torches in Rutland's boat. The oarsman cried out in terror and was struck down alongside his merchant friend. There was no time to organize a defense and the heroes had no choice but to flee, so they lifted their injured friend and carried him away into the dark night.

"The River Running" is played with an encounter deck built with all the cards from the following encounter sets: The River Running, Riders of Rhûn, Easterling Raiders, and Rolling Plains. These sets are indicated by the following icons:



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

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*The heroes scrambled up the steep embankment on the western shore of the River Running. Their feet slipped on the loose rocks and their tired legs screamed with pain, yet they toiled on, determined to reach the summit and escape from the valley below. When they reached the top, a wide plain opened before them, and they collapsed from exhaustion.*

*After they caught their breath, the heroes crawled back to the edge of the ravine and looked over the river they had just crossed. Below, upon the eastern shore they saw the Easterling warriors who had pursued them. They appeared to be debating with each other. Some pointed across the river in the direction the heroes had fled while others shook their heads and raised their fists. For a tense moment the heroes feared that these fierce warriors would ford the river and continue the chase, but to their great wonder, the Easterlings instead turned their horses east and rode away.*

*"Why do they leave?" asked one of the heroes in disbelief.*

*"Can't say," answered Rutland in a pained voice. He coughed and clutched his side.*

*"Your wound needs attention," said the hero, looking at the injured Lakeman with concern.*

*"Aye," groaned Rutland. "I've a friend in the city of Dorwinion who can patch me up. Name's Niena. Her husband, Torwald, is a cousin of mine. If you can help me there, they'll take care of me."*

*"Of course," said the hero, helping Rutland to his feet. "Our quest is to answer Dorwinion's call for help. We should not rest again until we reach the city."*

## Danger in Dorwinion

Difficulty level = 5

*Built upon the shore of the Sea of Rhûn, the capital of Dorwinion was at most times a cacaphony of trade: The docks were lined with boats from Lake-town, hired hands loaded and unloaded cargo, and mules brayed loudly as they pulled heavy carts to and fro. Shouting could also be heard from the merchant district as sellers peddled their wares to the crowds of people who passed between their stands.*

*But not this day. When the heroes had arrived in Dorwinion, they found the capital a much quieter place. A shadow of fear hung over the city. People spoke in hushed tones, if they spoke at all. Most of the Dorwinions they met on the street did not greet them but rather looked down and walked faster. Nearly every home and shop around them was shut tight with windows shuttered.*

*Rutland guided them to the home of his cousin, and there a woman motioned for them to come inside. After the heroes entered her home, she glanced outside before closing the door.*

*"Rutland!" she exclaimed and hugged the Lakeman. When she saw that her embrace pained him, she looked him over with concern, and asked, "What happened to you?"*

*"I was injured by Easterling raiders when they attacked the merchant camp," answered Rutland. "These brave companions rescued me." He motioned to the heroes.*

*Their host bowed and said, "Welcome. I am Niena."*

*"What troubles this place, Niena?" asked one of the heroes.*

*"A hidden evil afflicts our city," she answered softly. "Each night people disappear, but no one will speak of it. Those who did have gone missing themselves. Now everyone looks suspiciously at their neighbors. We are prisoners to our fear."*

*"Do you know who might be responsible?" asked the hero.*

*Niena looked nervously at the door. "There are rumors," she said. "Some say a cult has taken root here in secret, and they are behind the abductions."*

"Can you tell us more about this cult?" the hero asked. "Who are they? Where do they meet?"

"I know not," answered Niëna. "It is only a rumor. Nobody will speak of it openly, so nothing is known. Please, help my city! My husband, Torwald, was one of those who tried uncover the truth, and he has been gone for weeks now. I fear that he is dead, but I need to know. Will you not help?"

"We will," declared the hero. He stood and walked toward the door. Then turning he said, "We will discover the truth behind these disappearances, and unmask this cult if they are responsible. And if we cannot find your husband, then we shall avenge him."

"Danger in Dorwinion" is played with an encounter deck built with all the cards from the following encounter sets: Danger in Dorwinion, Servants of Sauron, City of Rhûn, and Under Guard. These sets are indicated by the following icons:



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"Wroth am I to discover that Dorwinions did willingly consort with the agents of Mordor to terrorize their own countrymen," growled one of the heroes. She stood over the body of her fallen enemy - the leader of the cult responsible for abducting Dorwinions and nearly subduing the country through fear.

"Yet treachery has ever been the Enemy's favorite weapon, and greed and corruption his best allies," replied her companion.

"I know it has always been thus," she consented. "But it does

not lessen the sting of betrayal."

"That is true," her friend agreed. "Yet my immediate concern is given to the missing Dorwinions: Where are they? We have searched out every secret meeting place in this city and still not found them."

"You there!" said the hero, pointing at an injured cultist with her sword. "Where have you taken them? Speak quickly!"

The cultist clutched his wounded arm and looked wide-eyed at the bloodied sword mere inches from his face. "I - I don't know!" he stammered.

"You lie!" shouted the hero. The cultist saw a raging fire in her eyes and tried to squirm away from her sword, but the wall was behind him and there was nowhere to go. He raised his good hand and said, "I don't know where it is."

"Where what is?"

"The temple!" said the cultist. "The temple where they've taken the captives. It's somewhere in the Hills of Rhûn, but I don't know where."

"How did you learn of this temple? Who told you?"

"No one told me. I overheard that one there talking to his boss about it." The cultist motioned to the dead body at the hero's feet.

"So, our defeated foe was himself a servant," remarked the hero's companion. "Then the real danger is in the Hills of Rhûn, and our work in Dorwinion remains unfinished."

"Indeed," agreed the hero as she wiped the blood from her sword. "Let us hand this cultist over to the local authorities and go ourselves in search of this temple."

## The Temple of Doom

Difficulty level = 7

*It took the heroes several days to reach the Hills of Rhûn, and several more before they found a narrow path that wound between the ridges and gorges of the hills. On the path were the unmistakable signs of captives being led upwards, so the heroes followed the trail with redoubled speed and vigil until at last they found what they sought: A mighty temple carved directly into a sheer rockface.*

*The entrance to the temple was like the gaping maw of a ravenous beast, and the jagged pillars that flanked either side left no doubt in the heroes' minds: this was a temple built to Sauron during the dark years of His reign over Middle-earth when the Elves and Númenóreans abandoned the lands east of the Anduin to His rule. Rumors of dark rituals and dreadful sacrifices came to the West out of those years, but never any witnesses. When the Dark Lord was overthrown by the Last Alliance of Elves and Men, those who worshipped Sauron fled the wrath of the West, and they hid themselves in dark places where the High-elves and Sea-kings did not go.*

*But when the power of Mordor arose once more, those who still worshipped the dark were drawn back to the land of shadow, and there Sauron filled them with terrible malice and vengeance against the West. He sent them abroad to lands such as Dorwinion to plant fear and sow dissent in the hearts of those who might oppose Him. They went here and there whispering shade in the ears of the unwise. Some they won to their cause with promises of power; others they subdued with threats of violence. In time, they had won nearly all the lands of Rhûn to their Master's will.*

*All the while, they met in secret to worship their Dark Lord and offer up sacrifices to hasten the day of His wrath. So it was that the heroes found the entrance to the temple guarded. A foul reek issued from it.*

*"We cannot enter this way undetected," whispered one hero to another. "If we charge the guards, they will surely alert those inside, and the captives' lives will be forfeit."*

*"Agreed," said the other. "We must search about for another way in and enter secretly. A temple this size must have more than one opening."*

*Just then a horrible scream echoed out from the temple's black gate.*

*"We must move quickly, or the Dorwinions will die regardless," urged the first hero. "See how the sky darkens above? Evil things take place within."*

*"It is the work of Mordor," agreed the second. "Come, we must search for another entrance."*

*They withdrew from the main gate and climbed down the side of the hill that sloped out of the guards' view. There they found a low cave that led to a deeper tunnel. They lit torches and followed the tunnel as it wound its way beneath the temple of Sauron.*

*"The Temple of Doom" is played with an encounter deck built with all the cards from the following encounter sets: The Temple of Doom, Ulchor's Guard, Twisted Tunnels, Easterling Raiders, and The Power of Mordor. These sets are indicated by the following icons:*



## The Power of Mordor Deck

The Power of Mordor deck represents Sauron's expanding influence over Middle-earth. To build The Power of Mordor deck when setting up *The Temple of Doom*, take each card from "The Power of Mordor" encounter set and shuffle them together. This is The Power of Mordor deck.

## Quest Stages vs. Side Quests

Some cards in *The Temple of Doom* reference the number of quest stages in the victory display. Quest stage refers only to the double-sided quest cards that come from the quest deck. Therefore, when calculating the number of quest stages in the victory display count each individual double-sided quest card found there, but do **not** count side quests in the victory display.



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

*The heroes fought their way past savage Easterling warriors to reach the stone altar just in time to stop a dark figure from plunging his dagger into the heart of a helpless Dorwinion man. The man with the dagger recoiled and hissed at the heroes, "Curse you! Not again!"*

*His face was scarred and twisted into a hideous fit of rage. The heroes froze when they saw it clearly for the first time.*

*"Alcaron!"*

*The man laughed, and the noise of it was mocking and cruel. "Yes, I was Alcaron," he said, "until you left me for dead in the Morgul Vale. I should have died, but the Nazgûl would not let me. By their craft, I have been restored. No longer do I hide behind the mantle of Alcaron. You face Ulchor, Thane of Nurn and servant of Sauron. I will have my vengeance upon you!"*

*Ulchor raised his hand as if to strike, but instead there was a rush of wind and every torch in the room blew out. Smoke and darkness consumed the temple chamber. The heroes circled with their backs to one another in order to ward off any attack, but no blow was struck.*

*After a few tense moments, one of the heroes spoke: "He has fled."*

*"Shall we give chase?" asked another.*

*"No," replied the first. "The Dorwinions here need our help. We must see to their safe return before we give thought to Thane Ulchor."*

*"Very well," he replied. "Let us start with this poor fellow on the altar. Can someone light a torch?"*

*Several torches were lit. The heroes gathered together all the survivors and led them out of the hideous temple. The man*

*they rescued from the altar turned out to be none other than Niena's husband, Torwald. When he heard that his wife was safe and anxiously awaiting his return, he wept and thanked the heroes many times.*

*There were more joyful tears and heartfelt thanks when the heroes arrived in Dorwinion a week later with their rescued captives. Doors and windows were flung open, and the people rushed out to be reunited with their loved ones. As husbands, wives, parents and children embraced again for the first time in months, the dark clouds over Dorwinion were dispersed and the sun shone clear again. But in the hearts of the heroes there lingered a shadow of doom: Ulchor had escaped after swearing vengeance upon them, and he had displayed new powers of sorcery in the temple. He was too dangerous to be allowed to roam freely. The heroes would have to seek him out in order to finish the job they started years ago.*

**To be continued in "Wrath and Ruin" the first Adventure Pack in "The Vengeance of Mordor" cycle.**



## Game Modes

*The Lord of the Rings: The Card Game* is intended for both casual players and dedicated enthusiasts. To accommodate different play styles, three modes of play are available: Easy, Standard, and Nightmare.

### Easy Mode

Easy mode is ideal for new players and for players who prefer the narrative and cooperative aspects of the game with less challenge. To play a scenario in Easy mode, simply take the following steps during the setup of any scenario:

- 1) Add one resource to each hero's resource pool.
- 2) Remove any card with the "difficulty" indicator around its encounter set icon (a gold border) from the current scenario's encounter deck.



Some older scenarios (including those in early printings of the core game) do not have the "difficulty" indicator icon on relevant cards their encounter decks. Please visit [www.fantasyflightgames.com](http://www.fantasyflightgames.com) to see which cards should be removed in those scenarios.

### Standard Mode

To play a scenario in Standard mode, simply follow the normal setup instructions for that scenario.

### Nightmare Mode

Players who desire a truly difficult challenge should consider using the supplemental "Nightmare Decks" (sold separately) for each scenario. More information about Nightmare Decks for *The Lord of the Rings: The Card Game* can be found at [www.fantasyflightgames.com](http://www.fantasyflightgames.com).



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