

THE LORD OF THE RINGS

THE CARD GAME

Shadow and Flame

Difficulty Level = 8

The heroes have escaped from the darkness below the mines, and find themselves in the Third Deep, near the East-gate. But as Orcs begin to swarm, a foe more terrible towers before them. Durin's Bane has risen from the depths, to stalk the halls of the Dwarves once more...

*Shadow and Flame is played with an encounter deck built with all the cards from the following encounter sets: Shadow and Flame, Deeps of Moria, and Goblins of the Deep. (Deeps of Moria and Goblins of the Deep can both be found in the **Khazad-dûm** deluxe expansion to **The Lord of the Rings: The Card Game**.)*



“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.

“Indestructible” Keyword

Indestructible is a new keyword introduced in the Shadow and Flame scenario. An enemy with the Indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

Durin's Bane

Durin's Bane stays in the staging area and is considered to be engaged with all players whose threat is 1 or greater, allowing it to both add its threat to the staging area and attack. Durin's Bane attacks each player it is engaged with once during that player's normal enemy attack resolution step. (One shadow card per engaged player should be dealt

to Durin's Bane at the beginning of combat.) Each shadow card is only be used once, and is immediately discarded after that attack is completed (*so Durin's Bane does not receive benefits from more than one shadow card at a time*).

If a player whose threat is not 1 or greater has his threat raised during combat, then Durin's Bane attacks him if he has not completed the attack resolution step (*but Durin's Bane is not dealt a shadow card*).

Players can attack Durin's Bane following the normal combat rules. Players cannot pool their attacks together against Durin's Bane without the use of the ranged keyword or a similar card effect.

Unique Encounter Cards

A unique encounter card (such as “Fiery Sword” and “Whip of Many Thongs”) cannot enter play if there is another copy of that card already in play. If this is the case, the card's effects are ignored and the encounter card is placed in the encounter discard pile.

“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.



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