

THE LORD OF THE RINGS

THE CARD GAME

Making of a Fellowship

Difficulty Level = 6

This adventure arc follows the RPG campaign "Rise of Orthanc" found on the Play by Post website <http://brennor.dyndns.org>. Making of a Fellowship is the introductory adventure in the RPG campaign.

The elves Saelirneith and Celemir are exploring the Midgewater Marshes when Celemir is bitten by a strange creature and falls ill. The young she-elf must seek out the aid of others to find a cure. She encounters the Noldor Faladril and Ranger Cadoran who have the skill and herbs to heal her mentor. However the key to open the ranger cache has gone missing. Tracking the Hobbit burglar toward Bree the trio find Riv Lightfoot captured by Chetwood Bandits. Among their ranks is a Rohirrim Outlaw, Athelstan, who has a change of heart and helps to free Riv and fights against their leader Traek. Now with the key the small fellowship races to collect the herbs Dragon Lily in time before Celemir gives in to the illness or the denizens of the Marshes.

Making of a Fellowship is played with an encounter deck built with all the cards from the following encounter sets: Bree-land, Sauron's Reach, and Wilderlands except for Hill Trolls and Goblin Snipers. (Sauron's reach and Wilderlands can both be found in **The Lords of the Rings: The Card Game** core set.)



Rise of Orthanc Cycle - An alternate story line campaign on Brennor's RPG Corner <http://brennor.dyndns.org>

The Fellowship of the Ring is broken. Boromir son of the Steward of Gondor took the ring from Frodo, but was betrayed by it. Isildur's Bane enjoys playing tricks on its new masters, for the Ring has a will of its own, and it wants to be found by the Dark Lord. Yet it is not the Dark Lord Sauron who now holds the ring, nor is it Boromir or any of the Fellowship. Yesterday the Fighting Uruk-Hai brought two Hobbits to the tower of Orthanc in Isengard, and with them the greatest treasure in all of Middle-earth...

Swarm

The swarm trait is new to Making of a Fellowship. When an enemy with the Swarm trait engages a player that already is engaged with an enemy with the Swarm trait the two enemies combine into one larger foe. Stack the cards atop one another and add the new cards ♣, ♠, ♡, and hit points together with any other cards in the Swarm. The end result is one larger foe that has combined stats as well as actions and abilities. It is treated as one foe for all other purposes and card effects until after it is placed in the discard pile.

Example: Neeker Breeker engages player 1 who already as Relentless Neeker Breeker engaged with him. The two combine into an enemy with 4 ♣, 5 ♠, 0 ♡, and 3 hit points.

Set Up and Celemir

During the set up stage players are instructed to place Celemir in the staging area engaged with the Neeker Breeker Swarm. Both cards are considered in the staging area and contribute ♣ during the quest phase. When the combat phase takes place players deal the Swarm one Shadow card and the Swarm attacks Celemir, and Celemir defends against it. Any Shadow effect that targets a player does not resolve and is discarded from play without effect. Shadow cards that affect the attacker or defender are still resolved. Beware the Swarm may eventually get strong enough to kill Celemir and then the players will lose the game.



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