THE LORD OF THE RINGS
THE CARD GAME

Blood in Breeland

Difficulty Level = 5

This adventure arc follows the RPG campaign "Rise of Orthanc" found on the Play by Post website http://brennor.dyndns.org . Blood in Breeland is the second adventure in the RPG campaign.

After rescueing the elf Celemir and defeating bandits in the woods the Fellowship returns to Bree only to find it on fire. Bill Ferny and his Squity-Eyed Southern ally have been stiring up trouble in Bree. After the locals turn against him four lie dead and Bree has been set on fire by arsonists. The hreos rush to control the fires while battling against Ferny's allies in an attempt to find the man behind it all and put and end to his treachory.

Will they be able to save Bree and uncover Ferny's conspiriacy in time?

Blood in Breeland is played with an encounter deck built with all the cards from the following encounter sets: The Prancing Pony Burns

New Staging Rules

When playing the scenario, players reveal encounter cards individually in player order during the Staging step of the Quest phase. Beginning with the first player, each player reveals 1 encounter card and resolves its staging before the next player reveals a card. If an encounter card has an effect that uses the word "you" then the encounter card is referring to the player who revealed the card. If the revealed encounter has the Surge keyword, the player who revealed that card reveals an additional encounter card. Encounter cards with the Doomed X keyword still affect each player.

Burning X

Burning X is a new keyword used in Blood in Breland. When a card with Burning X is revealed from the encounter deck the player that revealed it must choose to either remove progress from the quest stage (but not the active location) or do damage to characters he controls equal to X. If there are no progress tokens on the quest stage the player must do damage to characters he controls instead.

Example: Burning Homes is revealed from the encounter deck. Brian looks at the Quest card and there are two progress tokens on it so he chooses to remove 1. If there had been no progress on the Quest he would have to do 1 damage to character he controls.
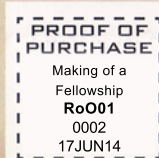
Peril

Peril is a new keyword found in The Lord of the Rings Saga Expansion and used here. When a player reveals an encounter card with the Peril keyword, he must resolve the staging of that card on his own without confering with the other players. The other players cannot take any actions or trigger any responses during the resolution of that card's staging.

THE WAR OF THE RING
RISE OF ORTHANC
BOOK 1 - ACT 1: BLOOD IN BREELAND

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...

PROOF OF PURCHASE
Making of a
Fellowship
RoO01
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