

THE LORD OF THE RINGS™

THE CARD GAME

THE DRÚADAN FOREST™

Difficulty Level = 6

The heroes have unmasked a dangerous conspiracy within the walls of Minas Tirith, but the nameless mastermind of the cabal managed to escape the city before his true identity was revealed. At the request of Denethor, the heroes have pursued the clever villain and his henchmen northward. The conspirators' trail has lead them north beyond the Rammas Echor, and then west to the doorstep of the Drúadan Forest, an ancient land with a hostile reputation. Now our heroes move to track their quarry among its ancient trees and strange stones...

“The Drúadan Forest” is played with an encounter deck built with all the cards from the following encounter sets: The Drúadan Forest and Brooding Forest. (Brooding Forest can be found in the **Heirs of Númenor** deluxe expansion to **The Lord of the Rings: The Card Game**.)



“Prowl X” Keyword

Prowl is a new keyword that represents the Woses' uncanny ability to stalk their prey through the Drúadan Forest.

When an encounter card with the prowl keyword is revealed from the encounter deck, the players (as a group) must discard the specified number of resources from their heroes' resource pools. If the players do not have enough resources to match the specified value, then they must discard as many resources as they can.

Example: *Druadan Elite* is revealed from the encounter deck with Prowl X. Its game text reads: “X is equal to the number of players in the game.” There are 3 players in the game, so the players (as a group) must discard a total of 3 resources from their heroes' resource pools. Player 1 decides to discard 1 resource from Aragorn's resource pool, Player 2 decides not to discard any resources, so Player 3 discards 2 resource from Gimli's pool for a total of 3.

