

# THE LORD OF THE RINGS™

## THE CARD GAME

### THE DUNGEONS OF CIRITH GURAT™

#### Difficulty Level = 7

The tower of Cirith Gurat rose higher as the caravan drove towards the gate. Not as tall or mighty as Minas Ithil, it was still of Númenórean design, built after the fall of Sauron when Gondor kept watch on the land of Mordor. It was situated on the southernmost edge of the Ephel Dúath, where the mountain range bent away eastwards. From here the men of Gondor would have guarded the narrow passage into Mordor and kept watch over the land of Harondor. But as with Minas Ithil and many others, the tower of Cirith Gurat was captured by the Enemy when the vigil of Gondor failed and Sauron reentered the Black Land.

Since that time, the tower had become an abode for Orcs and other evil creatures. The heroes could see them now: Orc sentries in sable armor standing atop the wall. Each of them was armed with a bow of equal height and a quiver of black-feathered arrows. Their eyes watched the caravan advance up the steep rampart that led to the tower gate.

As they drew near, Kahliel put the Serpent's horn to his lips and blew a long note. The loud blast of an Orc horn sounded its reply from atop the wall. There was a rumble from inside the fortress and the drawbridge was lowered into place on mighty chains.

Passing over the bridge, the caravan entered the courtyard through the gate. Slanted eyes watched them through the murder holes, and a large Warg snarled at them from its resting place inside the entrance. The heroes were disguised in the uniforms of The Black Serpent and their faces were covered by the black masks worn by his men so that only their eyes were visible. Kahliel himself wore The Black Serpent's armor and carried the summons from Mordor. He handed the scroll to the Orc captain who approached him. The Orc didn't bother to read them but growled in the common speech, "You're late."

"We were attacked by bandits on the road," replied Kahliel.

"Were you now?" the Orc snarled. "And who would dare to attack The Black Serpent on the road to Mordor?" he asked mockingly.

"Fools who are dead," answered Kahliel. "They tried to steal the tribute that we have brought your Master, and they paid with their lives."

"Oh ho!" laughed the Orc. "So the Serpent has fangs after all! Well lads, better watch yourselves 'round this lot!"

There was a horrible chorus of laughter from the Orcs gathered around them, but Kahliel was unmoved.

"You will show me your dungeon while your soldiers unload the wagons," he told the captain.

"Will I now?" said the Orc amused. "And why would I do that?"

"Because those are your orders," he said, pointing to the sealed parchment in the Orc's hand. "Read them yourself."

The captain looked at the scroll with frustration, then looked back at Kahliel and snarled, "No need for that. If you want to visit the dungeon, my boys will be glad to show you. Just don't do anything funny, or you may end up staying longer than you wish!"

"Gharl!" he shouted to one of his soldiers, "Take these men below and show them the dungeons. The rest of you maggots get to work unloading these wagons!"

A scar-faced Orc with long, loping arms ran over with an iron ring of keys, unlocked a heavy wooden door, and led them down to the dungeons.

"The Dungeons of Cirith Gurat" is played with an encounter deck built with all the cards from the following encounter sets: The Dungeons of Cirith Gurat, Mordor Orcs, and Harad Territory. (Mordor Orcs and Harad Territory can be found in **The Sands of Harad** deluxe expansion to **The Lord of the Rings: The Card Game**.)



## The Captives of Cirith Gurat

In "The Dungeons of Cirith Gurat," players attempt to rescue their captive friends from the fortress of the Orcs. To help represent the captives' plight, The Captives of Cirith Gurat objective is added to the staging area during setup. It reads: "While a character is attached to an encounter card, it is considered to be a guarded objective with a blank text box." This means that characters who are captured and guarded by encounter cards lose their card type, and their player card status, and gain the objective card type instead. When a guarded objective is 'rescued' and returned to its owner's control, that card regains its card type and player card status.

## Valour

**Valour** is a trigger that appears on some player cards in the The Haradrim cycle. **Actions** and **Responses** with the **Valour** trigger, presented as "**Valour Action**" or "**Valour Response**," can only be triggered by a player whose threat is 40 or higher.

If an event card has two effects, one with the **Valour** trigger and one without, you may only choose one of these two effects to trigger when you play the card. You may still only choose the effect with the **Valour** trigger if your threat is 40 or higher.



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

*The sun was rising as the heroes led the rescued captives away from the fortress of Cirith Gurat. They chose a winding path through the foothills of the Ephel Dúath. It was difficult and slow going, but the deep crags and giant boulders at the mountains' feet hid them from the watchful eyes of the tower. The Orcs would not pursue them by day, not while the sun blazed overhead, but they could mark their trail easily enough if they set out across the sand too early. So they stuck to the rocky path and quietly made their way north.*

*Around midday they stopped in a low valley to rest. The heroes went from captive to captive, dressing wounds and comforting frightened refugees. Kahliel sat apart and held his son to his chest. When they had found Abaan in the dungeon of the Orcs, there had been no time for Kahliel to comfort his boy. He was never more afraid than in that moment. His only concern was getting out of the fortress with his son alive. But now that Cirith Gurat was hidden from view by the Mountains of Shadow, the weight of what they had accomplished settled in and Kahliel's composure finally crumbled. He held his son and wept.*

*It was still many leagues to Gondor, and the Orcs would undoubtedly pursue them once night fell, but in that moment Kahliel did not care. His son was alive and unhurt. Together they cried tears of joy and anguish.*

**The story continues in "The Crossings of Poros," the sixth Adventure Pack in "The Haradrim" cycle.**

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