...the ancient cities of Nogrod and Belegost in the Blue Mountains were ruined at the breaking of Thangorodrim.
— *The Return of the King*

Explore flooded ruins and encounter ancient evils in *The Ruins of Belegost*, a scenario designed for *The Lord of the Rings: The Card Game* special event at Gen Con 2015. This scenario can be played in both standard mode and easy mode. To play *The Ruins of Belegost* in easy mode, remove each card with a gold-bordered encounter set icon from the encounter deck and add 1 resource to each hero's resource pool when setting up the game.

Expansion Symbol

The cards in *The Ruins of Belegost* scenario can be identified by this symbol before each card's collector number.

Scenario Rules

Discover X

Discover is a new keyword in *The Ruins of Belegost*. The Discover keyword represents the heroes' search for lost treasure, as well as the unexpected dangers they encounter as they travel to the different locations in Belegost. When a location with the Discover keyword becomes the active location, the first player resolves the following steps in order:

1. Look at the top X cards of the encounter deck, where X is the active location's Discover value.

2. Choose 1 looked at objective with the Loot keyword and attach it to the active location as a guarded objective.

3. Randomly select 1 looked at card with the *Hazard* trait, reveal it and add it to the staging area.

4. Place any remaining looked at cards in the encounter discard pile.

Discover X (continued)

If there are less than X cards remaining in the encounter deck when resolving the Discover keyword, shuffle the encounter discard pile into the encounter deck and continue resolving the Discover keyword.

Loot

Loot is a new keyword that appears on some objective cards in The Ruins of Belegost. Objectives with the Loot keyword are valuable treasures that can only be discovered by exploring the different locations in Belegost. A Loot card can only enter play by resolving the Discover keyword on a location.

If a card with the Loot keyword is revealed from the encounter deck, discard it and reveal another card from the top of the encounter deck.

Taking Control of Loot

When the encounter card guarding a Loot objective leaves play, the first player must immediately attach that Loot objective to a hero he controls. If a Loot objective is attached to the active location when the players make enough progress to explore the active location and advance to the next stage, the first player takes control of the Loot objective before advancing to the next stage.

Immune to Player Card Effects

Cards with the text "Immune to player card effects" ignore the effects of all player cards. Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects.