

THE LORD OF THE RINGS™

THE CARD GAME

THE STEWARD'S FEAR™

Difficulty Level = 5

The heroes arrive in Minas Tirith with news of victory at Cair Andros and a message for Lord Alcaron from Faramir. Upon arriving at the city, they learn that Lord Alcaron is traveling on important business north in Anórien. Even so, the heroes are soon furtively summoned to the White Tower by none other than Denethor, the Steward of Gondor himself. Word has come to Denethor of the heroes' bravery in the defense of Cair Andros, and he's learned the heroes have the confidence of Lord Alcaron. In Denethor's mind, such trusted new arrivals are perfectly suited for a special task of a clandestine nature.

In the privacy of the Steward's inner chambers, Denethor asks the heroes a delicate favor. He fears that a conspiracy has taken root within the walls of Minas Tirith: a cabal under Mordor's bidding that seeks to usurp the stewardship and deliver Gondor to Sauron. He asks that the heroes discover the truth of this matter...

"The Steward's Fear" is played with an encounter deck built with all the cards from the following encounter sets: The Steward's Fear, Streets of Gondor, and Brigands. (Streets of Gondor and Brigands can be found in the **Heirs of Númenor** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Setup

When setting up "The Steward's Fear," remove all the enemy cards from the *Streets of Gondor* and *Brigands* encounter sets, along with the 3 **Clue** objective cards found in *The Steward's Fear* encounter set, and shuffle them into a separate deck. This is the "Underworld" deck and it should be set apart from the encounter deck. Next, remove the 3 **Villain** enemy cards and the 3 **Plot** objective cards from the encounter deck. Shuffle the **Villain** enemy cards together and randomly choose one of them to set aside facedown. This is the "hidden" enemy card. Remove the other 2 **Villain** cards from the game (without looking at the cards). Repeat this process with the **Plot** cards. The set aside **Plot** is the "hidden" plot card.

"Underworld X" Keyword

In this scenario, the heroes are striving to uncover an evil conspiracy at work in Minas Tirith. To represent the hidden dangers involved in rooting out such a threat, some locations in this scenario have the underworld keyword. When a location with the underworld keyword enters play, take cards from the top underworld deck equal to the specified value and stack them facedown underneath that location.

When a location leaves play, any facedown cards stacked underneath that location are revealed one at a time, and added to the staging area. If a card from the underworld deck would be discarded, it is placed in the encounter deck discard pile. If a location with underworld is revealed from the encounter deck and there are no cards left in the underworld deck, then the underworld keyword has no effect.

Example: *Houses of the Dead* is revealed from the encounter deck with Underworld 2 so the first player adds it to the staging area, takes the top 2 cards of the Underworld deck, and stacks them facedown underneath it.



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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.



THE LORD OF THE RINGS™

THE CARD GAME

ENCOUNTER AT AMON DÎN™

Difficulty Level = 5

Having escaped from the Drúadan Forest and witnessed the demise of the conspirators by the arrows of the Woses, the heroes have begun their journey back to Minas Tirith. In the morning of the second day, they awoke to a grim sight. Dozens of columns of smoke were rising across the hilly farmlands of Anórien.

It seems death had crossed the Anduin after all.

As our heroes warily approached the nearest of the fires, they came upon two farmers hiding in the hedges. The frightened bondsmen told of roving bands of orcs scouring the countryside, bringing destruction to the defenseless herdsman and farmers of the surrounding lands. They told of a particularly cruel group that assaulted the nearby village during the night. They feared the villagers were dead.

Approaching the village, the heroes saw signs that the citizens may not have been completely helpless. Several orc bodies lay crumpled in the streets, and a crude barricade of horse carts and earth-covered hay bales protected the town's inner square. Only the buildings on the outskirts of the town seemed to be sacked and burning.

As the heroes approached the barricade, the villagers eyed them suspiciously, their expressions wavering between mistrust and hope of assistance. Smoke lay in a thick haze in the streets, reddening eyes and shortening tempers.

What appeared to be a nobleman and his escort of guardsmen were helping the villagers with the defenses and in caring for the wounded and burned. They seemed haggard and tired from the night's fighting. As the heroes approached, the sooty and weary nobleman squinted through the acrid haze at the newcomers, his hand moving to his sword. Then, as a faint gust of wind cleared the air for a moment, the nobleman broke into a wide grin of recognition. It was none other than Lord Alcaron.

"Out of the west comes hope unasked for," he called. "May I be the first to say that you are well met indeed!"

After a brief greeting, Lord Alcaron grimly told the heroes of the plight into which they had fallen, and how he had been sent northward about a month ago on the realm's business. Denethor had deemed it wise, in case

Cair Andros should fall, to raise the levy of Anórien and prepare for the evacuation of the northlands to the safer side of the Rammas Echor. Upon receiving news of the victory at Cair Andros, Alcaron disbanded the levy, and for the past week or so has been seeing to the Stewards' business in the region.

"Alas" he grimaced, "even as the the victory of Cair Andros held back the tide of Mordor, the defeat must have left a substantial number of the enemy trapped on the western side of the river." Alcaron sighed, "One would think those vile creatures would seek to return to their master by any means possible."

"No such luck. Instead they've come west to punish the local countryside, burning and murdering where they go". Alcaron went on to tell of how the roads of Anórien had quickly become far too dangerous for traveling. Even with an armed escort, Alcaron was forced to seek the tenuous security of the present village.

"A large group of the enemy has descended on the lands surrounding the Amon Dîn," he continued, gesturing at the great hill that dominated the northern skyline. "They're led by a particularly nasty captain who calls himself Ghulat." He spat out the ugly name and pointed at the barricades. "We barely held them here last night. I don't think they were expecting any resistance."

"The enemy will not make that mistake again." Alcaron wearily glanced at a group of tired villagers leaning against a nearby wagon, armed with harvesting scythes and hayforks. "I didn't like our chances of surviving another night."

He turned to the heroes, a wide smile breaking across his sooty face. "Now that you're here, I find cause for hope. Maybe we'll save this village yet. What do you say?"

"Encounter at Amon Dîn" is played with an encounter deck built with all the cards from the following encounter sets: Encounter at Amon Dîn and Ravaging Orcs. (Ravaging Orcs can be found in the **Heirs of Númenor deluxe expansion to **The Lord of the Rings: The Card Game**.)**



“Villagers X” Keyword

Villagers is a new keyword found on location and quest cards in the Encounter at Amon Dîn scenario. The villagers keyword creates tokens that represent the people living near to Amon Dîn who need the heroes to rescue them.

When a location with the villagers keyword enters play, or a quest card with villagers is revealed, place resource tokens on it equal to the specified value. Resource tokens placed on a location or quest this way are villager tokens. Villager tokens do not count as resources.

***Example:** Burning Farmhouse is revealed from the encounter deck with Villager 4 so the first player adds it to the staging area with 4 resource tokens on it.*

When a villager token is discarded, return that token to the token bank.

Rescued Villagers & Dead Villagers

When setting up the Encounter at Amon Dîn scenario, stage 1A instructs the players to put both the Rescued Villagers and Dead Villagers objective cards into the staging area. These cards represent the ultimate fate of the villagers being attacked by Ghulat and his orcs. During the game scenario effects will place villager tokens on Rescued Villagers and damage tokens on Dead Villagers. In order to win the game, the players will need to collect more villager tokens on Rescued Villagers than damage tokens on Dead Villagers.



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THE LORD OF THE RINGS™

THE CARD GAME

ASSAULT ON OSGILIATH™

Difficulty Level = 8

After saving the villagers near Amon Dîn, the heroes have joined with Lord Alcaron to assist Lord Boromir's forces in retaking Osgiliath. At the army encampment, you are thrilled to again meet Lord Faramir, and you are introduced to his brother Boromir, eldest son of Denethor and renowned hero of Gondor.

Nestled on both sides of the Anduin lies old Osgiliath, a crossroads city bridging the great river. In the long war against Mordor, control of Osgiliath has been a critical piece. One that Boromir means to reclaim.

As the sun breaks over the Mountains of Shadow, beating at the still river fog, the great horn of Gondor sounds from Boromir's lips. As its sound fades into the morning, the men of Gondor cry out as one. They cry for battle and the ruin of foes, their swords lifted to the sky. Come death and come honor, the newest battle for Osgiliath begins...

"Assault on Osgiliath" is played with an encounter deck built with all the cards from the following encounter sets: Assault on Osgiliath, Mordor Elite, and Southrons. (Mordor Elite and Southrons can be found in the **Heirs of Númenor** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Controlling Locations

The Assault on Osgiliath is a battle to liberate the ancient capital of Gondor from the forces of Mordor. To represent Gondor's struggle to drive the enemy from every last corner of the ruined city, the players are instructed to take control of *Osgiliath* locations when they leave play.

Stage 1B reads: "**Forced:** When an *Osgiliath* location leaves play as an explored location, the first player takes control of that location." To take control of a location, the first player removes all progress from the just explored location and places it in front of him in his play area instead of discarding it. Locations under any player's control are still in play. Their game text is active and they can be affected by card effects.

Losing Control of Locations

The more *Osgiliath* locations the players control, the harder the encounter deck will fight back. There are many encounter card effects that force players to return locations they control to the staging area. Also, many of the *Osgiliath* locations have triggered effects that will cause players to return them to the staging area.

When a player returns a location he controls to the staging area, he loses control of that location and removes all progress from it. If a player is eliminated from the game, each *Osgiliath* location controlled by that player is returned to the staging area.



THE LORD OF THE RINGS™

THE CARD GAME

THE BLOOD OF GONDOR™

Difficulty Level = 6

In a great victory for Gondor, the city of Osgiliath has been retaken and the river Anduin is once more under the Steward's control. Alongside the Lords Boromir, Faramir, and Alcaron, the heroes fought bravely to recapture the ancient city.

With the defeated forces of orcs and evil men retreating eastward, Lord Alcaron had urged Boromir to pursue the scattered enemy. "Don't let a single one of them return to foul the Pelennor again!" Alcaron pleaded. "We should hunt them. Pursue them until their black bones break on the mountains." Flush with the confidence of victory and swayed by the nobleman's passion, Boromir agreed and asked his brother to take on this endeavor with his rangers. Faramir reluctantly consented.

By the request of Faramir, our heroes joined the incursion. The morning after the fall of Osgiliath, the company of rangers began their foray into the autumnal forests of Ithilien.

In the days that followed, the rangers managed to track and destroy a number of enemy mobs. Their carcasses were left to the elements: skeletal warnings to those of Mordor who would cross Ithilien again. It was late afternoon on the third day before the company came to the old crossroads near the foothills of the mountains.

Faramir walked at the head of the column, our heroes and Lord Alcaron close at heel. As they came to the crossroads, Faramir crossed to the old statue that stood sentinel over the silent junction facing west. Alcaron moved to follow, but Faramir waived him back.

The stone figure, which must have been an impressive sight to those traveling the roads long ago, depicted a king of old seated on a throne. The years had softened its features, moss and lichen growing in its crevices and cracks. Rude scrawls and rough carvings had been made by hostile hands, defiling its stonework. The head of the statue had been knocked off, replaced with a crudely hewn stone. A coarse drawing of a grinning face with a single eye had been painted in red on the stone. The crowned head of the old king that lay to the side was curiously unmarked. It seemed the grass was greener where the head had fallen.

As Faramir reached the statue, he gently touched the stone as if greeting an old friend. He then knelt by the

fallen face and sat for a moment. He rose slowly, carefully eying the road and surrounding terrain. No enemy had been seen since the evening before, a fact that troubled him. Above, grey clouds pressed close, and a light rain had begun to fall. In the late afternoon light, the forest seemed to have lost its color; ashen and sullen it seemed to watch their every movement in the exposed space.

Then a look of decision crossed Faramir's face, and he thoughtfully returned to the company. "We've taken this folly far enough," he said. "There is an unkind change in the forest." He paused a moment, glancing into the trees. "The lands so near to the Morgul Valley have been under His sway for too long. It's unsafe to proceed." Alcaron moved to protest, but Faramir would not abide. "My brother will have to be satisfied with the work done so far. We return to Osgiliath."

As the company turned westward for their return journey, the silence of the forest broke in the blast of a distant horn. The sound rose and fell like some wounded brass bird. A chilling drone that promised nothing good.

Suddenly, the woods all around the rangers came alive with the rushing black shapes and cruel blades of the enemy. An imposing robed figure led them, and the charging orcs gave him a wide berth. Though his face was mostly hidden by the cowl of his dark-grey robes, the man emanated terrible intent. This was no ordinary ambush.

Lord Alcaron screamed a brave challenge as he drew his sword. Faramir and his hard-eyed rangers simply pulled their blades in a steely whisper and waited for the onslaught to come.

The fight joined like a thunderclap..

*"The Blood of Gondor" is played with an encounter deck built with all the cards from the following encounter sets: The Blood of Gondor and Ravaging Orcs. (Ravaging Orcs can be found in the **Heirs of Númenor** deluxe expansion to **The Lord of the Rings: The Card Game**.)*



Hidden Cards

The Blood of Gondor is a two stage scenario that puts the players in the middle of an ambush at the Crossroads of Ithilien. Hidden cards are encounter cards placed facedown in a player's play area that represent the forces of Mordor waiting to attack the heroes. To this effect, both stage 1B and 2B have the same line of text: "At the beginning of the quest phase, each player takes 1 hidden card."

When a player is instructed to take 1 hidden card, he takes the top card of the encounter deck and places it facedown in his play area without looking at it. If there are no cards in the encounter deck when a player is instructed to take 1 hidden card, then he must shuffle the encounter discard pile back into the encounter deck and place the top card of the encounter deck facedown in his play area.

If a player is eliminated, any hidden cards in his play area are discarded.

Turning Hidden Cards Faceup

When a player is instructed to turn his hidden cards faceup, he turns each hidden card in his play area faceup one at a time. If a player turns a hidden card faceup and it is an enemy, he immediately engages that enemy. If a player turns a hidden card faceup and it is a treachery or a location, he immediately discards that card.



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THE LORD OF THE RINGS™

THE CARD GAME

THE MORGUL VALE™

Difficulty Level = 7

While pursuing the scattered enemy forces into Ithilien, Faramir's company of rangers are ambushed by orcs near the old crossroads. During the ensuing fight, both Lord Faramir and Lord Alcaron are captured.

At the thought of Denethor's son in Sauron's torture chambers, the heroes begin a desperate pursuit. Following frantic hours of tracking, they find themselves at the mouth of the dread Morgul Valley.

As the Dead City comes into distant view, they have come upon their quarry at last.

Seeing their pursuers close behind, the breathless Uruk are visibly frustrated. They growl angrily as they halt to confer. A hooded figure in their midst, undoubtedly their leader, calmly directs the vexed orcs. He reminds our heroes of the Morgul sorcerer who led the ambush back at the crossroads. Even while that malefactor lies dead on the forest floor, they don't relish the thought of facing another of his kind.

The truth is worse. Much worse.

The robed figure decisively gestures at the distant tower, his demeanor brooking no debate. The tallest of the Uruk submissively throws a man-sized bundle over his shoulders. Grunting for two of its kind to follow, the Uruk starts a brisk pace eastward. The robed figure is clearly not about to risk his trophy on the doorstep of Mordor.

As the breakout group moves down the ancient cobblestone road, the remaining Uruk turn to face the approaching heroes. As they enter earshot, the robed figure casually claps his hands and starts to laugh. The sound is hauntingly familiar.

"You're incurable!" he exclaims. "Why won't you just die!" He raises his arms in mock frustration as the Uruk pull free their weapons in a rusty cacophony. Their eyes glow with bloodlust.

"Fortunately, you are entirely too late" the robed figure continues. He casually gestures back at the tall Uruk pacing eastward toward the ghastly city. The bundled shape of a prisoner bobs on its ironclad back. "Sauron shall have His prize." A cloud washes away from the moon as the robed man pulls back his hood "Nothing can stop that now."

A sickening heartache roils the heroes. Time seems to

stand still as the depth of the betrayal hits them. The sickening corpse-light of Minas Morgul seems brighter. The waters of the Morgulduin gurggle in cruel amusement.

"It should be natural, that one as old as I should have mastered patience," says Lord Alcaron, whose real name is Ulchor. "Yet your persistence has tested me. Congratulations!" He continues, lowering his arms dramatically. "My master wanted both the brothers, but it seems I'll deliver only the younger." The traitor shrugs, "still, something tells me the younger is the greater prize." Alcaron takes a moment to study the faces of his former friends. His smile seems to brighten at the horror he sees there. "Of course, I mean to deliver him your heads as well. As a consolation."

The traitor nods to the largest of the Uruk. "I'm pleased to introduce my trusted servant Murzag." As the traitor speaks he nods to the beasts. Murzag and his companions begin to move forward, licking their blades in anticipation. "I hope you'll find his company eviscerating."

As the Uruk charge the heroes, Alcaron casually turns and begins to walk toward Minas Morgul. His laughter echoes against the valley walls where unwholesome white flowers seem to drink the sound.



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



Setup

When setting up The Morgul Vale, stage 1A instructs the players to search the encounter deck for the To the Tower objective card and add it to the staging area. This card represents the Mordor troop escorting Faramir to the tower of Minas Morgul. Since the players are trying to rescue Faramir in this scenario, the objective reads: “Remove Faramir from the game.” This means that no version of Faramir can be used by the players when playing this scenario.

“Captain” Enemies

The Morgul Vale scenario has 3 stages, and a corresponding **Captain** enemy for each stage: Murzag, Lord Alcaron, and Nazgûl of Minas Morgul. To advance from each stage and win the game, the players must defeat each **Captain**. These tenacious enemies will stop at nothing to prevent the heroes from rescuing Faramir, and to that end each stage includes a line of text that prevents that stage’s **Captain** from leaving play unless it is destroyed. This means that card effects that would otherwise shuffle that enemy into the encounter deck or remove it from play will have no effect on the **Captain** at that stage.

