

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.*

