

THE LORD OF THE RINGS™

THE CARD GAME

FLIGHT OF THE STORMCALLER™

Difficulty Level = 6

The Dream-chaser and her fleet departed at once from the Grey Havens, sailing swiftly on a fortuitous wind. Calphon's men toiled with renewed vigor, filled with fire and vengeance over the death of their lord. Their foe had a considerable lead, but the heroes swore that the Corsairs would not escape justice.

By the time the rising sun was visible on the horizon, the Dream-chaser and her fleet had left the Gulf of Lune and turned south. The Blue Mountains loomed over the coast to the east. "Given the speed of our pursuit, we will surely be upon them soon," one of the heroes surmised. "Our target is the ship we saw at the Grey Havens – that is where their captain retreated after the battle."

"But they will not be sailing alone," said another. The sailors and soldiers in the company nodded in understanding, ready for battle.



"Enemy ship sighted!" The shout came from a raider high atop the Stormcaller's main mast. The entire crew was now echoing the alarm, taking their positions and preparing for battle.

Na'asiyah made her way to the quarterdeck, pushing through the sailors in her way. "Don't just stand there, you fools!" she shouted to the crew as they parted for her. "I want three of you on each oar and eyes to the north! Signal the rest of the fleet! Make sure they are ready for battle!" The crew snapped-to and raised their voices in a rhythmic shanty as they pulled the oars.

The captain was at the helm, wearing his usual smile, sea-wind flowing through his dark hair. If he had heard the crew's shouts of alarm, he did not look worried. Na'asiyah took the narrow steps two at a time, running to the ship's edge. The raised deck gave her a perfect view of the northern horizon. Sure enough, a white ship was in swift pursuit, its sails bulging with wind at its back. Her dark eyes narrowed.

"Already they are on our tail," she said with disdain, quiet enough to mask her concern from the crew, but loud enough for the captain to hear.

"They are fierce sailors, I'll give them that," Sahir noted. "But they are no Corsairs. Their corpses will litter the sea-bottom before the end."

Na'asiyah strode to the helm and leaned against the railing, her arms crossed over her chest. She had lived most of her life under Captain Sahir's command, and she could not remember him this bloodthirsty. Not that he had ever been

gentle or soft-spoken, but his brutality had always been... purposeful. Deliberate.

She gave her captain a piercing gaze, and they locked eyes. "When are you going to tell me what the key opens?" she asked, for what seemed like the hundredth time since they sailed from Umbar.

"When you are ready," he barked. It was the only reply he ever gave her. She took a dagger from her bandolier and ran a finger along its edge, deep in thought. Sahir had taken their fleet far to the north, farther than they had sailed in her entire life. He'd told the crew that they were to follow a Gondorian ship sailing out of Dol Amroth, a ship he somehow knew would be heading north along the western coast, and still she had no idea where he'd learned this information. It wasn't until they saw the Gondorian ships with their own eyes that Na'asiyah and the rest of the crew believed the captain was telling the truth.

Perhaps Sahir was right. Perhaps she wasn't ready. Despite following his orders for years, she'd doubted him. "Do not toy with me, captain," she said, sheathing her dagger. "I understand you have a plan. I simply want to know what we're getting into."

Sahir laughed heartily. "War, my dear." He grinned. "We're getting into war."



"Flight of the Stormcaller" is played with an encounter deck built with all the cards from the following encounter sets: Flight of the Stormcaller, The Dream-chaser's Fleet, Vast Oceans, Stormy Weather, and Corsair Pirates. (The Dream-chaser's Fleet, Vast Oceans, Stormy Weather, and Corsair Pirates can be found in the **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)







Preparing the Stormcaller's Area

The setup for this scenario instructs the players to "Prepare the Stormcaller's area." To prepare the Stormcaller's area, the players must prepare a second quest deck consisting of stage 2C, stage 3C, and stage 4C, in that order. (The quest stages labeled stage 1A, 2A, 3A, and 4A are used in the player's quest deck, as normal.) Then, in an area next to the Stormcaller's quest deck, place the Stormcaller enemy card.

The Stormcaller's Area

The Stormcaller's area is a new play area, separate from the staging area, that represents the *Stormcaller's* journey in its attempt to flee from the players. As the players advance through their quest deck, the Stormcaller also advances through its quest deck, attempting to reach and defeat stage 4 before the players do. The quest stage on top of the Stormcaller's quest deck is called "the Stormcaller's current quest stage." Each of these quest stages has the following text: "**Forced:** At the end of the round, discard the top card of the encounter deck. The Stormcaller places progress on this stage equal to its  plus the  of the discarded card." Every round, this effect causes the Stormcaller to make progress on its stage, just as the players try to make progress on their quest stage. If the Stormcaller's current quest stage has progress on it equal to or above its quest points, it advances to the next quest stage in the same way players would, first advancing to the "C" side of the next stage, resolving its effects, and then advancing to the "D" side.

While the Stormcaller is at a different quest stage than the players, cards in the Stormcaller's area are immune to player card effects, cannot leave the Stormcaller's area, and are not considered to be in the staging area (and thus do not contribute their  to the total  in the staging area). Players are considered to be at "the same stage" as the Stormcaller if their main quest stage's name and number match the Stormcaller's current quest stage ("2B-Full Sail Ahead!" and "2D-Full Sail Ahead!", for example).

When the players and the Stormcaller are at the same quest stage, cards in the Stormcaller's area are no longer immune to player card effects, can leave the Stormcaller's area, and are considered to be in the staging area (and thus do contribute their  to the total  in the staging area). Thus, by catching up to the same quest stage as the Stormcaller, the players can travel to locations in the Stormcaller's area and engage ships in the Stormcaller's area, including the Stormcaller itself.

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

SUGGESTED PLAY AREA FOR "FLIGHT OF THE STORMCALLER"

The Players'
Quest Deck



The Stormcaller's
Quest Deck



Staging Area



The Stormcaller's Area



PROOF OF
PURCHASE
Flight of the
Stormcaller
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THE LORD OF THE RINGS™

THE CARD GAME

THE THING IN THE DEPTHS™

Difficulty Level = 5

With the squall still raging all around them and the Dream-chaser and her fleet damaged from their long pursuit, boarding the Stormcaller was a risky maneuver, and grappling with the ship would be even more difficult. The heroes decided that their best course of action would be to take control of the Stormcaller, subduing its crew while their other ships remained a safe distance away. Command of the Dream-chaser was given to Calaerion, an Elven sailor who had journeyed with them from the Grey Havens. Beneath the ship, the sea rumbled, though most of the crew scarcely noticed, and those that did paid no heed, their attentions turned towards the Stormcaller and its crew.

“Remember, we need the key they stole from Lord Calphon,” one of the heroes announced. “More than that, we need to know the key’s purpose. If anyone knows, it’ll be their captain. So we must take him alive, if possible.” United in purpose, the crew took positions on the Dream-chaser’s starboard side, grabbing ropes to swing across. Their ship drifted into position as the Raiders on the Stormcaller prepared for battle. Blades rose over the Belegaer, and shouts rang out: “For Lord Calphon! For the Grey Havens!”

“The Thing in the Depths” is played with an encounter deck built with all the cards from the following encounter sets: The Thing in the Depths, The Stormcaller, Corsair Raiders, and The Stormcaller Elite. (Corsair Raiders and The Stormcaller Elite can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



The Stormcaller & The Thing in the Depths

This Adventure Pack includes two separate encounter sets: The Stormcaller encounter set and The Thing in the Depths encounter set. The setup instructions for this scenario instructs the players to “Build the encounter deck using only The Stormcaller and Corsair Raiders encounter sets, setting The Thing in the Depths and The Stormcaller Elite encounter sets aside, out of play.” When setting up this scenario, players should set the entire The Thing in the Depths encounter set aside for the time being, shuffling together **only** the Corsair Raiders and The Stormcaller encounter sets. When the players advance to stage 2, the “When Revealed” effect of that stage will remove the Corsair Raider encounter set from the game and shuffle The Thing in the Depths encounter set into the encounter deck, completely changing the nature of the scenario!

Grapple

Grapple is a new keyword in The Thing in the Depths scenario that represents the many tentacles of the sea-beast grasping onto different parts of the Stormcaller, threatening to pull the ship underwater. When an enemy with the Grapple keyword is revealed, or when you are instructed to resolve an enemy’s Grapple keyword, immediately attach that enemy **facedown** to the location in the staging area specified in parentheses (for example, the location with the highest ♣, or the highest quest points). If more than one location meets the specified criteria, the first player may choose which of those locations the enemy grapples. If there are no locations in the staging area, add the enemy to the staging area without attaching it to any location. While attached to a location by the Grapple keyword, an enemy is “grappled with” that location.



While grappled with a location, an enemy is not considered to be in the staging area, cannot be engaged, and is immune to player card effects. **Instead, it adds 2 ⚔ to the ⚔ of the location it is grappled with.**

When a location becomes the active location, or when a location in the staging area is explored, any enemies grappled with that location are detached, flipped faceup, and added to the staging area as normal enemies. Thus, by traveling to a location, the players can engage and attack the tentacles grappled with that location, freeing the *Stormcaller* from the creature's grasp!

Example: *Jeremy and Brad are playing The Thing in the Depths, and a Grasping Arm is revealed by the encounter deck. Grasping Arm has the following text: "Grapple (highest printed ⚔)." This means that they must immediately attach the Grasping Arm facedown to the location in the staging area with the highest printed ⚔. There are two locations in the staging area: a Crew Quarters with 1 ⚔ and a Quarter Deck with 4 ⚔. The Grasping Arm attaches facedown to the Quarter Deck and is now grappled with the Quarter Deck. While grappled with the Quarter Deck, Jeremy and Brad cannot engage, attack, or affect the Grasping Arm in any way, and it adds 2 ⚔ to the Quarter Deck's 4 ⚔, for a total of 6 ⚔. However, if they travel to the Quarter Deck, the Grasping Arm detaches and is added to the staging area faceup, at which point they can engage and deal with it like a normal enemy.*



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THE LORD OF THE RINGS

THE CARD GAME

TEMPLE OF THE DECEIVED™

Difficulty Level = 4

The heroes weren't sure what to expect after following the heading given to them by Captain Sahir. But sure enough, just before high noon the next day, an island emerged from a curtain of rain on the horizon. With the exception of the western beach facing the fleet, the island's coast consisted of steep cliffs and sharp jetties. Dotting the landscape were overgrown ruins peeking out from the cover of the trees, and atop the highest plateau, a grand temple.

"This looks familiar," one of the heroes said under his breath, and the others agreed – it was all too similar to the island from Calphon's dream; the island where this all began. "Let's anchor the ships off the shore, and then we'll get answers." They sent a few sailors in skiffs to scout ahead, search the shore for any danger, and set up camp. Then, the heroes went below deck to speak with their prisoners.

The Corsairs were still bound below in a small hold. Some were grateful for the provisions and bandages given to them; others remained spiteful and looked at their captors with hateful eyes. In the back of the hold, sitting with their arms bound, was Captain Sahir and his first mate, Na'asiyah. "I take it from the commotion above deck that you've found the island," Sahir said as the heroes entered the chamber. "Believe me now?"

"We'll believe you when we know the full story," one of the heroes responded, holding up the black key. They'd taken custody of the artifact after searching Sahir. "You followed us all the way to an island in the middle of the ocean. An island where we found this." The hero holding up the key followed the captain's eyes as he gazed at the artifact. "What does it open?"

Captain Sahir shrugged his arms and smirked. "Was the ancient lore and deep wisdom of the Elves not enough to figure it out?" The heroes shifted uncomfortably, angry at the captain's mockery of Cirdan and the Elves, but unable to refute his claim. "Alas, I was only sent to recover the key and the chest it opened. I know nothing of its contents," he responded. Na'asiyah turned her head and glowered at her captain.

"So you came all this way, pursued us over the wide ocean, and spilled this much blood... And you don't even know why?" One of the heroes said angrily, his knuckles white.

"If I had asked politely to hand over the key," the captain mocked, "would you have obliged?"

The heroes ignored Sahir's sarcasm and continued with the issue at hand. "This new island you've led us to – it is much like the island where we found this key. It bears temples and ruins from an age past. What was your true purpose in bringing us here?"

"Alright, alright," Sahir appeased the hero. "You win. Come, bring me up on deck, and I'll tell you what I know." The heroes brought both Sahir and Na'asiyah upstairs to the edge of the ship. "See that big temple?" Sahir asked, unable to point but motioning with his head towards the large temple to the east. "Somewhere inside lies the chest the black key opens."

The heroes—as well as Na'asiyah—were stunned. "You're sure?" one of the heroes asked. "He's lied before. He could have been lying this whole time, for all we know," another hero added.

"Aye, and I could have led you into a maelstrom, or a fleet of my best Raiders. But I led you here, instead," Sahir responded. "All I ask is that you bring me and my first mate along with you when you search the island."

"And why should we do that?"

The captain smirked. "Because I'm the only one who knows where the chest is inside that temple, and I'm assuming you don't feel like scouring every inch of the place while fending off the cursed dead. So, if you'll excuse me," he said, walking back towards the hatch leading below deck, "I'll be catching up on some well-deserved rest while you make camp."

The heroes watched carefully as he was led below deck by one of the other sailors. After a few moments, Na'asiyah broke the silence. "I feel obliged to thank you for saving our ship." She paused and took a deep breath before continuing, as though the words were difficult to say. "You could have destroyed the Stormcaller and thrown us into the depths of the sea if you wanted. But you didn't." She locked eyes with one of the heroes, her brows furrowed with doubt. "Why?"

"That is not our way," one of the heroes responded, and the others nodded in agreement.

Na'asiyah lowered her gaze in thought, and her fierce exterior diminished for just a moment. Doubt and remorse were etched in her expression. Finally, after seeming locked in thought, she nodded to the heroes in understanding, and turned to follow her captain below deck.

The heroes discussed their options, but in the end they had little choice. If the island was anything like the one from Calphon's dream, it would be crawling with ancient dead, and Sahir's knowledge of the chest's location was too valuable to leave behind. When it came time to explore the island, they cut both Sahir and Na'asiyah's bonds, and gave them back their weapons. After all, two more warriors as skilled as they would surely come in handy. Grinning, Sahir led the way into the jungle...

“Temple of the Deceived” is played with an encounter deck built with all the cards from the following encounter sets: Temple of the Deceived, Ruins of Númenor, Drowned Dead, and The Stormcaller Elite. (Ruins of Númenor, Drowned Dead, and The Stormcaller Elite can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Preparing the Island Map

The setup for this scenario instructs the players to “Prepare the Island Map.” This is done by separating all 15 of the double-sided Uncharted locations in the encounter deck and laying them out in a three by five grid as shown below, with each “Lost Island” card in the first four columns, and the three “Temple of the Deceived” cards in the rightmost column. This should be done without looking at the facedown side of any of these locations, so that the map is randomly generated.

Any card effects that reference a direction (left, right, above or below) should be interpreted from the perspective of the diagram below (“to the right,” for example, would mean in the direction towards the three Temple of the Deceived locations).

Exploration

The Exploration keyword on the main quest represents the player’s ability to traverse the Island Map prepared during the setup of the scenario. In this scenario, locations are not revealed from the encounter deck, and the entire island is laid out for the players to explore, one location at a time.

Locations in the Island Map cannot leave the Island Map for any reason, nor can they leave their individual positions within the island (for example, an effect that would switch two locations does not work in this scenario). The Island Map is not the same as the staging area and does not function in the same way. Note that there is still a staging area, which is used for enemies and other cards that would be placed into the staging area.

During this scenario, the active location is represented through the use of an “active location marker,” which can be a resource token or a pawn/figurine of the players’ choice. The active location is not moved out of its place in the island map when the players travel to it. **The locations adjacent (orthogonally, not diagonally) to the active location are considered to be in the staging area.** All of the other locations on the Island Map are not considered to be in the staging area.

When the players quest successfully, progress is still placed on the active location before it is placed on the current quest, up to that location’s quest points, as normal. However, if progress is placed on any location equal to its quest points, it is not immediately explored. Instead, it remains in play.


During the Travel phase, if the active location has progress on it equal to its quest points, the players have the option to travel to a location in the staging area (i.e. an adjacent location). If the active location does not have enough progress on it, they cannot travel from it. **If the players travel to another location, all progress is removed from the active location, and their active location marker is moved to the new location.** At this point, the formerly active location is considered “explored,” although it is **not discarded or flipped over**, and remains in place. Because players always travel from one location directly

The Island Map



to another in this scenario, there is always an active location at any given moment in time. Remember that flipping an Uncharted location also removes all progress from it.

Players can freely travel around the Island Map using the above rules, and may return to locations they have already explored. Your goal is to find the entrance to the underwater Grotto which is somewhere inside the grand temple—the three locations on the rightmost side of the Island Map. But, in order to enter the Temple, you must find the Gate Key somewhere on the island. Good luck!

***Example:** David is playing Temple of the Deceived and a Flooded Ruins is the active location. Adjacent to the Flooded Ruins are two copies of Lost Island, one above and one to the right. There are no locations to the left or below the Flooded Ruins. Both of the adjacent Lost Islands are considered to be in the staging area, and therefore contribute their combined  of 4 to the staging area. After questing successfully, David places progress on the Flooded Ruins equal to its quest points (5), and the remainder is placed on the current quest. Normally, this would explore the Flooded Ruins, but because of the Exploration keyword, it remains in play. Then, during the Travel phase, because the Flooded Ruins has progress on it equal to its quest points, David may travel to a location in the staging area. He travels to the Lost Island to the right of the Flooded Ruins, moving his active location marker from the Flooded Ruins to the Lost Island and removing all progress from the Flooded Ruins, but keeping it in play without flipping it (it is now considered “explored”). He then flips the Lost Island card faceup, due to the **Forced** effect on the Lost Island.*



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PROOF OF
PURCHASE
Temple of the
Deceived
MEC50

THE LORD OF THE RINGS™

THE CARD GAME

THE DROWNED RUINS™

Difficulty Level = 6

The water of the grotto was dark, and flecked with ice. With much of their armor removed, the adventurers felt vulnerable and naked in its chilling grasp. The first thing they had done was tie a line of cord to a stalagmite near the entrance, so they would not lose their way navigating the depths of the grotto, but the cord's length was not infinite, and it would surely run out before they reached the secret chamber Sahir spoke of.

Sahir motioned for the group to follow, and they swam to the opposite side of the chamber. With a deep breath, Sahir dove underwater, and the party quickly followed suit, making sure not to lose sight of him should he try to lose them. He led them down a long tunnel near the floor of the cavern. As the tunnel stretched on, their throats began to tighten and their lungs begged for air. Strange plant life and stranger fish inhabited the caves, sea kelp pulling at their limbs as they swam. At last, they saw the water's surface as the tunnel turned upwards, and they emerged from the water, shaking from the cold, and coughing for air. Sahir looked about for a few seconds before marching off, threatening to leave the heroes behind if they didn't keep up.

"Is he always like this?" One of the heroes asked Na'asiyah, who had lingered behind, not knowing the way as Sahir did.

"The captain believes in inner strength, not help from others," she explained, coldly. "If one is too weak to survive alone, help is not deserved."

The heroes walked beside her, with Sahir leading the way ahead. "That must be a hard and lonely way to live, unable to seek assistance from others," one of the heroes said. Individually, the heroes were strong and capable of great feats, but many times they had relied on the leadership of great captains, the wisdom of the Elves and the Istari, and the skilled hands of healers. Without this aid, they might have perished long ago.

Na'asiyah looked at her feet for a moment, her jaw clenched. When she spoke, her voice was harder. "It is the only way I have ever known. To fight. To sail. To be free."

One of the heroes shook her head. "I am sorry, but you will never truly be free, not while the Corsairs live under the thumb of Mordor." Na'asiyah glowered back, eyes narrow.

"We do not do the bidding of Mordor," she said sharply, "We fight the Gondorians because they are our enemy. They want nothing more than to stamp us out like a nest of ants."

"That is the will of Mordor, not Gondor," the hero responded adamantly. "It is the servants of Sauron who breed war, death and hate."

Na'asiyah considered the hero's words, trying to understand. Her whole life, she had been told that the Gondorians and their allies were cruel and terrible, that their only love was in war, and that the Corsairs must be strong if they wished to remain free. But in just a short time, she'd experienced something very different. Those she'd met were skilled in war, but did not relish battle. They enjoyed each other's company, and fought to protect those they cared for. They mourned the loss of Lord Calphon, and yet they spared the Corsairs' lives and even saved them from certain death.

A few minutes later, the tunnel opened up into a larger cavern. Sahir stopped in his tracks, looking about. "What's wrong, lose your way?" one of the heroes called ahead.

"Ah, shut your trap," the captain snapped back. "It's not as if I'm going from memory here." Before the heroes could protest, a low-pitched wail echoed throughout the chamber, and the sounds of splashing and scraping surrounded them.

"We're not alone," one of the heroes said quietly. They drew their weapons and forged on.

"The Drowned Ruins" is played with an encounter deck built with all the cards from the following encounter sets: The Drowned Ruins, Drowned Dead, and The Stormcaller Elite. (Drowned Dead and The Stormcaller Elite can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Grotto / Underwater Locations

This scenario includes nine double-sided locations that do not have the Uncharted keyword. Instead, one side has the **Grotto** trait, while the other side has the **Underwater** trait. During Setup, the players are instructed to "prepare the Grotto deck". First, the players must remove the double-sided "Shrine to Morgoth" card and set it aside (this card is put into play during stage 2). Then, turn the remainder of the double-sided locations so that their **Grotto** side is faceup, and shuffle them together into a separate pile. This pile is referred to as "the Grotto deck."

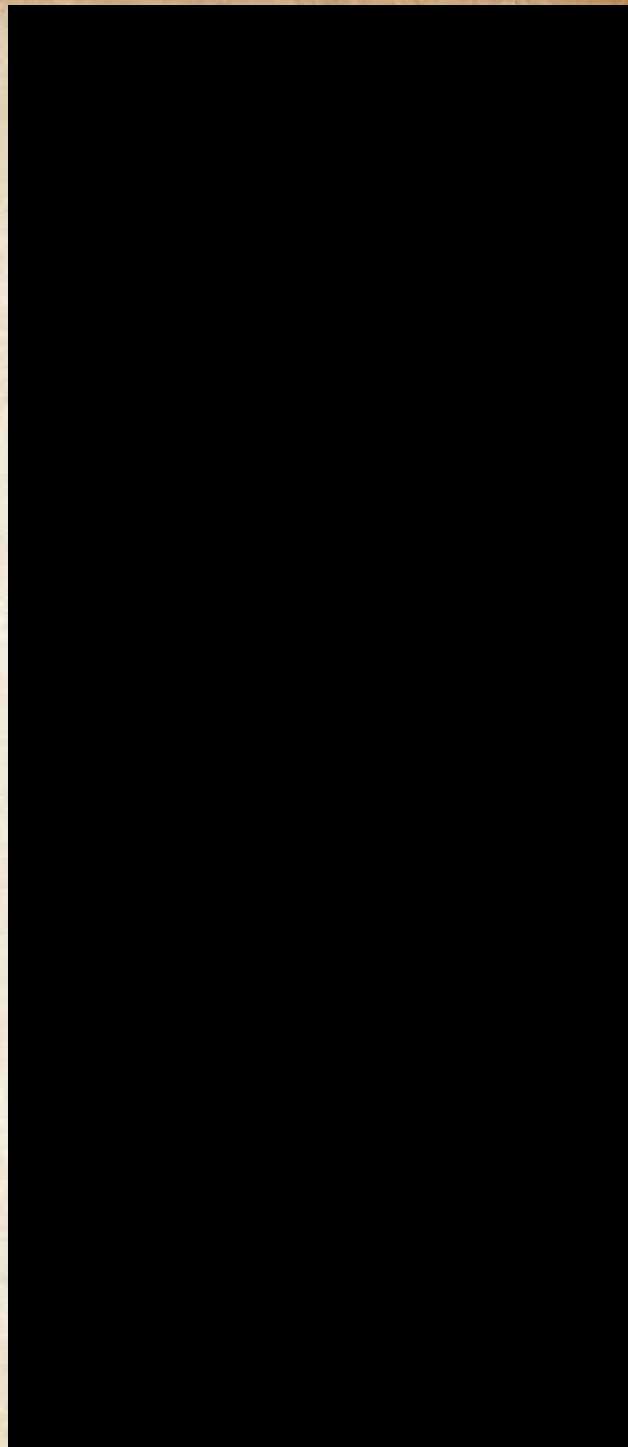
Players may freely look at the **Grotto** side of the top location of the Grotto deck. However, players cannot look at the facedown **Underwater** sides of any location until they are instructed to flip that location. **Flipping a double-sided location from one side to another removes all progress from it.**

During the game, locations will often be placed from the top of the Grotto deck into the staging area. This must be done with the location entering play with its **Grotto** side faceup, without looking at its **Underwater** side (unless instructed otherwise).

Because these locations are double-sided, they cannot enter the encounter deck or discard pile for any reason. When one of these locations is explored, if it is **Grotto** side faceup, it is shuffled back into the Grotto deck, **Grotto** side faceup. If it is **Underwater** side faceup when it is explored, it has the victory keyword and is therefore placed in the victory display.

Note that Grotto locations do not always have the same Underwater location on its facedown side.

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PROOF OF
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The Drowned
Ruins
MEC51

THE LORD OF THE RINGS™

THE CARD GAME

A STORM ON COBAS HAVEN™

Difficulty Level = 7

The heroes were beyond relieved when they finally entered the inlet of Cobas Haven. Tall lighthouse towers guided their path through the bay as the dawn sun painted the sky with shades of orange and pink. The castle of Dol Amroth loomed over the coast to their starboard side, on a high promontory that overlooked the bay. It was a beacon of hope to all who looked upon it. Even Na'asiyah seemed in awe of its strength and beauty, struck in silence for much of the voyage.

The bay was filled with Gondorian ships – some simple fishing vessels, others built for war. Horns and bells sounded in the towers around them as the Dream-chaser docked. The sailors immediately set to work, continuing the repairs on their fleet, which became a much simpler task when docked in friendly waters. The heroes asked to speak with Prince Imrahil, and they were brought into the castle at once. The prince was eager to hear their tale.

The heroes entered the grand hall of Dol Amroth, a large chamber with many open windows and a balcony that overlooked Cobas Haven. The walls were decorated with banners depicting a silver ship with a swan-prow on a blue sea. Servants brought them fresh food and water, and tended to their wounds while they rested. Na'asiyah half expected to be treated with disdain or contempt, but—to her surprise—the moment the heroes told the knights that she was an ally of theirs, she was given the same respect and courtesy as any other in the heroes' company.

Prince Imrahil came to the heroes as soon as he was given word of their arrival in the castle. Although he greeted them with joy, he grew concerned when he did not count Lord Calphon among them. "Where is Lord Calphon? I was given word that he had met with you and Cirdan at the Grey Havens, but no message has come since. When I was told of your arrival, I expected he would be with you."

"Alas," one of the heroes said mournfully, "Lord Calphon is not among us. He was slain during an attack on the Havens." Na'asiyah could see the pain and mourning in Imrahil's face, and she felt naive and ashamed to have contributed to the battle at the Havens. Clenching her fist, she met Imrahil's gaze with her own.

"Tell me everything," Imrahil said. "Spare no detail." The heroes obliged, and together they explained to the prince everything that had led to their arrival in Dol Amroth – their discovery of the black key, the attack on the Grey Havens, their pursuit of the Stormcaller, and their exploration of the undersea grotto. Imrahil listened carefully, especially to Na'asiyah's

story, for it was one of the first times he had ever spoken to a Corsair as an ally. Both Imrahil and the heroes were surprised to hear that Na'asiyah's original plan did not involve the killing of Lord Calphon.

"So you believe that Sahir has summoned the Corsair fleet?" Imrahil asked at last, and Na'asiyah nodded with certainty.

"Sahir is a cunning pirate, but whatever is in that chest has him obsessed. He will seek to protect his prize through whatever means necessary." Na'asiyah now understood the kind of person her former captain truly was. "He never really did care for any of us. It pains me that I never noticed. He stoked our anger with lies, told us of crimes against our people that were never committed, tricked us into thinking we fought for our freedom," she explained, her words sharpened with anger. "In truth, we only ever fought for him, to solidify his dominion over Umbar."

Prince Imrahil nodded, placing a hand on Na'asiyah's shoulder. "He has not won yet," he said. "We will muster our fleet and head south at once. If it is a battle Sahir wants..." Imrahil began, but his sentence was interrupted by the sound of horns over the bay. Shouts erupted from outside: "Corsairs! Corsairs from the south!" The heroes ran to the balcony and saw an approaching host of black ships.

"He's sent his fleet to intercept us while he escapes to Umbar," Na'asiyah said. "It's what I would have done. Ironic that the first time he would heed my advice would be after I have left his service."

Imrahil commanded his captains to prepare for battle before turning once more to the heroes. "Aid me in defending my city, and I will make sure your ships have a clear path to catch Sahir."

One of the heroes clasped arms with Imrahil, concurring. "We would have defended Dol Amroth either way."

"I'm coming with you," Na'asiyah declared, her expression purposeful. "I believe the Corsairs are in need of a change of leadership."

“A Storm on Cobas Haven” is played with an encounter deck built with all the cards from the following encounter sets: A Storm on Cobas Haven, Voyage Across Belegaer, Umbar Fleet, Corsair Pirates, Corsair Raiders, and The *Dream-chaser’s* Fleet. (Voyage Across Belegaer, Umbar Fleet, Corsair Pirates, Corsair Raiders, and The *Dream-chaser’s* Fleet can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



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



THE LORD OF THE RINGS™

THE CARD GAME

THE CITY OF CORSAIRS™

Difficulty Level = 8

It took several days before the Dream-chaser and her fleet arrived at the coast of Umbar. With the fleet's sails restored, they were able to harness the full strength of the wind. By the time they spotted the first watch tower off the coast, they were exhausted. But they knew they had no choice but to press on, for they were deep in Corsair waters, and there was no turning back.

"There!" one of the Elven sailors shouted from the bow of the ship. He pointed to the south, his keen eyes spotting something through the night fog. "The Stormcaller! We've caught it!" The crew prepared for battle, and a surge of adrenaline coursed through them. They gained quickly on the Stormcaller, and could hear the ruckus shouts, cries and curses coming from its raiders.

It wasn't long before alarms sounded from the coast. The watch towers had spotted them. It was now or never.

"The City of Corsairs" is played with an encounter deck built with all the cards from the following encounter sets: The City of Corsairs, Coast of Umbar, Stormy Weather, Umbar Fleet, Voyage Across Belegaer, Corsair Raiders, and The *Dream-chaser's* Fleet. (Stormy Weather, Umbar Fleet, Voyage Across Belegaer, Corsair Raiders, and The *Dream-chaser's* Fleet can be found in **The Grey Havens** deluxe expansion to **The Lord of the Rings: The Card Game**.)



From Sea to Land

This Adventure Pack includes two different encounter sets: The City of Corsairs encounter set and the Coast of Umbar encounter set. The Setup effect for this scenario instructs the players to shuffle the Corsair Raiders, Stormy Weather, Umbar Fleet, Voyage Across Belegaer, and Coast of Umbar encounter sets into an encounter deck and make it the active encounter deck. Then, the players set The City of Corsairs encounter set aside, as an inactive second encounter deck. This second encounter deck is not used until the players finish stage 1.

When the players reach stage 2B, they are instructed to shuffle the Corsair Deck and Corsair discard pile into the **second** encounter deck. Then, they search the encounter deck and discard pile for each copy of Watch Tower and each copy of Battle-hardened, and shuffle those cards into the second encounter deck as well (copies of Watch Tower that are currently in play should remain in play). Finally, the players set the current encounter deck aside, inactive, and the second encounter deck becomes the active encounter deck. This represents the transition from sailing the seas to traveling the streets of Umbar, and the heroes must continue their journey without the use of their ships.

Indestructible

An enemy with the indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

