

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.

