

# 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.

*The chase was longer than either party had anticipated. Although the heroes had quickly gained on the Stormcaller, before the voyage was over, the weather had changed for the worse. Harsh winds and rough waves slowed their progress, and other Corsair ships harassed them at every opportunity, blocking their passage and forcing them into battle. With every setback, the Dream-chaser prevailed, much to the dismay of the Stormcaller's crew, who cursed the heroes each time their white sails appeared on the horizon.*

*After many days, traveling as fast as the wind could take them, the heroes finally caught up to the Corsairs, sailing around the Cape of Andrast at the southern edge of the western coast. A terrible storm wracked the seas and threatened to sink both fleets. Flashes of lightning splintered across the sky, and waves as tall as hilltops crashed into the bow of every ship that dared to round the cape. When the skies finally settled, the mast of the Dream-chaser had begun to splinter, and its sails were torn. Luckily for the heroes, the Stormcaller was also damaged. Both ships remained sea-worthy, but neither would be outrunning the other for some time.*

*"Get ready to board the Corsairs!" one of the heroes shouted from the bow of the ship. Those who were in fighting shape lifted their swords high in the sky and began to sing, their voices echoing across the cliffs facing the water.*

The story continues in "The Thing in the Depths," the second Adventure Pack in the "Dream-chaser" cycle.

## SUGGESTED PLAY AREA FOR "FLIGHT OF THE STORMCALLER"

The Players'  
Quest Deck



The Stormcaller's  
Quest Deck

Staging Area



The Stormcaller's Area



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