

# 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.**

