

THE LORD OF THE RINGS™

THE CARD GAME

THE TREACHERY OF RHUDAUR™

Difficulty Level = 5

Having escaped imprisonment in the Goblin dungeons of Mount Gram and an icy death in the rugged Coldfells at the hands of hungry Trolls, the heroes had finally reached the woods of Rhudaur. The company made good time for several days, fair weather and plentiful food motivating them to travel at a brisk pace. Yet, no matter how many leagues they crossed, the dark presence and fear that had been tugging at the back of their minds ever since escaping Mount Gram never ceased to haunt them. When they slept, they were plagued by dreadful nightmares, and every waking moment was filled with the sensation of being pursued.

As they traveled, evidence of the kingdom's collapse peppered the woods. They crossed through ancient ruins and made their way around towers of stone and rubble, long forgotten and ravaged by years of disrepair. "This area has been largely uninhabited for centuries," Amarthiül explained to them. "Once Rhudaur was annexed by the Witch-king, those loyal to him were called to fight in his long war with Arthedain. The kingdom of Rhudaur was abolished and left to ruin."

"They should have you teaching young pupils," one of the companions said with a chuckle, and Amarthiül himself gave a smirk.

"Perhaps, but this is the path I chose for myself," Amarthiül disclosed. His expression grew solemn. "When I was younger, I followed Iârion and several other Rangers on a hunting expedition. I was eager to prove myself to the others, that I could be one of them. But I was too brash and foolish, and the orcs captured me. Iârion risked his life to save me. His determination, his willingness to sacrifice everything, inspired me to become more than a scholar or a healer. I swore that I would repay my life debt with steel and blood. I wanted to become a warrior and a leader like him, to save others like he saved me." The Ranger gave a sigh and rubbed his forehead, worried. "Now he is the one held captive, tortured or worse, and I am powerless to help."

Amarthiül appeared inconsolable. It had been tough watching the young Ranger's determination go unrewarded for so long. "I understand now why you are so driven to find him," one of the heroes said. "Do not lose hope. We are not defeated yet."

Just then, the young Ranger's gaze was drawn behind the heroes, deeper into the woods, and his eyes widened. "Is that what I think it is?" he muttered, and ran ahead. They hadn't seen Amarthiül run that swiftly since departing from Fornost. It didn't take long to catch up to the Ranger - the building he had seen lay fifty meters away, obscured by trees and brush. The pinewood forest opened into a small clearing, concealed on all sides by

dense overgrowth. At the other end of the clearing, they saw a stone gatehouse, decrepit from years of disrepair, forgotten by time, but standing strong nevertheless. Behind the gatehouse stood the ruins of an ancient keep tucked into the woods. They had seen several such ruins throughout their journey, but what caught their eyes was the symbol painted upon the wooden door of the gate. It was the symbol of the regal hawk-in-flight. Amarthiül pulled Iârion's pendant from underneath his tunic, where he wore it on a thin chain. "This symbol... It's the same!" he exclaimed, holding the pendant up next to the symbol on the door.

"You said Iârion wore this pendant proudly as a symbol of his lineage," one of the heroes said, and the company exchanged anxious glances. "This is a fortuitous discovery. We have not the slightest clue why Thaurdir - and this Daechanar who commands him - took Iârion captive at Fornost. If Amarthiül is right and the Wraith was after Iârion in particular, these ruins might hold the answer to this mystery."

There was a murmur of agreement, and Amarthiül nodded. "Then what are we waiting for?" he declared, an eager light in his eyes. But as soon as they opened the door to the gatehouse, a furious gale, chill as ice, knocked them to the ground. The wind shrieked. There was a foulness in the air all around them - in the ruins, and in the woods behind them. Something evil haunted Iârion's ancestral home, and worse, the malevolence that had followed them from Mount Gram was close behind...



“The Treachery of Rhudaur” is played with an encounter deck built with all the cards from the following encounter sets: The Treachery of Rhudaur, Cursed Dead, and Ruins of Arnor. (Cursed Dead and Ruins of Arnor can be found in **The Lost Realm** deluxe expansion to **The Lord of the Rings: The Card Game**.)



Valour

Valour is a new trigger that appears on some player cards in the Angmar Awakened cycle. **Actions** and **Responses** with the **Valour** trigger, presented as “**Valour Action**” or “**Valour Response**,” can only be triggered by a player whose threat is 40 or higher.

If an event card has two effects, one with the **Valour** trigger and one without, you may only choose one of these two effects to trigger when you play the card. You may still only choose the effect with the **Valour** trigger if your threat is 40 or higher.

The Investigation

This scenario includes 3 side quests which are added to the staging area during setup, “quest side faceup.” These cards are double-sided, with a side quest on one side and a **Clue** objective on the other side. While they are quest side faceup, they function as an encounter side quest. Each of these quests has the text, “**When this quest is defeated, flip it over.**” This means you turn it so that it is objective side faceup. As an objective, each of these cards has text that allows the players to claim the objective and attach it to Amarthiúl, or to a hero. Therefore, by completing each of these side quests, the players are able to claim objectives that aid them in their quest.

Amarthiúl

Amarthiúl is an objective-ally in this scenario. During setup, the first player takes control of Amarthiúl. Amarthiúl has the text: “**Response:** After an enemy engages a player, give control of Amarthiúl to that player.” This response is optional, and allows you to give control of Amarthiúl to another player after an enemy engages that player. Amarthiúl does not pass from one player to another when you pass the first player token.

Amarthiúl also has the text: “**If Amarthiúl leaves play, the players lose the game.**” This text cannot be modified by card effects.

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



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