

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*.*



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

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