

ENDLESS FOREST

X

3

Forest.

X is the number of locations in the staging area. Endless Forest gets +2 quest points for each other **Forest** location in play.

Shadow: You may choose to add Endless Forest to the staging area. If you don't, the attacking enemy makes an additional attack against you after this one.

LOCATION

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STRANGE WOODS

3

2

Forest.

While Strange Woods is in the staging area, characters cannot be healed.

Travel: Each player deals 1 damage to a character they controls.

Shadow: Attacking enemy gets +1 . If this attack destroys an ally, raise each player's threat by 3.

LOCATION

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STRANGE WOODS

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LOCATION

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CLOSING IN

x3

When Revealed: Discard cards from the top of the encounter deck until X locations are discarded. X is equal to the stage number of the main quest. Add each location discarded this way to the staging area.

Shadow: If this attack destroys an ally, reveal an encounter card.

TREACHERY

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TREACHERY

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DENIZEN OF THE DEEP

x2

When Revealed: The highest enemy in the staging area makes an immediate attack against the first player. If no attack is made this way, Denizen of the Deep gains surge.

Shadow: Attacking enemy makes an additional attack against you after this one.

TREACHERY

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When Revealed: The highest enemy in the staging area makes an immediate attack against the first player. If no attack is made this way, Denizen of the Deep gains surge.

Shadow: Attacking enemy makes an additional attack against you after this one.

TREACHERY

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FRENZIED

x3

When Revealed: Attach Frenzied to the highest engagement cost (eligible) enemy in the staging area. (Counts as a **Condition** attachment with the text: "Attached enemy gets +1 , +1 , +1 , and -10 engagement cost")

Shadow: Attach this card to the attacking enemy.

TREACHERY

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