

SECLUDED CAVE

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Underground. Cave.

Response: After you travel to Secluded Cave, each player draws 2 cards.

Forced: After Secluded Cave becomes the active location, return each engaged enemy in play to the staging area.

Shadow: This attack deals no damage. Return attacking enemy to the staging area after this attack.

LOCATION **VICTORY 1**

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INTO DARKNESS

Hazard.

When Revealed: Return the active location to the staging area. Each **Underground** location gets +1 until the end of the phase. If the number of players is greater than the number of locations in play, Into Darkness gains surge.

Shadow: Until the end of the round, attacking enemy cannot take damage.

TREACHERY

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Shadow: Until the end of the round, attacking enemy cannot take damage.

TREACHERY

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ORC PATROL

When Revealed: Each player discards cards from the top of the encounter deck until they discard an **Orc** enemy and adds that enemy to the staging area.

Shadow: If attacking enemy is an **Orc**, after this attack, it engages the next player, then makes an immediate attack (deal it a new shadow card).

TREACHERY

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ORC PATROL

When Revealed: Each player discards cards from the top of the encounter deck until they discard an **Orc** enemy and adds that enemy to the staging area.

Shadow: If attacking enemy is an **Orc**, after this attack, it engages the next player, then makes an immediate attack (deal it a new shadow card).

TREACHERY

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VAST AND INTRICATE

When Revealed: Discard the active location. Shuffle the encounter discard pile into the encounter deck and discard cards from the top until a non-unique **Underground** location is discarded. Make that location the active location. Trigger the "when revealed" effect of the top **Hazard** card in the encounter discard pile if it was discarded by this effect. Add it to the staging area if it's an enemy or location.

TREACHERY

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VAST AND INTRICATE

When Revealed: Discard the active location. Shuffle the encounter discard pile into the encounter deck and discard cards from the top until a non-unique **Underground** location is discarded. Make that location the active location. Trigger the "when revealed" effect of the top **Hazard** card in the encounter discard pile if it was discarded by this effect. Add it to the staging area if it's an enemy or location.

TREACHERY

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WATCHFUL EYES

When Revealed: Attach to the hero with the highest threat cost and without a **Condition** attachment. (Counts as a **Condition** attachment with the text: "**Forced:** If attached hero is exhausted at the end of the combat phase, reveal 1 encounter card and add it to the staging area. If that card is an enemy, discard Watchful Eyes.")

TREACHERY

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ESCAPE FROM CUNNING MAZES

Surge. During the travel phase, the players must travel to a location, if able.

Forced: When the active location is explored, place 1 progress token here.

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VICTORY 1

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