

STAGNANT QUAGMIRE

3

2

Marsh.

Doomed 2.

While Stagnant Quagmire is in the staging area, it gains: **Forced:** After the main quest changes, each player must exhaust a character they control.

Shadow: Exhaust a character you control.

LOCATION

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LOCATION

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DANGEROUS MARSHLANDS

8

6

Marsh.

Action: Deal 1 damage to a hero you control to reduce Dangerous Marshlands' by 1 until the end of the phase. Any player may trigger this effect.

Shadow: Each enemy engaged with the defending player gets +1 until the end of the phase.

LOCATION **VICTORY 1**

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DANGEROUS MARSHLANDS

8

6

Marsh.

Action: Deal 1 damage to a hero you control to reduce Dangerous Marshlands' by 1 until the end of the phase. Any player may trigger this effect.

Shadow: Each enemy engaged with the defending player gets +1 until the end of the phase.

LOCATION **VICTORY 1**

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DEAD THINGS

2

2

Marsh.

Surge.

Forced: After Dead Things leaves play as an explored location, raise each player's threat by 2.

Shadow: If this attack destroys an ally, raise your threat by 4.

LOCATION

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DEAD THINGS

2

2

Marsh.

Surge.

Forced: After Dead Things leaves play as an explored location, raise each player's threat by 2.

Shadow: If this attack destroys an ally, raise your threat by 4.

LOCATION

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PERILOUS SWAMP

4

2

Marsh.

No more than 1 progress token can be placed on Perilous Swamp each round.

Shadow: The defending player may choose to add Perilous Swamp to the staging area. If they don't, deal the attacking enemy 3 additional shadow cards.

LOCATION

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PERILOUS SWAMP

4

2

Marsh.

No more than 1 progress token can be placed on Perilous Swamp each round.

Shadow: The defending player may choose to add Perilous Swamp to the staging area. If they don't, deal the attacking enemy 3 additional shadow cards.

LOCATION

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POISONOUS VENTS

4

3

Marsh. Hills. Hazard.

When Revealed: Make Poisonous Vents the active location, returning any previously active location to the staging area.

Forced: When Poisonous Vents leaves play as an explored location, deal 1 damage to each damaged character.

Shadow: Attacking enemy gets +2.

LOCATION

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