

**DARK CORNER**

2

5

**Forest. Dark.**

Doomed 2.

While Dark Corner is in the staging area, each **Huorn** enemy gets a shadow card and attacks as normal during the combat phase.

**Forced:** After Dark Corner of Fangorn becomes the active location, each engaged **Huorn** enemy makes an immediate attack.

**LOCATION**

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**GIANT WEB**

3

1

**Forest. Hazard.**

While Giant Web is the active location, each character gets -1 ♀, -1 ♀, and -1 ♀.

**When Revealed:** Make Giant Web the active location. Return any previous active location to the staging area.

**Shadow:** Add Giant Web to the staging area.

**LOCATION**

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**MENACING PASSAGES**

1

3

**Forest. Dark.**

Surge.

While Menacing Passages is in the staging area, each enemy gets -5 engagement cost.

**Travel:** Each player engages an enemy in the staging area to travel here.

**LOCATION**

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**RUSHING RIVER**

3

4

**Forest. River. Hazard.**

While Rushing River is in the staging area, enemies cannot be optionally engaged.

**Travel:** Deal 1 damage to each exhausted character.

**Shadow:** Deal the attacking enemy 2 additional shadow cards.

**LOCATION** **VICTORY 1**

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**SUN-LIT PATH**

1

7

**Forest.**

While Sun-lit Path is the active location, it gains:

**Response:** After Sun-lit Path is explored, discard up to 2 non-unique locations in the staging area.

**Travel:** Discard the top card of the encounter deck. If that card is an enemy or location, add that card to the staging area.

**Shadow:** Ready the defending character.

**LOCATION** **VICTORY 1**

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**CAUGHT IN A WEB**

2

**Hazard.**

**When Revealed:** Attach to the hero with the lowest threat cost and without a **Condition** attachment (Counts as a **Condition** attachment with the text: "Attached hero does not ready during the refresh phase unless you pay 2 resources from that hero's pool.")

**TREACHERY**

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**CAUGHT IN A WEB**

2

**Hazard.**

**When Revealed:** Attach to the hero with the lowest threat cost and without a **Condition** attachment (Counts as a **Condition** attachment with the text: "Attached hero does not ready during the refresh phase unless you pay 2 resources from that hero's pool.")

**TREACHERY**

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**PERILOUS WOODS**

2

**When Revealed:** Each **Huorn** engaged with a player makes an immediate attack, if able. Attach Perilous Woods to the highest ♀ location in the staging area. (Counts as a **Condition** attachment with the text: "Each location gets +1 ♀")

**Shadow:** Each **Huorn** engaged with you makes an immediate attack after this one.

**TREACHERY**

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**PERILOUS WOODS**

2

**When Revealed:** Each **Huorn** engaged with a player makes an immediate attack, if able. Attach Perilous Woods to the highest ♀ location in the staging area. (Counts as a **Condition** attachment with the text: "Each location gets +1 ♀")

**Shadow:** Each **Huorn** engaged with you makes an immediate attack after this one.

**TREACHERY**

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