

1

ENCROACHING SANDS

Condition.

Attach to a non-unique location in the staging area.

Attached location gains the **Desert** trait and loses its other traits. Treat attached location's printed text box as blank. (*X becomes 0.*)

"And further still there are more lands, they say, but the Yellow Face is very hot there, and there are seldom any clouds, and the men are fierce and have dark faces."
—Gollum, *The Two Towers*

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ATTACHMENT

1

RECURVE BOW

Item. Weapon. Easterling.

Attach to an **Easterling** or ranged character.

Response: After attached character is declared as an attacker, exhaust Recurve Bow to deal 1 damage to the defending enemy.

Response: After you play Recurve Bow on an **Easterling** character, draw 1 card.

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2

THE BLUE WIZARDS

Spell.

You must use resources from 2 different **Istari** heroes to pay for this card.

Action: Look at the bottom 5 cards of the encounter deck. You may switch any number of enemies and locations from among them with non-unique enemies and locations in the staging area. Then, return the 5 cards to the bottom of the encounter deck in any order.

EVENT

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EVENT

1A

THE JOURNEY BEGINS

FIRE FROM THE ASHES

Setup: Each player discards cards from the top of the encounter deck until they discard a non-unique enemy or location and adds it to the staging area. Then, shuffle the encounter discard pile into the encounter deck.