


2A

ONE STEP CLOSER

DARREN AND LAID WASTE



When revealed: If the number of damage tokens on stage 1B was equal to or greater than the number of resource tokens on it, add General Nizui to the staging area. If not, add Lost City to the staging area and attach Suyfan to it as a guarded objective. Then, shuffle the encounter discard pile and each set-aside card except for Sand-drake into the encounter deck. Then, reveal X encounter cards, where X is 1 less than the number of players.

ILLUSTRATION: Sergey Gushakov

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A LONG-FORGOTTEN EVIL

DARKEN AND LAID WASTE

While Sand-drake is in the staging area, reveal 1 additional encounter during the staging step.

Forced: Return Sand-drake to the staging area at the beginning of the encounter phase.

Action: remove 3 progress from this stage to deal 1 damage to Sand-drake.

This player cannot win the game until Sand-drake is defeated.

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ONE STEP CLOSER

DARREN AND LAID WASTE

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You come upon either the enemy leader or the ruins of the lost city. One of these may unveil whatever value is hidden below the sands of this desolate wasteland.

The players cannot defeat this stage unless General Nūzu or Lost City are in the victory display. If Suyfan is destroyed, the players lose the game.



A LONG-FORGOTTEN EVIL

DARREN AND LAID WASTE



The sands suddenly whip up around you. Through squinting eyes, you see the ancient evil that once brought ruin to the city. A beast from the Elder Days reveals itself, its gaze fixed on you, daring you to approach.

When Revealed: Shuffle the encounter discard pile into the encounter deck. Then, count the number of encounter cards in the staging area and shuffle them into the encounter deck. Reveal an equal number of encounter cards. Then, add Sand-drake to the staging area.

