

**BLISTERING ERG**

X

4

**Desert. Hills.**

X is 1 more than the stage number of the main quest.

**Forced:** After Blistering Erg leaves play as an explored location, each player assigns X damage among characters they control.

**Shadow:** Raise your threat by 2.

**LOCATION**

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**BRAKE OF THORNS**

3

3

**Desert. River. Hazard.**

While Brake of Thorns is the active location, it gains: **"Response:** When Brake of Thorns is explored, lower each player's threat by 3."

**Forced:** After Brake of Thorns becomes the active location, each player assigns X damage among characters they control, where X is the tens digit of their threat.

**LOCATION**

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**DESERT OASIS**

2

2

**Desert.**

While Desert Oasis is the active location, it gains: **"Response:** When Desert Oasis is explored, heal 4 damage from among characters in play."

**Travel:** Each player exhausts a character they control.

**LOCATION**

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**DEVASTATED LANDS**

5

2

**Desert. Hazard.**

The players cannot win the game while Devastated Lands is in play.

**Shadow:** If the attacking enemy is non-unique, cancel this attack. Then, shuffle the attacking enemy into the encounter deck and reveal 2 encounter cards.

**LOCATION**

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