

DEVASTATED LANDS

5

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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ENEMY CAMP

2

Desert.

Surge.

While Desert Camp is the active location, it gains: "Response: After Desert Camp is explored, each player adds 2 resources to 1 of their heroes' resource pools."

Shadow: Deal the attacking enemy 2 additional shadow cards.

LOCATION **VICTORY 1**

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SECRET CAVE

2

Underground. Cave.

While Secret Cave is in the staging area, each Orc enemy gets +1 and +1 .

Travel: One player chooses and engages an enemy in the staging area.

Shadow: Attacking enemy gets +2 until the end of the phase.

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TOWERING DUNES

3

Desert. Hills.

While Towering Dunes is in the staging area, progress cannot be placed on locations in the staging area not named Towering Dunes.

While Towering Dunes is the active location, deal engaged enemies 1 additional shadow card at the beginning of the combat phase.

... all seemed ruinous and dead, a desert burned and choked. —The Return of the King

LOCATION

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