Whispering Forest

2

Location - Wild



After 1 Travel:
- : spawn setup enemies
- : enter dungeon card
- : Draw encounter
  And spawn setup enemies

1 1 2 5

Forgotten Marsh

2

Location - Wild



After 1 Travel:
- : Discard 1 travel token
- : All heroes heal 1.
- : Spawn Mystical Enemy in Shadow

1 2 4

Frozen Mountains

3

Location - Wild



After Each Travel:
- : heroes gain 2 wounds
- : enter dungeon card
- : Draw encounter
  Spawn Mystical Enemy

1 2 2 4

The Dust lands

4

Location - Wild



After Each Travel:
- : enter dungeon card
- : Spawn Mystical Enemy in the Shadow
- : Draw encounter

3

End of the location Phase lead hero Gain 1 damage

4

Misty Plains

2

Location - Wild



After 1 Travel:
- : spawn Mystic enemy
- : Draw encounter card
- : Heal all heroes 1 point
  Heal all enemies 1 Point

2 3 5

The Lost city

3

Location - Wild



After 1 Travel:
- : spawn setup enemies
- : enter dungeon card
- : Draw encounter
  And enter dungeon Card

1 2 2 3

The Vortex

Location - Mission

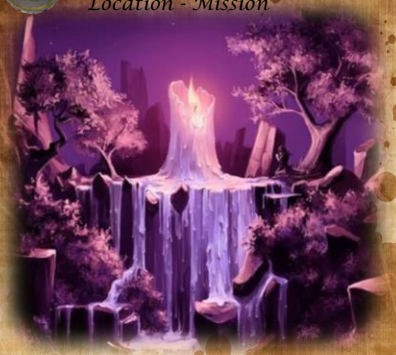


When this location is fully explored discard all progress And the heroes can do their Rest action: for each success ***Gaia*** and ***Dro'th-mah'aal*** Both get that much damage while you try to lock them beyond reality

5

The Crossroads

Location - Mission



The flame in the Void:
Each time a hero supposed to gain Dungeon card here he can ready one of his Actions instead or Heal One damage but he can't gain a dungeon card

9

The Battlefield

Location - Mission



In the end of the location phsase the leading hero need to exhaust his Aid to help the people of the city.

When this location is fully explored discard all progress And Use the CANNON gear card

4