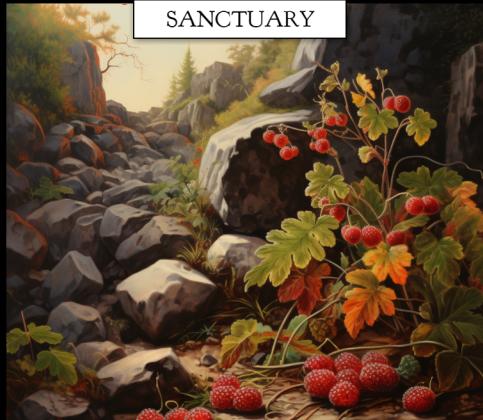


BERRY FILLED OUTCROP

SANCTUARY



You may rest here if you remain vigilant.
After resting you must play .
If you chose not to rest, you may gain .

BLIGHTSPEAK

ABERRANT



AFFLCTION



DISADVANTAGE

BARREN HEIGHTS



Discard or gain a DOOM and each character 2 WEARY.

BEHLGOR HORROR HORDE



Each character that does not have in-hand must exhaust one Play Card and gain Injured. Gain two Injured if you have no in-hand cards.



14

DREAD GUARDIAN

3



27

FOREST LANCER

5



DESPAIR



DISADVANTAGE



INJURED



ENSNARED

7

BRAMBLE WIGHT

3



27

CLIFFSIDE TRAIL

5



ENSNARED



DOOM

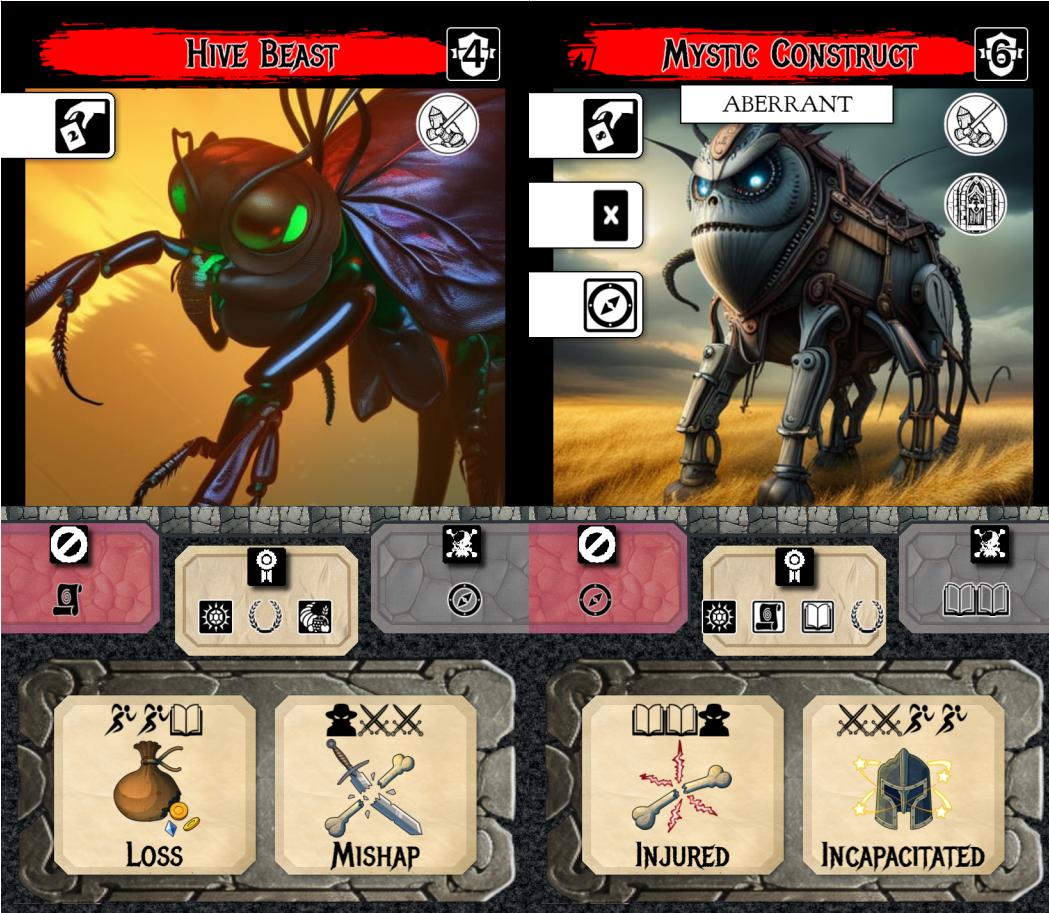


MISHAP

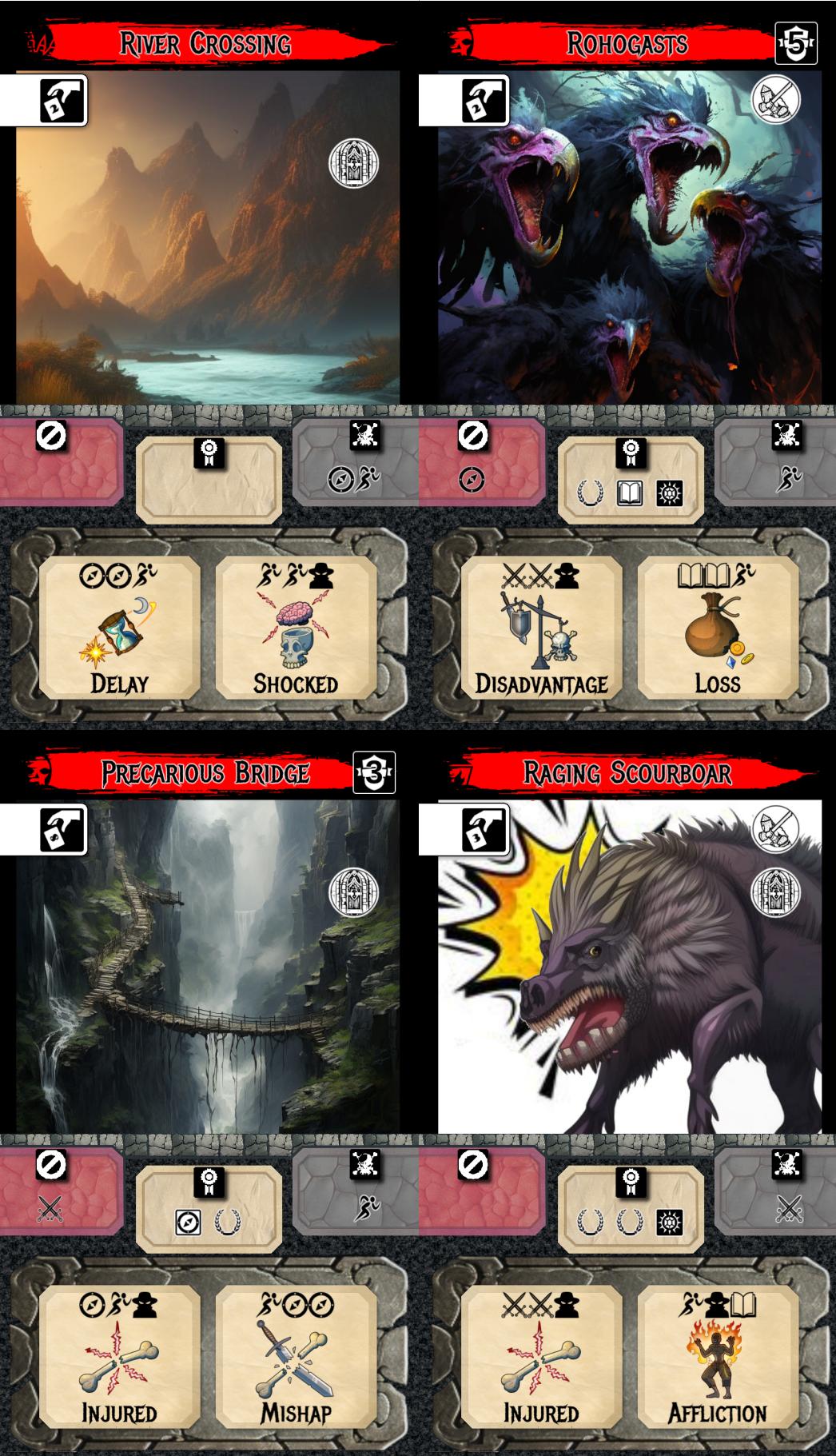


LOST











TUMBLED RUIN

4



X



SCOURBOAR



VIBRANT FARM



If you have DELAY Peril, discard it and Vibrant Farm and take a WEARY for each character.

Otherwise:

You may discard up to ☀️ ☀️ ☀️ to gain one 🌻 for each ☀️.

SIREN MONOLITH

ARCANE



These ancient monoliths dot the wildlands. Possibly constructed as beacons for the Interlopers, their true purpose is a mystery. Any character with less than 2 🌻 takes an Injured Peril.



WILDWOOD SAVAGE		WJEN WRAITH	
WAYWARD PATH		WHISPERING TREES	

