



Setting



Setting



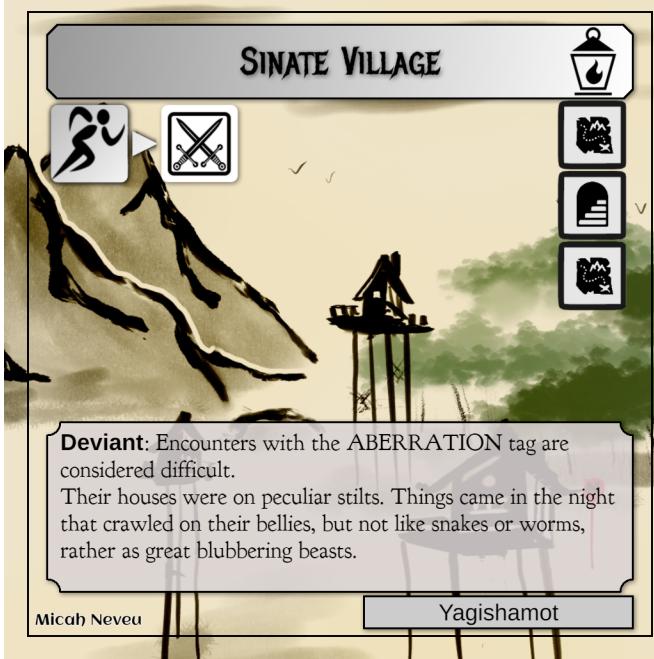
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Destination





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WHAT IS THIS PLACE?



Haunted: Encounters with UNDEAD or SPECTRE tags are considered difficult.

Wondrous: If you fail a threat, you may gain a cunning token.

Micah Neveu

Wild Lands

YAGISHAMOT PLAIN



Fetid: if you take an Injury Peril, take Affliction as well.

Micah Neveu

Yagishamot

THE RED TOWER



The Red Tower was a Wizard's tower, beyond Fort Brin along the river Esa Qois. Overwhelmed in 16,504 The Red Tower was one of the last bastions outside Esa Avte.

It remains one of the most known possible destinations for an expedition crew, as a scouting party recently discovered its location.

Stan P.

Red Tower

THE WARDED FOREST



Ley Lines: The first playcard with played against a Threat in each encounter is Exhausted instead of Played. You may instead discard a magic token.
 can be Played as .

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THE LONG DARK



Tunnels upon tunnels, day and night, we knew no difference in the deepest of the chasms.

Oppressive: If you gain Despair, also gain Mishap.

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Yagishamot

THE LONG GRAVEYARD



Troubling: When this setting is revealed, each character with less than 2 available spirit gains Injured or Shocked.

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