



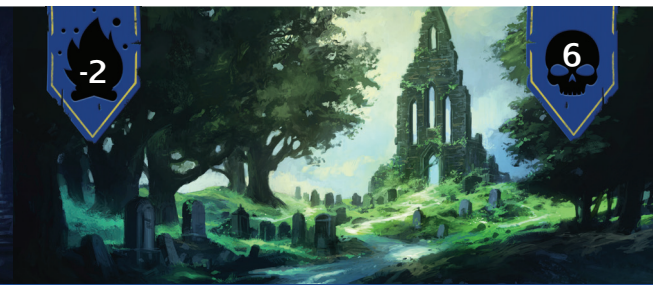
FORBIDDEN TOWER

Exhausting adventurer cards to keep firewood from reaching zero count for **1 extra firewood**.



ANCIENT CRYPT

If an **Unhallowed** is summoned here, you may pick the Unhallowed you face from the Unhallowed deck.



FORGOTTEN GRAVEYARD

All defeated **Undead** creatures go back to the bottom of the creature deck instead of the Graveyard.



LOST OUTPOST

Every adventurer may increase the value of their **lowest die** by 1.



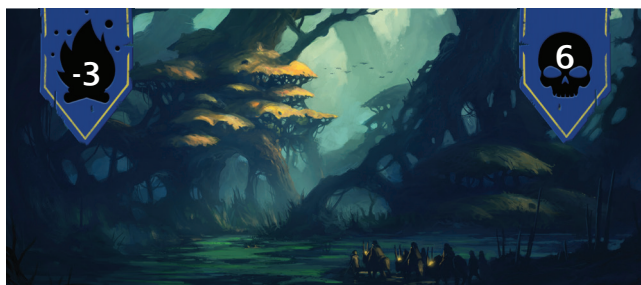
CLIFF WATCH

All adventurers **ranges** are increased by 1.



BARREN PLAINS

Reduce the **firewood** by half rounded down.



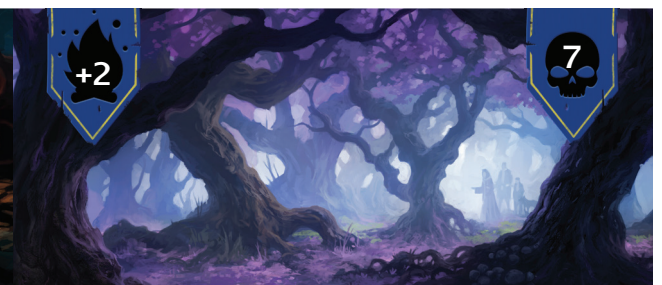
FETID SWAMP

Every time a **First position** creature power activates **lose 1 firewood**.



UNDERGROUND TOMB

Reduce the creatures revealed by 1.



DARK WOODS

Increase the health of all **forest creatures** by 1.



REMOTE TAVERN

The adventurer resting in camp refreshes an **additional card**.



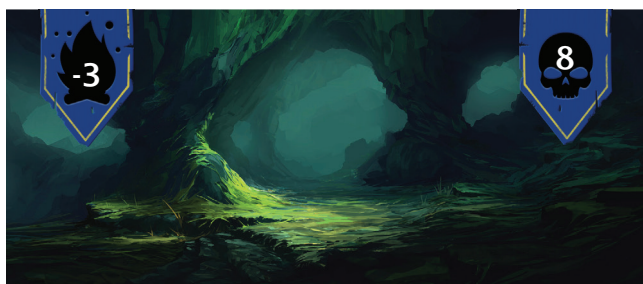
MOUNTAIN KEEP

Add the **highest health** creature from the Graveyard face down to the end of the line.



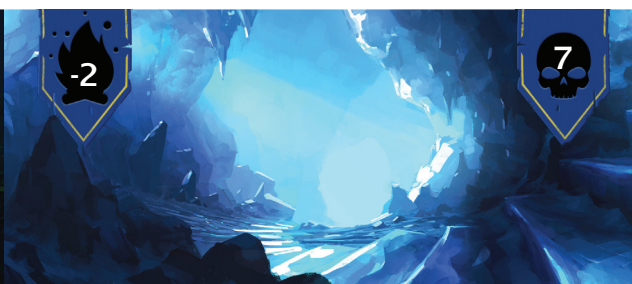
SNOWY PASS

Place the **lowest rolled die** on this card. It cannot be used this round.



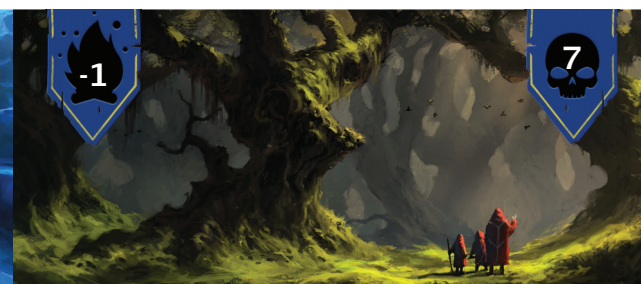
GOBLIN CAVES

Increase the health of **all goblins** by 3.



FROST CAVERNS

Reduce the health of **all dragons** by 2.



ELVEN GROVE

Camp actions will take **any value** die.



WITCH'S SHACK

Collect **1 extra firewood** for each die spent chopping wood.



THE WHITE MONOLITH

All adventurers with an **exhausted card** must swap it with an active card.



HIDDEN TEMPLE

Choose two cards to refresh when this location is cleared without creatures entering the **Horde**.