



THE WRAITH LORD'S LAIR

You must stop here and fight a psychic combat against the Wraith Lord who has a craft of 6. If you defeat him, you may take a Talisman and two gold. Win, lose or draw, on your next turn, you exit the Forest on the Woods space in the Inner Region. If you defeat the Wraith Lord, then the next player to land here will find that a new Wraith Lord has taken his place.

BLASTED HEATH

Draw two forest cards

CLEARING

Draw one forest card

THICKET

Draw one forest card

WOODLAND

Draw two forest cards

MYSTIC GLADE

Roll a dice: 1= Fall into a magical slumber; Miss one turn; 2-3= Nothing Happens; 4= Gain one craft; 5= Gain one life; 6= Gain one spell.

DENSE FOREST

Draw three forest cards

COPSE

Draw one forest card

SWAMPLAND

On your next turn, instead of moving normally, roll one dice: 1-3= Trapped here for a turn. You must encounter this space again, even though you haven't moved; 4-6= Move away as normal.

PATH

Draw one forest card

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Draw one forest card

WOODLAND

Draw one forest card