

Teija & Nauraa
Muna Hero

RESERVE ■■ LANDMARKS ■■

The first Character you play each Afternoon gains 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)



BTG-091-H - Nestor Papapantafyllou - © 2024 Equinox

Kitsune
Character - Spirit

0
3
2

Each player draws a card.

"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"



BTG-097-C - Gaga Zhou - © 2024 Equinox

Kitsune
Character - Spirit

0
3
2

Each player draws a card.

"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"



BTG-097-C - Gaga Zhou - © 2024 Equinox

Kitsune
Character - Spirit

0
3
2

Each player draws a card.

"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"



BTG-097-C - Gaga Zhou - © 2024 Equinox

Spindle Harvesters
Character - Animal, Plant

1
1
0
0

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

Some say the harvesters are the caretakers of the world-trees.



BTG-095-C - Ba Vo - © 2024 Equinox

Spindle Harvesters
Character - Animal, Plant

1
1
0
0

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

Some say the harvesters are the caretakers of the world-trees.



BTG-095-C - Ba Vo - © 2024 Equinox

Spindle Harvesters
Character - Animal, Plant

1
1
0
0

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

Some say the harvesters are the caretakers of the world-trees.



BTG-095-C - Ba Vo - © 2024 Equinox

Sneezer Shroom
Character - Plant

1
1
1

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

"Achoo!"



BTG-099-C - Zero Wen - © 2024 Equinox

Sneezer Shroom
Character - Plant

1
1
1

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

"Achoo!"



BTG-099-C - Zero Wen - © 2024 Equinox



2 **2** Sneezer Shroom
Character - Plant

1
1
1

→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)
At Noon — I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

"Achoo!"



BTG-099-R - Zero Wen - © 2024 Equinox

3 **2** Inari
Character - Deity

3
1
3

Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.



BTG-101-C - Matteo Spirito - © 2024 Equinox

3 **2** Inari
Character - Deity

3
1
3

Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.



BTG-101-C - Matteo Spirito - © 2024 Equinox

3 **2** Inari
Character - Deity

3
1
3

Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.



BTG-101-C - Matteo Spirito - © 2024 Equinox

3 **3** Daughter of Yggdrasil
Character - Plant

5
5
3

Target opponent draws a card.

The children of Yggdrasil now take care of the world trees.



BTG-104-C - Nestor Papatriantafyllou - © 2024 Equinox

3 **3** Daughter of Yggdrasil
Character - Plant

5
5
3

Target opponent draws a card.

The children of Yggdrasil now take care of the world trees.



BTG-104-C - Nestor Papatriantafyllou - © 2024 Equinox

3 **3** Daughter of Yggdrasil
Character - Plant

5
5
3

Target opponent draws a card.

The children of Yggdrasil now take care of the world trees.



BTG-104-C - Nestor Papatriantafyllou - © 2024 Equinox

3 **2** Muna Druid
Character - Druid

3
2
2

"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."

X: Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)



BTG-102-C - Ba Vo - © 2024 Equinox

3 **2** Muna Druid
Character - Druid

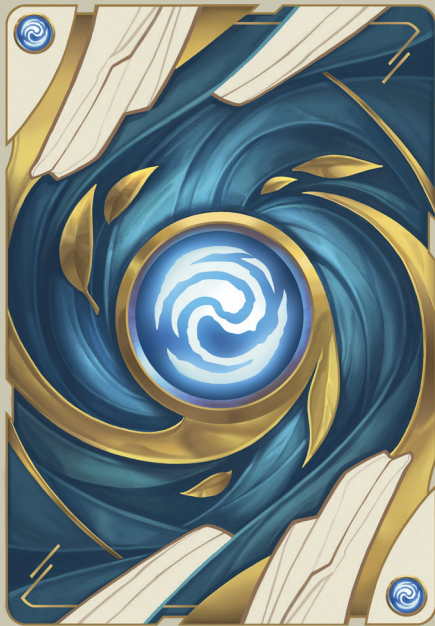
3
2
2

"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."

X: Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)



BTG-102-C - Ba Vo - © 2024 Equinox



3 **2** **Muna Druid**
Character - Druid



"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."

☒ : Target Character with Hand Cost 3 or less gains **Anchored**. (Discard me from Reserve to do this.)

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4 **3** **Cernunnos**
Character - Druid, Deity



You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

BTG-108-C - Ba Vo -™ & © 2024 Equinox

4 **3** **Cernunnos**
Character - Druid, Deity



You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

BTG-108-C - Ba Vo -™ & © 2024 Equinox

4 **3** **Cernunnos**
Character - Druid, Deity



You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

BTG-108-C - Ba Vo -™ & © 2024 Equinox

5 **5** **Coniferal Coneman**
Character - Plant



→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

"Dosuko! Let's put it in the ground!"

BTG-111-C - Damian Audino -™ & © 2024 Equinox

5 **5** **Coniferal Coneman**
Character - Plant



→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

"Dosuko! Let's put it in the ground!"

BTG-111-C - Damian Audino -™ & © 2024 Equinox

4 **4** **Coniferal Coneman**
Character - Plant



→ I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)

"Dosuko! Let's put it in the ground!"

BTG-111-R - Damian Audino -™ & © 2024 Equinox

2 **3** **Meditation Training**
Spell - Boon



Target Character with Hand Cost 3 or less gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)

Don't think you are, know you are.

BTG-117-C - HuoMiao Studio -™ & © 2024 Equinox

2 **3** **Meditation Training**
Spell - Boon



Target Character with Hand Cost 3 or less gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)

Don't think you are, know you are.

BTG-117-C - HuoMiao Studio -™ & © 2024 Equinox



2 **3** **Meditation Training**
Spell - Boon

Target Character with Hand Cost **3** or less gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)

Don't think you are, know you are.

BTG-117-C - HuoMiao Studio -™ & © 2024 Equinox

2 **1** **Nurture**
Spell - Boon

Up to two target Characters each gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

When the sun shines, we'll shine together.

BTG-116-C - Zero Wen -™ & © 2024 Equinox

2 **1** **Nurture**
Spell - Boon

Up to two target Characters each gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

When the sun shines, we'll shine together.

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3 **2** **Nurture**
Spell - Boon

Up to two target Characters each gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)

When the sun shines, we'll shine together.

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