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<p><i>The Quiet Year</i> <i>Spring</i></p> <p>There's a large body of water on the map. Where is it &amp; what does it look like?</p> <p>———— <i>2</i> ————</p> <p>There's a giant, man-made structure on the map. Where is it? Why is it abandoned?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Someone new arrives. Who? Why are they in distress?</p> <p>———— <i>2</i> ————</p> <p>Someone leaves the community. Who? What are they looking for?</p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>Someone returns to the community. Who? Where were they?</p> <p>———— <i>2</i> ————</p> <p>You find a body. Do people recognize who it is? What happened?</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>A headstrong community member takes charge of the community's work efforts. <b>A project fails, and then a different project finishes early.</b></p> <p>———— <i>2</i> ————</p> <p>A headstrong community member tries to take control of the community. How are they prevented from doing this? Due to the conflict, <b>project dice are not reduced this week.</b></p> 





<p><i>The Quiet Year</i> <i>Spring</i></p> <p>Someone new arrives. Who?</p> <p>— 3 —</p> <p>Two of the community's younger members get into a fight. What provoked them?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Summer is a time for production and tending to the earth. <b>Start a project related to food production.</b></p> <p>— 3 —</p> <p>Summer is a time for conquest and the gathering of might. <b>Start a project related to military readiness and conquest.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>Someone leaves the community after issuing a dire warning. Who? What is the warning?</p> <p>— 3 —</p> <p>Someone issues a dire warning, and the community leaps into action to avoid disaster. What is the warning? <b>Start a contentious project that relates to it.</b></p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>Someone comes up with an ingenious solution to a big problem and as a result <b>a project finishes early.</b> What was their idea?</p> <p>— 3 —</p> <p>Someone comes up with a plan to ensure safety and comfort during the coldest months. <b>Start a project related to this.</b></p> 
<p><i>The Quiet Year</i> <i>Spring</i></p> <p>What important and basic tools does the community lack?</p> <p>— 4 —</p> <p>Where are you storing your food? Why is this a risky place to store things?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>The eldest among you dies. What caused the death?</p> <p>— 4 —</p> <p>The eldest among you is very sick. Caring for them and searching for a cure requires the help of the entire community. <b>Do not reduce project dice this week.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>The strongest among you dies. What caused the death?</p> <p>— 4 —</p> <p>The weakest among you dies. Who's to blame for their death?</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>All the animals and young children are crying and won't stop. <b>Hold a discussion</b> about this in addition to your regular action for the week.</p> <p>— 4 —</p> <p>A great atrocity is revealed. What is it? Who uncovers it?</p> 

<p><i>The Quiet Year</i> <i>Spring</i></p> <p>There is a disquieting legend about this place. What is it?</p> <p>5</p> <p>Alarming weather patterns destroy something. How and what?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p><b>A project finishes early.</b> What led to its early completion?</p> <p>5</p> <p>The weather is nice and people can feel the potential all around them. <b>Start a new project.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>The Parish arrives. Who are they? Why have they chosen your community, and for what?</p> <p>5</p> <p>A small gang of marauders is making its way through local terrain. How many are there? What weapons do they carry?</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>Winter elements destroy a food source. If this was your only food source, <b>add a Scarcity.</b></p> <p>5</p> <p>Winter elements leave everyone cold, tired, and miserable. <b>Project dice are not reduced this week.</b></p> 
<p><i>The Quiet Year</i> <i>Spring</i></p> <p>Are there children in your community? If there are, what is their role in the community?</p> <p>6</p> <p>How old are the eldest members of the community? What special needs do they have?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Outsiders arrive in the area. Why are they a threat? How are they vulnerable?</p> <p>6</p> <p>Outsiders arrive in the area. How many? How are they greeted?</p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>Introduce a dark mystery among the members of the community.</p> <p>6</p> <p>Conflict flares up among community members, and as a result, <b>a project fails.</b></p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>The time has come to consolidate your efforts and your borders. <b>Projects located outside the settlement fail, and all remaining projects are reduced by 2 this week.</b></p> <p>6</p> <p>Someone finds a curious opportunity on the edge of the map. <b>Start a project related to this discovery.</b></p> 

<p><i>The Quiet Year</i> <i>Spring</i></p> <p>Where does everyone sleep? Who is unhappy with this arrangement, and why?</p> <p>7</p> <p>What natural predators roam this area? Are you safe?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Introduce a mystery at the edge of the map.</p> <p>7</p> <p>An unattended situation becomes problematic and scary. What is it? How does it go awry?</p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>A project just isn't working out as expected. <b>Radically change the nature of a project</b> When it resolves, tell the community how it went.</p> <p>7</p> <p>Something goes foul and supplies are ruined. <b>Add a new Scarcity.</b></p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>7</p> <p>What is winter like in this area? How do community members react to the weather?</p> 
<p><i>The Quiet Year</i> <i>Spring</i></p> <p>An old piece of machinery is discovered, broken but perhaps repairable. What is it? What would it be useful for?</p> <p>8</p> <p>An old piece of machinery is discovered, cursed and dangerous. How does the community destroy it?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Someone tries to take control of the community by force. Do they succeed? Why do they do this?</p> <p>8</p> <p>A headstrong community member decides to put one of their ideas in motion. <b>Start a foolish project.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>Someone sabotages a project, and <b>the project fails</b> as a result. Who did this? Why?</p> <p>8</p> <p>Someone is caught trying to sabotage the efforts of the community. How does the community respond?</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>8</p> <p>Winter is harsh, and desperation gives rise to fear mongering. Choose one:</p> <p>Spend the week calming the masses and dispelling their violent sentiments. <b>The week ends immediately.</b></p> <p>Declare war on someone or something. <b>This counts as starting a project.</b></p> 

<p><i>The Quiet Year</i> <i>Spring</i></p> <p>A charismatic young girl convinces many to help her with an elaborate scheme. What is it? Who joins her endeavours? <b>Start a project to reflect.</b></p> <p>9</p> <p>A charismatic young girl tries to tempt many into sinful or dangerous activity. Why does she do this? How does the community respond?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p><b>A project fails.</b> Which one? Why?</p> <p>9</p> <p>Something goes foul and supplies are ruined. <b>Add a new Scarcity.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>The community works constantly and as a result <b>a project finishes early.</b></p> <p>9</p> <p>A group goes out to explore the map more thoroughly, and finds something that had been previously overlooked.</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>9</p> <p>Someone goes missing. They're alone in the winter elements. Choose one:</p> <p>The community organizes constant search parties and eventually the person is found. <b>Project dice are not reduced this week.</b></p> <p>No one ever hears from that person again.</p> 
<p><i>The Quiet Year</i> <i>Spring</i></p> <p>There's another community somewhere on the map. Where are they? What sets them apart from you?</p> <p>10</p> <p>What belief or practice helps to unify your community?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>You discover a cache of supplies or resources. <b>Add a new Abundance.</b></p> <p>10</p> <p>A Scarcity has gone unaddressed for too long! <b>Start a project that will alleviate that Scarcity.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>Harvest is here and plentiful. <b>Add an Abundance .</b></p> <p>10</p> <p>Cold autumn winds drive out your enemies. <b>Remove a threatening force from the map and the area.</b></p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>10</p> <p>In preparation for the coming year, the community begins a huge undertaking.</p> <p><b>Start a project that will take at least 5 weeks to complete.</b></p> 

<p><i>The Quiet Year</i> <i>Spring</i></p> <p>You see a good omen. What is it?</p> <p>———— <b>11</b> ————</p> <p>You see a bad omen. What is it?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>Predators and bad omens are afoot. You are careless, and someone goes missing under ominous circumstances. Who?</p> <p>———— <b>11</b> ————</p> <p>Predators and bad omens are afoot. What measures do you take to keep everyone safe and under surveillance? <b>Do not reduce project dice this week.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p><b>11</b></p> <p><b>A project finishes early.</b> Which one? Why?</p> <p>If there are no projects underway, restlessness creates animosity, and animosity leads to violence. Who gets hurt?</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p><b>11</b></p> <p>An infected outsider arrives. They have some much-needed resources with them. Choose one:</p> <p>Welcome them into the community. <b>Remove a Scarcity</b>, but also introduce an infection into the community.</p> <p>Bar them from entry. What Scarcity could they have addressed? How does its need become more dire this week?</p> 
<p><i>The Quiet Year</i> <i>Spring</i></p> <p>What's the most beautiful thing in this area?</p> <p>———— <b>12</b> ————</p> <p>What's the most hideous thing in this area?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p><b>12</b></p> <p><b>A project finishes early.</b> Which one? Why?</p> <p>If there are no projects underway, boredom leads to quarrel. A fight breaks out between two people. What is it about?</p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p><b>12</b></p> <p>Disease spreads through the community. Choose one:</p> <p>You spend the week quarantining and treating the disease. <b>Project dice are not reduced this week.</b></p> <p>Nobody knows what to do about it. <b>Add "Health and Fertility" as a Scarcity.</b></p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p><b>12</b></p> <p>You see a good omen. What is it?</p> 

<p><i>The Quiet Year</i> <i>Spring</i></p> <p>A young boy starts digging in the ground, and discovers something unexpected. What is it?</p> <p>————— 13 —————</p> <p>An old man confesses to past crimes and atrocities. What has he done?</p> 	<p><i>The Quiet Year</i> <i>Summer</i></p> <p>13</p> <p>Summer is fleeting.</p> <p><b>Discard the top two cards off the top of the deck and take two actions this week.</b></p> 	<p><i>The Quiet Year</i> <i>Autumn</i></p> <p>13</p> <p>A natural disaster strikes the area. What is it? Choose one:</p> <p>You focus on getting everyone to safety. <b>Remove an Abundance and a project fails.</b></p> <p>You focus on protecting your supplies and hard work at any cost. Several people die as a result.</p> 	<p><i>The Quiet Year</i> <i>Winter</i></p> <p>13</p> <p>The Frost Shepherds arrive.</p> <p><b>The game is over.</b></p> 
<p><i>The Quiet Year</i> <i>Every Week</i></p> <p>Draw a card &amp; choose either the top or bottom instructions to follow.</p> <p>————— &amp; —————</p> <p>Advance any projects by <b>1</b> Complete any projects that reach <b>0</b></p> <p>————— &amp; —————</p> <p>Carry out one action: <b>Discover</b> something new Start a <b>Project</b> Hold a <b>Discussion</b></p>	<p><i>The Quiet Year</i> <i>Before you Begin</i></p> <p>Separate &amp; shuffle each suit; place the seasons in order in the deck.</p> <p>————— &amp; —————</p> <p>Briefly discuss the area; each player introduces one detail.</p> <p>————— &amp; —————</p> <p>Each player declares an important resource. Collectively decide which one is in Abundance; the rest are Scarce.</p>		