

Darklings

Group	S	Duration
		5

(Picture)

A band of people tainted by myr finds you...

- ◆◆◆—Fight them off and try to protect the others you are with
- ◆◆—Run
- ◆—Look for a place to hide

Spirit



...and attacks.

(Picture)

Place three markers on this card. This card is resolved when no markers remain. Whenever a person is wounded in this event, they lose one health for each marker on the card.

- ◆◆◆—Those who were strong may remove a marker from this card as they slay a darkling. Those who failed to be strong are wounded. If anyone tried to be strong, those who tried to be active or keen cannot be wounded.
- ◆◆—Those who were active outrun the darklings. Those who failed to be active are caught and wounded.
- ◆—Those who were keen find a hiding spot that the darklings miss. Those who failed to be keen are found and wounded.

Night Maiden

Group	S	Duration
		4

(Picture)

A figure as dark as the void approaches...

- ◆◆—Resist its enchantment
- ◆◆◆—Infuse your torchlight with deep magick
- ◆◆—Break someone else out of its enchantment

Spirit



...and tries to snuff out someone's soul.

(Picture)

Randomly pick one person to be confronted by the night maiden and fall under its enchantment, losing 3 health and morale as it smothers their life.

- ◆◆—If you were the one who was confronted and you were wise, you resist the night maiden's enchantment and do not lose health or morale.
- ◆◆◆—If anyone communed, the magic-infused torchlight repels the night maiden and this card is resolved.
- ◆◆—If anyone was caring, they snap the one who was confronted out of the enchantment, and that person does not lose health or morale.

<h2>Eidolon</h2>		
Group	S	Duration 3
<div style="text-align: center; margin-bottom: 10px;">(Picture)</div> <p><i>A humanoid glow blue like the sky appears...</i></p> <ul style="list-style-type: none"> ◆◆◆—Respect the spirit ◆—Connect with the spirit's magic ◆◆—Be grateful to the spirit for its presence 		
<h2>Spirit</h2>		



...The grace of eidolons is unmatched.

(Picture)

◆◆◆—If anyone was wise, they prove the group's virtue in kindness. The eidolon resolves one ongoing card of choice. Alternatively, those who were wise may collectively ask the eidolon to restore three health and morale to one person of choice out of the entire band.

◆—Those who communed are granted some of the eidolon's magic, and regain 1 health and morale.

◆◆—Those who were caring may choose one of their rolls to be a 1 in the next event they participate in, as the eidolon offers to help.

<h2>Stumble</h2>		
Individual	O	Incident
<div style="text-align: center; margin-bottom: 10px;">(Picture)</div> <p><i>Someone stumbles from weariness...</i></p> <p>(The person with the lowest current health, other than you, is the one who stumbles.)</p> <ul style="list-style-type: none"> ◆—Hoist them up and shoulder some of their load. ◆—There's too much to get done. They can take care of themselves. ◆◆—Help them up and ask the others to slow the pace. 		
<h2>Occurrence</h2>		



...as the harsher life of survival takes its toll.

(Picture)

You are delayed as you must wait for the person who stumbled. That person is also delayed. When someone is delayed, they roll one less die in the next action they take.

◆—You hoist them up and shoulder some of their load. The person who stumbled gains 1 health. If you were not strong, you lose 1 health from overexertion.

◆—The person who stumbled loses 1 morale as no one helps them. If you were active, you do not become delayed.

◆◆—If you were caring, you offer your hand to the person who stumbled and they gain 1 morale. If everyone in the group agrees to become delayed, the person who stumbled gains a further 1 health and morale as the group eases its pace.

Curse

Secret	O	Ongoing
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(Picture)

A fallen god curses the strong-hearted one...

- ◆—Work to make an offering to the god in exchange for lifting the curse
- ◆◆—Notice signs revealing the nature of the curse
- ◆◆◆—Try to remove the curse directly

Occurrence



...to spite their high hopes.

(Picture)

Identify the person in the band who currently has the most morale. Whenever this person rolls a 2, the curse manifests that turn: they lose 1 morale and health. If this secret is discovered, you attract the god's spite and lose 3 health and morale, and this card is resolved.

- ◆—If you were active, place a marker on this card to represent your efforts to appease the god. When there are three markers, this card is resolved.
- ◆◆—If you were keen, then if the curse would manifest this turn, prevent it from manifesting.
- ◆◆◆—If you communed, resolve this card.

Familiar Region

Secret	O	Ongoing
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(Picture)

The region seems familiar, and you realize...

- ◆—Try to work hard to keep it off your mind
- ◆◆—Keep an eye out for anything that survived
- ◆◆◆—Tell the others that you are familiar with this region

Occurrence



...it was once the home of a dear friend.

(Picture)

You lose 1 morale at the end of each turn, as you can't help but think of all that was lost. If this secret is discovered, you lose 2 morale per turn instead. This card is resolved when you leave the region.

- ◆—If you were active, you only lose morale this turn if you rest.
- ◆◆—If you were keen, you find something that helps put you at ease. Place a marker on this card. If a marker is on this card, you only lose morale if you failed your action. If two markers are on this card, you may reveal it.
- ◆◆◆—If you were caring, you tell the others so they can ask you for advice about the region. Reveal this card. Anyone may spend 1 of your morale to roll one extra die during an action or event.

Fog		
Group	P	Duration 4
(Picture)		
<i>A fog falls over the region...</i>		
<p>◆◆◆—Ignore the fog and carry on</p> <p>◆◆—Light a path of torches to guide people</p> <p>◆—Use the fog as a shroud for sorcery</p>		
Phenomenon		



...making it almost impossible to navigate.

(Picture)

Anyone who doesn't rest or settle becomes lost if they roll any 6's or 5's for their action. People who are lost must try to find their way back, and roll a die instead of taking an action on their turn. On a 1 or a 2, they return and are no longer lost; on a 6, they encounter an event.

◆◆◆—People cannot become lost if they are in a group with someone who was keen.

◆◆—Those who were wise place a marker on this card as they light torches to signal the way. Everyone who is lost may roll an additional die for each marker on this card and pick which roll to use.

◆—Those who communed may discount up to two of their failed rolls for spells as their magic goes unnoticed by the gods.

Myr Mist		
Secret	P	Ongoing
(Picture)		
<i>Tendrils of dark mist roil nearby...</i>		
<p>◆◆◆—Take note of where the myr mist tends to gather</p> <p>◆—Avoid the myr mist</p> <p>◆◆◆—Try to purge the myr mist</p>		
Phenomenon		



...threatening to taint and corrupt.

(Picture)

If you do not succeed at your choice on this card, you lose 1 health and morale as **the myr mist tries to taint you**. If someone who is resting rolls a 1, they lose 2 health and morale and this secret is discovered. **If this secret is discovered, everyone who tries to rest in this region loses 2 morale if they fail.** and anyone may participate in this card.

◆◆◆—If you were keen, **you find a place where the myr mist gathers**. Place a marker on this card.

◆—If you were wise, **you keep others away from the mist. Nothing happens if someone rolls a 1 when resting this turn.**

◆◆◆—If you communed, roll a die. **If you roll equal to or below the number of markers on this card, it is resolved.**

Monastery Ruins		
Group	L	Ongoing
<div style="position: absolute; top: 0; left: 0; right: 0; bottom: 0; background: linear-gradient(to bottom, #4a7ebb, #000080); color: white; text-align: center; line-height: 100px; font-size: 24px;">(Picture)</div>		
<i>The crumbled remains of a monastery...</i>		
<ul style="list-style-type: none"> ◆◆—Climb to an unreachable area ◆◆—Make an offering to the fallen god ◆—Try to right what you can 		
Location		



...lie in disarray, broken and abandoned.

(Picture)

Place two markers on this card.

- ◆◆—If you were strong, you climb to a hidden room with a shrine. If any markers remain on this card, remove one and draw an item.
- ◆◆—If you communed, you make an exchange with the fallen god and are granted some power. You may roll two additional dice during a single event of your choice this or next turn.
- ◆—If you were caring, you set upright some sacred symbols and clean a few spots. The fallen god of the monastery is grateful and hides your presence from dark spirits. You may remove two presence tokens from this card.

Wyrdstone		
Secret	L	Ongoing
<div style="position: absolute; top: 0; left: 0; right: 0; bottom: 0; background: linear-gradient(to bottom, #4a7ebb, #000080); color: white; text-align: center; line-height: 100px; font-size: 24px;">(Picture)</div>		
<i>A tall magical stone stands in a glade...</i>		
<ul style="list-style-type: none"> ◆◆◆—Push it over ◆◆—Discern more about it ◆—Tap into the magic 		
Location		



...The carvings in it shimmer blue and black.

(Picture)

When determining if presence at a location attracts a spirit, add two to any odd numbered rolls. If this secret is discovered, add two presence tokens to all locations, and it becomes a nonsecret location.

- ◆◆◆—If you were strong, you topple the wyrdstone and its power greatly fades. Resolve this card.
- ◆◆—If you were keen, you notice the patterns of the shimmer. Roll a die. If you visit this card next turn, the result is used as the result in the communing rules.
- ◆—If you communed, roll a die. If you roll a 3 or lower, you tap into the wyrd magic. Once next turn, spend tokens from one trait in place of any other trait. If you rolled a 4 or higher, you are tainted by myr mist and lose 1 health and morale.