





Mountains

Cave

4

If at least as many successes are rolled as there are people in the group, this group neither adds presence tokens nor rolls to see if an event occurs this turn. Each person in the group also gains two trait tokens of choice. Those who are wise count all their successes towards the total.

Settle

2

For each success, contribute one resource token towards settling. Those who are active may contribute additional resource tokens from those of a single person. Those who are resting and settling are in the same group.

Rest

4

Regain a trait token in both core traits. If you successfully caring may allow another resting person to regain an extra trait token of choice.

3 Explore

For each success, roll the event die. Discover all locations rolled until a different event is rolled. Unless someone in the group is keen, you encounter it and end your explore action.

2 Gather

For each success, a person gains a resource token. The best gather roll yields additional resource tokens equal to how much it beat the requirement. Those who are active or keen may roll additional dice.

Scout

2

For each success, roll to see if an event would occur at a zone of choice. Use that result next turn if anyone goes to that zone. Those who are wise may also roll the event die and use its result for the zone they scouted.

Settle

4

For each success, contribute one resource token towards settling. Those who are active may contribute additional resource tokens from those of a single person. Those who are resting and settling are in the same group.

Rest

3

Regain a trait token in both core traits. If you successfully rest, regain a trait token in both different traits of choice. If you successfully caring may allow another resting person to regain an extra trait token of choice.

Explore

4

For each success, roll the event die. Discover all locations rolled until a different event is rolled. Unless someone in the group is keen, you encounter it and end your explore action.

Gather

3

For each success, a person gains a resource token. The best gather roll yields additional resource tokens equal to how much it beat the requirement. Those who are active or keen may roll additional dice.

Deepwoods

3

Enter the deepwoods as you would explore. If someone in the group is wise, you may encounter any location rolled immediately. Place all deepwood events that would be placed in a zone into the discard pile instead.

Settle

3

For each success, contribute one resource token towards settling. Those who are active may contribute additional resource tokens from those of a single person. Those who are resting and settling are in the same group.

Rest

5

Regain a trait token in both core traits. If you successfully rest, regain a trait token in two different traits of choice. Those who are resting may allow another resting person to regain an extra trait token of choice.

Explore 2

For each success, roll the event die. Discover all locations rolled until a different event is rolled. Unless someone in the group is keen, you encounter it and end your explore action.

Gather 4

For each success, a person gains a resource token. The best gather roll yields additional resource tokens equal to how much it beat the requirement. Those who are active or keen may roll additional dice.

Hall



People who are resting or settling may take refuge in the hall and choose not to encounter an event if they all spend a trait token.

Storage Hut



The storage hut can store any number of resource tokens and artifacts. They can be accessed by anyone who is resting.

Vantage Point



If anyone is resting, the resting group may choose one regional event zone where any of the events there can be visited that round.

Plans



Each round, the band has one free trait token that anyone can spend.

Altar



When visiting an event, people may each roll an extra die for any communing option they choose.

Hearth



People who try to rest gain an additional trait token of choice.

(settlement board)