

Bow and Arrows

Tool	A	Unveil 1
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(Picture)

A longbow with gilded carvings...

When you rest, you may try to be active and make arrows. If you were active, place a marker on this card.

When you are gathering or when you try to be strong when dealing with a spirit, you may remove one marker from this card to roll an additional die.

Artifact



Bow and Arrows

(Picture)

...but the carvings hold no magic.

When you rest, you may try to be active and make arrows. If you were active, place a marker on this card.

When you are gathering or when you try to be strong when dealing with a spirit, you may remove one marker from this card to roll an additional die.




Backpack

Tool	A	Unveil 3
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(Picture)

A weathered and worn backpack...

You may now carry three additional resources. Do not reveal the back of this card unless it has two or three resources on it.

Artifact



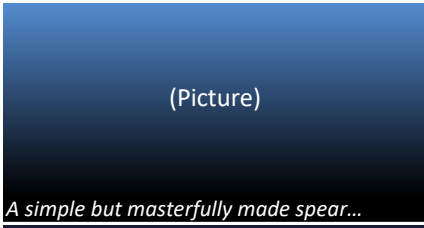
Destroyed Backpack

(Picture)


...it falls apart.

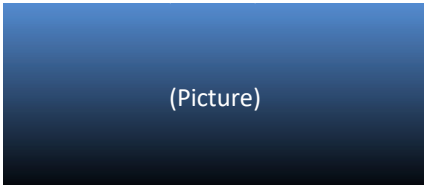
It was worn down when you found it, and now it has finally given out.

Discard this card.


Spear		
Tool	A	Unveil 2
 <p>A simple but masterfully made spear...</p>		
<p>When you try to be strong when dealing with a spirit, you may roll an additional die.</p>		
Artifact		



Sentinel's Spear
 <p>...built to match the loyalty of it's wielder.</p>
<p>When you try to be strong when dealing with a spirit, you may roll an additional die.</p> <p>If you are resting and encounter a spirit or phenomenon, you may spend a keen token and a wise token to allow you and your group to look at the back of the event before deciding which option to take.</p>

Obscure the Paths		
Spell	A	(design)
 <p>Footprints erase and grasses unflatten...</p>		
<p>You may use this spell at the beginning of any turn.</p> <p>◆◆◆ Orison ◆◆ Mysticism ◆ Sorcery</p> <p>If you successfully commune, your group does not add presence tokens this turn.</p>		
Artifact		



Obscure the Paths
 <p>...The land looks as it did before you came.</p>
<p>◆◆◆ Orison —If you did not commune, the goddess either does not hear your prayer or does not believe you need aid. No effects occur.</p> <p>◆◆ Mysticism —If you did not commune and the majority of your rolls were failures, the goddess is insulted by your meager offerings and refuses you her magic forever. Discard this card.</p> <p>◆ Sorcery —For each failure, add another presence token to the action or location you went to as the goddess notices and scorns you for stealing her magic, and rearranges the undergrowth to make your tracks more apparent.</p>