



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

Storage Hut

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

Vantage Point

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

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

Forest

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.

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.

Deepwoods
3

Enter the deepwoods as you would explore. If someone in the group is keen, you may encounter 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 caring may allow another resting person to regain an extra trait token of choice.

...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.

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

...The grace of eidolons is unmatched.

(Picture)

4 2 3

- 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.