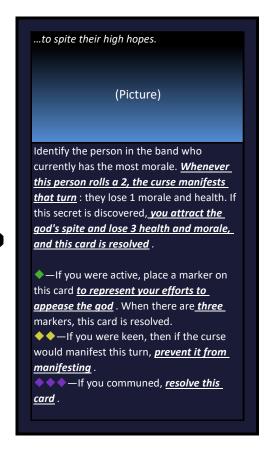


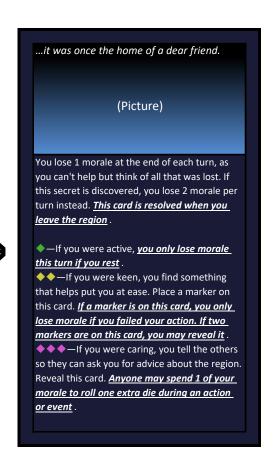


...as the harsher life of survival takes its toll. (Picture) You are delayed as you must wait for the person who stumbled. That person is also delayed. When someone is delayed, they roll one less die in the next action they take. —You hoist them up and shoulder some of their load. The person who stumbled 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.









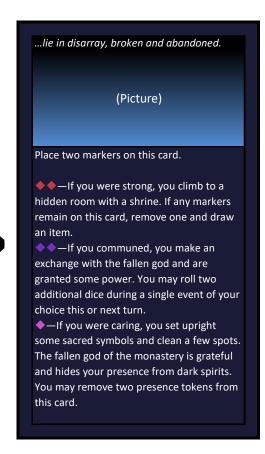


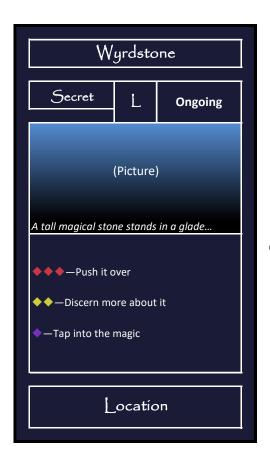
...making it almost impossible to navigate. (Picture) Anyone who doesn't rest or settle becomes lost if they roll any 6's or 5's for their action. People who are lost must try to find their way back, and roll a die instead of taking an action on their turn. On a 1 or a 2, they return and are no longer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



...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, <u>you keep others</u> 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 .







...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 <u>notice the</u> 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.