

The Chart of Bounty with Seasons

1 - Christmas *Light snow swirls across the frozen earth* | 4 VPs

ICY WINDS: If a character is not in a cave or Dwelling during Birdsong, he must immediately fatigue one asterisk.

☼ 3 PHASES to ENTER


				
	Special	Storm	Shower	Clear
ICY WINDS				
SNOWSTORM				
FLURRIES				
COLD				
DAYS PER WEEK	5	4	5	7
BASIC	3	3	3	2
☼ / ☼	2 ☼	1 ☼	1 ☼	2 ☼

The Missions

3 3 GOLD per CLEARING



INN (CHAPEL) CHAPEL (GUARD)

1	2	3	4	5	6	7 

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2 - Ice *Ice-crusted snow underfoot and still, frigid air* | 4 VPs

FRIGID AIR: If a character ends a phase of his turn outside of a cave or Dwelling, he must fatigue one asterisk. If he is blocked outside of caves and Dwellings before completing his turn, he must also fatigue asterisks for the phases he cancelled.

☼ 4 PHASES to ENTER

				
	Special	Storm	Shower	Clear
FRIGID AIR				
SNOWSTORM				
ICE STORM				
COLD				
DAYS PER WEEK	4	3	4	7
BASIC	4	4	4	2
☼ / ☼	2 ☼	1 ☼	1 ☼	1 ☼

The Missions

3 3 GOLD per CLEARING



GUARD (INN) INN (CHAPEL)

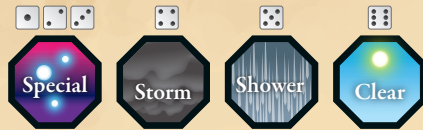
1	2	3	4	5	6	7 

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3 - Snow *Deep, drifting snow blankets the world*

3 VPs

4 PHASES to ENTER



	BLIZZARD	SNOWSTORM	SLEET	SNOWDRIFTS
DAYS PER WEEK	2	3	4	5
BASIC	4	4	4	3
• / •	2	1		1

The Missions

4 4 GOLD per CLEARING



INN (HOUSE) INN (GUARD)

1	2	3	4	5	6	7
						PURPLE

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4 - Easter *Melting snows and late blizzards*

4 VPs

SOFT GROUND: No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.

3 PHASES to ENTER



	SOFT GROUND	SNOWSTORM	SHOWERS	COOL
DAYS PER WEEK	7	4	5	7
BASIC	2	3	3	2
• / •	2	1	1	2

The Missions

3 3 GOLD per CLEARING



CHAPEL (INN) CHAPEL (GUARD)

1	2	3	4	5	6	7
						WHITE

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5 - Freshet *Flooding as snows melt and cold rains run off* | 5 VPs

2 PHASES to ENTER


				
	Special	Storm	Shower	Clear
FLOODING	3	4	5	7
RAIN	2	2	2	2
SHOWERS	4	4	3	2
COOL				

The Missions

2 2 GOLD per CLEARING



INN (HOUSE) SMALL CAMPFIRE (GUARD)

1	2	3	4	5	6	7 
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6 - Spring *Sprouts and blossoms bloom in milder weather* | 5 VPs

2 PHASES to ENTER


				
	Special	Storm	Shower	Clear
BEAUTIFUL	7	6	6	7
RAIN	2	2	2	2
SHOWERS	3	2	3	2
WARM				

The Missions

2 2 GOLD per CLEARING



INN (GUARD) LARGE CAMPFIRE (HOUSE)

1	2	3	4	5	6	7 
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9 - Swelter *Very hot, humid and still air*

5 VPs

BALL LIGHTNING: Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one asterisk. If he is blocked in a mountain clearing before completing his turn, he must also fatigue asterisks for the phases he cancelled.

☛ 2 PHASES to ENTER



	BALL LIGHTNING	THUNDERSTORM	SHOWERS	HOT
DAYS PER WEEK	4	7	7	5
BASIC	4	2	2	3
☛ / ☛	2 ☛	1 ☛	2 ☛	2 ☛

The Missions

2 2 GOLD per CLEARING



CHAPEL
(SMALL
CAMPFIRE)

INN
(SMALL
CAMPFIRE)

1

2

3

4

5

6

7



The Chart of Bounty with Seasons

10 - Harvest *Golden fields of ripening crops*

6 VPs

☛ 2 PHASES to ENTER



	RIPENING	RAIN	SHOWERS	WARM
DAYS PER WEEK	7	7	7	7
BASIC	2	2	2	2
☛ / ☛	3 ☛	1 ☛	2 ☛	3 ☛

The Missions

2 2 GOLD per CLEARING



INN
(LARGE
CAMPFIRE)

GUARD
(LARGE
CAMPFIRE)

1

2

3

4

5

6

7



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11 - Autumn *Brightly colored leaves on frosty mornings* | 5 VPs

2 PHASES to ENTER

DAYS PER WEEK	AUTUMN	SUMMER	COLD RAIN	SHOWERS	COOL
	7	7	7	7	7
BASIC	2	2	2	2	2
• / •	3 •	1 •	2 •	2 •	

The Missions

2 2 GOLD per CLEARING



GUARD (LARGE CAMPFIRE) GUARD (SMALL CAMPFIRE)

1	2	3	4	5	6	7

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12 - Halloween *Dead leaves blowing in long, cold nights* | 5 VPs

BLOWING LEAVES: No one can use the Search activity to roll on the Peer Table. The Enhanced Peer activity is not affected.

2 PHASES to ENTER

DAYS PER WEEK	BLOWING LEAVES	COLD RAIN	COLD SHOWERS	COLD
	7	7	7	7
BASIC	2	2	2	2
• / •	2 •	1 •	1 •	3 •

The Missions

2 2 GOLD per CLEARING



CHAPEL (INN) INN (LARGE CAMPFIRE)

1	2	3	4	5	6	7

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13 - Desolate Cold rains on barren trees and ground 5 VPs

EARLY SNOW: No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.

☛ 2 PHASES to ENTER

EARLY SNOW	7	7	5	7
FREEZING RAIN		2	3	2
FLURRIES			1	2
COLD				2
DAYS PER WEEK	2	1	1	2
BASIC	2	1	1	2
☛ / ☛	2	1	1	2

The Missions

2 2 GOLD per CLEARING



INN (HOUSE)

INN (CHAPEL)

1	2	3	4	5	6	7
						GREY

