

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

	ICY WINDS	SNOWSTORM	FLURRIES	COLD
DAYS PER WEEK	5	4	5	7
BASIC	3	3	3	2
• / ◂	2 •	1 ◂	1 •	2 •

1	2	3	4	5	6	7
WHITE						

The Missions

3 GOLD per CLEARING

MISSION Food Ale	MISSION Escort Party
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INN (CHAPEL) CHAPEL (GUARD)

The Chart of Bounty with Seasons

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

	FRIGID AIR	SNOWSTORM	ICE STORM	COLD
DAYS PER WEEK	4	3	4	7
BASIC	4	4	4	2
• / ◂	2 •	1 ◂	1 •	

1	2	3	4	5	6	7
BLACK						

The Chart of Bounty with Seasons

3 - Snow Deep, drifting snow blankets the world

| 3 VPs

• 4 PHASES to ENTER



BLIZZARD	SNOWSTORM	SLEET	SNOWDRIFTS
DAYS PER WEEK			
BASIC	2	3	4

● / ● 2 ● 1 ● 1 ●

The Missions
4 GOLD per CLEARING



INN (HOUSE) INN (GUARD)

1	2	3	4	5	6	7
PURPLE						

The Chart of Bounty with Seasons

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			
BASIC	7	4	5

● / ● 2 ● 1 ● 1 ● 2 ●

The Missions
3 GOLD per CLEARING



CHAPEL (INN) CHAPEL (GUARD)

1	2	3	4	5	6	7
WHITE						

The Chart of Bounty with Seasons

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

2 PHASES to ENTER



The Missions

2 GOLD per CLEARING



INN (HOUSE) SMALL CAMPFIRE (GUARD)

1	2	3	4	5	6	7
						GREY

The Chart of Bounty with Seasons

6 - Spring Sprouts and blossoms bloom in milder weather | 5 VPs

2 PHASES to ENTER



The Missions

2 GOLD per CLEARING



INN (GUARD) LARGE CAMPFIRE (HOUSE)

1	2	3	4	5	6	7
						GOLD

The Chart of Bounty with Seasons

7 - Midsummer Full, green trees in long, sunny days | 6 VPs

2 PHASES to ENTER



The Missions

2 GOLD per CLEARING

MISSION Food Ale MISSION Escort Party

LARGE CAMPFIRE (INN) SMALL CAMPFIRE (LARGE CAMPFIRE)

1	2	3	4	5	6	7
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8 - High Summer Hot, clear days | 5 VPs

HEAT WAVE: If a character is not in a cave or mountain clearing during Birdsong, he must fatigue one asterisk.

2 PHASES to ENTER



The Missions

2 GOLD per CLEARING

MISSION Food Ale MISSION Escort Party

GUARD (LARGE CAMPFIRE) SMALL CAMPFIRE (GUARD)

1	2	3	4	5	6	7
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The Chart of Bounty with Seasons

9 - Swelter Very hot, humid and still air

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 GOLD per CLEARING

MISSION	MISSION
Food Ale	Escort Party
CHAPEL (SMALL CAMPFIRE)	INN (SMALL CAMPFIRE)

1	2	3	4	5	6	7
						PURPLE

The Chart of Bounty with Seasons

10 - Harvest Golden fields of ripening crops

• 2 PHASES to ENTER



DAYS PER WEEK	RIPENING	RAIN	SHOWERS	WARM
BASIC	7	7	7	7
	2	2	2	2

DAYS PER WEEK	3	1	2	3
	3	1	2	3

The Missions

• 2 GOLD per CLEARING

MISSION	MISSION
Food Ale	Escort Party
INN (LARGE CAMPFIRE)	GUARD (LARGE CAMPFIRE)

1	2	3	4	5	6	7
						GREY

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

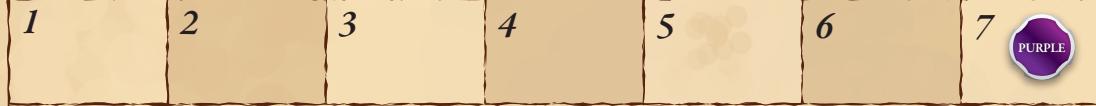
2 PHASES to ENTER

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



The Missions
2 GOLD per CLEARING

MISSION	MISSION
Food Ale	Escort Party
GUARD (LARGE CAMPFIRE)	GUARD (SMALL CAMPFIRE)



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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.

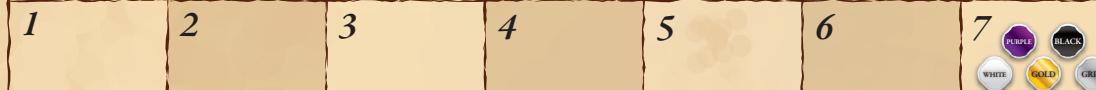
2 PHASES to ENTER

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



The Missions
2 GOLD per CLEARING

MISSION	MISSION
Food Ale	Escort Party
CHAPEL (INN)	INN (LARGE CAMPFIRE)



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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



The Missions
• 2 GOLD per CLEARING

MISSION Food Ale
MISSION Escort Party

INN (HOUSE) INN (CHAPEL)

1	2	3	4	5	6	7
						GREY

