

# Token Tumble

Your pouch bursts open and tokens scatter everywhere!

Lose 1 Token.

# Frostbite

The cold bites deep, slowing your steps — the world shivers with you, but a new path of duty appears.

The World Balance falls by 1.  
The balance shifts — draw 1 Mission card.

# Shadow's Bargain

You place a small gift on a stone, but shadows stir and claim more than you offered — and the world shudders in response.

Lose 1 Token. Then -1 World Balance.

# Tempest Toll

A storm whirls around your trade, and in the chaos the deal twists against you — the world stumbles from the loss.

The World Balance falls by 1.

## **Clamor's Gift**

The cavern erupts with a booming echo — it shakes loose a token into your hands, but the crash unsettles the world.

Gain 1 Token. Then -1 World Balance.

# Strange Favor

A favor arrives unasked for, leaving you unsure of its intent.

The balance shifts — draw 1 Mission card.

# Lantern Flicker

Your lantern wavers on the edge of going dark, then steadies into a bright glow that brings the world calm.

The World Balance rises by  
1.

# Balance Shift

The air tilts strangely, as though the whole world leaned to one side.

The balance shifts — draw 1 Mission card.

# Heavy Favor

You offer help too freely, and soon you're left drained while the world teeters under the weight.

Lose 1 Token. Then -1 World Balance.

# Playful Shade

A shadowy trick startles everyone — but somehow the laughter that follows steadies the world.

The World Balance rises by  
1.

# **Fumbled Gem**

Your fingers slip and a shining token bounces out of reach, vanishing between the stones.

**Lose 1 Token.**

# Lucky Trip

You trip clumsily over a root — but in your fall, a hidden token rolls free, and somehow the world steadies too.

Gain 1 Token. Then +1  
World Balance.

# Harmony Pulse

A gentle beat hums through the air, steady but unsettling.

The World Balance rises by  
1.

# Mischief Spark

A tiny spark zips past your nose, laughing as it vanishes into the dark.

Lose 1 Token.

# **Silent Blessing**

A hush spreads through the air, and in the stillness the world feels steadier, stronger than before.

The World Balance rises by  
2.

# Helping Hand

A hand reaches from the shadows, not to harm but to gift — when you open your palm, a token rests inside.

Gain 1 Token.

# Tide Turn

The tide surges the wrong way, pulling the shore with it — the world stumbles from the shift.

The World Balance falls by 1.

# Crystal Chime

Hanging crystals sway in the breeze, each ringing with an eerie note. The sound is so hypnotic that you didn't notice that you lost something.

Lose 1 Token.

# **Twist of Fate**

The path coils strangely, and in the turn you fumble, a token slipping away.

Lose 1 Token.

# False Beacon

A flickering sign blinks once, hinting at secrets ahead.

The balance shifts — draw 1 Mission card.

# Strange Whispers

The whispers at first unsettle you, but then they murmur of hidden treasure — and you find a token waiting.

Gain 1 Token.

# Harsh Radiance

A sudden glare cuts the darkness, dazzling your eyes — a token sparkles at your feet, though the world reels in the light.

Gain 1 Token. Then -1 World Balance.

# Coin Flip

A coin spins in the air,  
landing just the way you  
hoped — the world steadies  
in your favor.

The World Balance rises by  
1.

# Draining Gust

A fierce gust rushes by, pulling at your side and leaving the world uneasy in its wake.

Lose 1 Token. Then -1 World Balance.

# Clumsy Step

You lose your footing and slide downhill, losing sight of the path.

Lose 1 Token. Then -1 World Balance.

# Hidden Cache

Somewhere far off, a kind  
note rings—and the world  
stands taller.

The World Balance rises by  
1.

# Rooted Collapse

A hidden root snags your step, sending a shock through the ground — the stumble ripples out, shaking the world itself.

The World Balance falls by 2.

## **Ill Wind**

A sudden gust sweeps through, tugging more than your cloak — the world groans, unsettled by the storm's push.

The World Balance falls by 2.

# Muddled Path

Sticky mud hugs your feet  
until it's done having a  
laugh.

Skip your next turn.

# Confusion Chorus

An echo repeats where no sound should be, pulling the group astray — the world falters at the trickery.

The World Balance falls by 1.

# **Gleam and Gloom**

A glimmer catches your eye — you scoop up a token, but the find sends an uneasy ripple through the world.

**Gain 1 Token. Then -1 World Balance.**

# **Magpie's Mischief**

A magpie darts in, snatching something shiny before fluttering off.

Everyone loses 1 Token.

# **Rustling Leaves**

Leaves stir overhead,  
dropping little surprises onto  
your shoulders.

Lose 1 Token.

# Slipstream

A sudden rush of air tears past, plucking a token from your grasp — the world staggers in its wake.

Lose 1 Token. Then -1 World Balance.

# **Unsteady Ground**

The ground jiggles like jelly,  
sending your knees  
wobbling.

Lose 1 Token.

# **Unsteady Glow**

The spark dances kindly for a moment — then sputters out, leaving the world a touch dimmer.

The World Balance falls by 1.

# False Treasure

A sparkle lures your gaze,  
but the moment you reach  
for it, a token slips away and  
the world shudders with you.

Lose 1 Token. Then -1 World  
Balance.

# Foggy Turn

The fog thickens at the bend — you stumble blindly, and a token slips from your grasp.

Lose 1 Token.

# Lucky Chuckle

A giggle echoes through the air, and somehow the world feels a little lighter.

The World Balance rises by  
1.

# Balancing Act

The path tilts beneath you — you sway for balance, but a token tumbles away in the struggle.

Lose 1 Token.

# Friendly Nudge

A nudge meant in jest jars the group's footing — the world itself staggers from the shove.

The World Balance falls by 2.

# Slippery Slope

You skid down the slope, but land on your feet — the world steadies with your surprising balance.

World Balance +1.

# Misleading Echo

The echo misleads you, and in the confusion a token slips into your neighbor's hand.

The player on your right takes 1 token from you.

# Unexpected Ally

An unexpected ally steps in — but their help comes with a twist, it costs you dearly.

Give 1 Token to a player of your choice.

# Stonefall

Loose stones tumble from above, and in the scramble you toss a token to the player beside you.

Give 1 token to the player on your right.

# Rogue Wave

A rogue wave crashes over you — when it recedes, the tide has left two shining tokens at your feet.

Gain 2 tokens.

# **Moth's Wing**

A moth drifts past, its wings  
sending ripples that only the  
world can see.

The World Balance falls by 2.

# **Silent Gift**

Without a word, a small treasure is slipped into someone's hand — an unseen kindness.

Pick a player to gain 1 token.

# **Greedy Grab**

Someone else's hand reaches faster than yours.

Give 1 token to the player on your left.

# Golden Deal

A spirit bargains with you — one token offered, two more returned with a knowing grin.

Give 1 token to any player.  
Gain 2 tokens.

# Wandering Flame

You follow the spark's glow,  
but it leads the group astray  
— the world lurches off  
balance.

The World Balance falls by 2.

# Unseen Hand

An unseen hand steadies your step — the world grows calmer under its touch.

World Balance +1.

# Kindred Echo

A familiar echo guides you forward — you pass a token to your left, and the world steadies with the sound.

Give 1 token to the player on your left. World Balance +1.

# **Sparkle Storm**

Glittering sparks rain down around you, hinting at a new mission waiting to be uncovered.

Draw a Mission card.

# Empty Pockets

In a flash, you and another swap seats — in the confusion, two of your tokens vanish.

Lose 2 tokens.

# **Unlucky Break**

Bad luck strikes when you  
least expect it.

No effect.

# Whispered Favor

A whisper promises help, but its price is sly — a token slips away as payment.

Lose 1 token.

# Safe Box

You pry open the chest, bracing for danger — but it's harmlessly empty, and the world breathes a little easier.

World Balance +1.

# Lucky Bounce

Something bounces back into your hands, and fortune multiplies as tokens change places.

Give 1 token to any player.  
Gain 2 tokens.

# Whispered Gift

A quiet voice drifts through the air, urging you to pass along a token — and so the gift is given.

Pick a player to gain 1 token.

# Storm Lantern

A lantern burns brightly though rain lashes all around it. Its suddenly snuffed out, and you become lost.

Swap seats with the player on your right.

# Wild Swap

Everything changes places in a blink! You are suddenly transported elsewhere.

Swap seats with the player on your left.