

Tangled Vines

Twisting vines snag your boots. Do you Cut the Vines, or Follow the Vine-Trail deeper?

Cut the Vines

You slash the vines, and the forest shudders as if in pain.

The World Balance falls by 1.

Follow the Vine-Trail

You wander deeper along the vine path and vanish; your companions spend time and energy to find you.

Give 1 Token to the player on your left.

Fallen Log Bridge

A slick log spans a stream.
Do you Balance Across, or
Build a Safer Crossing?

Balance Across

You steady yourself and cross
cleanly, showing others the
way.

The World Balance rises by 1.

Build a Safer Crossing

You gather branches and
stones, but the extra work
changes nothing.

No Effect.

Glowcap Circle

Mushrooms glow in a perfect ring. Do you Step Inside, or Walk Around Carefully?

Step Inside

You step into the glowing ring, and the mushrooms dim as if something has shifted.

The World Balance falls by 1.
Your fate will be revealed — draw 1 Consequence card.

Walk Around Carefully

You circle cautiously, but the eerie glow clings to you, pulling you into another fate.

Your fate will be revealed — draw 1 Consequence card.

Deer on the Ridge

A stag watches from above.
Do you Approach Slowly, or
Leave an Offering and Move
On?

Approach Slowly

The stag bolts suddenly, and
you drop something precious in
the scramble.

Lose 1 Token.

Leave an Offering

You lay a token at the ridge, but
unseen forces stir to test your
gift.

Your fate will be revealed —
draw 1 Consequence card.

Whispering Pines

Wind hums secrets through the trees. Do you Listen Closely, or Signal the Others to Hush?

Listen Closely

You lean in, but the whispers twist into lies that unsettle the balance.

The World Balance falls by 1.

Signal the Others

Distracted by your shouts, you drop an item into the needles below.

Lose 1 Token.

Thorny Thicket

A shortcut pierces with thorns. Do you Force Through, or Clear a Path for the Group?

Force Through

The thorns tear at your clothes and skin, leaving you scarred and cursed.

Your fate will be revealed — draw 1 Consequence card.

Clear a Path

You hack at the thicket, but the forest resents the wound and punishes your progress.

Skip your next turn. Then -1 World Balance.

Fox's Cache

You spot a hidden stash of berries. Do you Take a Handful, or Share with the Group?

Take a Handful

The berries taste sweet, but something unexpected comes with them.

Your fate will be revealed — draw 1 Consequence card.

Share with the Group

You hand out the berries, lifting spirits—though a hidden price soon follows.

The World Balance rises by 1. Your fate will be revealed — draw 1 Consequence card.

Hidden Hollow

A dark hollow opens beneath roots. Do you Climb Down, or Mark It and Return Later?

Climb Down

You descend into the hollow, and shadows coil around you.

Your fate will be revealed — draw 1 Consequence card.

Mark It

You carve a mark by the roots; nothing stirs.

No Effect.

Owls' Warning

Owls hoot urgently overhead. Do you Press On, or Set a Quiet Camp?

Press On

Ignoring their cries, you stumble into trouble and pay the cost.

Lose 1 Token. Then -1 World Balance.

Set a Quiet Camp

You wait under the owls' gaze, but the night brings a different challenge.

Your fate will be revealed — draw 1 Consequence card.

River Fork

The river splits around an island. Do you Swim the Fast Channel, or Ferry the Group Slowly?

Swim the Fast Channel

The current rips something from your grip as you barely reach shore.

Lose 1 Token.

Ferry the Group

You build a crude raft, and the crossing reshapes your journey's course.

The balance shifts — draw 1 Mission card.

Lantern Glow

A lonely lantern flickers ahead. Do you Follow the Glow, or Call Out for a Guide?

Follow the Glow

You chase the lantern's light, only to be drawn into its secret.

Your fate will be revealed — draw 1 Consequence card.

Call Out

Your voice cracks the silence, and a small item slips away in the dark.

Lose 1 Token.

Echoing Footsteps

Your steps double back as echoes. Do you Chase the Echo, or Hold Position and Count?

Chase the Echo

You sprint after the phantom sound, but drop something as the world steadies.

Lose 1 Token. Then +1 World Balance.

Hold Position

You stay rooted, and the echo circles back in a strange form.

Your fate will be revealed — draw 1 Consequence card.

Cloak of Mist

A cool mist drapes the path.
Do you Run Through, or
Move Slowly with a Rope?

Run Through

You dash ahead blindly, leaving behind something vital.

Give 1 Token to the player on your right.

Move Slowly with a Rope

You creep carefully, tethered together, but something still intervenes.

Your fate will be revealed — draw 1 Consequence card.

Whisper Knot

Whispers tie into a knot of sound. Do you Untie the Knot, or Drown It with a Song?

Untie the Knot

You pull at the knot of whispers, and your strength falters with the cost.

Lose 1 Token. Then -1 World Balance.

Drown It with a Song

Your song cuts through the whispers, but it summons another fate.

Your fate will be revealed — draw 1 Consequence card.

Fleeting Figure

A silhouette beckons from a corner. Do you Approach It, or Stay in the Light?

Approach It

The figure vanishes, and takes something precious from you.

Lose 1 Token.

Stay in the Light

You hold your ground in the glow, and nothing changes.

No Effect.

Vanishing Bridge Vanishing Bridge Footbridge

A bridge seems to fade the closer you get. Do you Sprint Across, or Test with a Staff?

Sprint Across

You rush over just before it disappears, clutching a newfound prize.

Gain 1 Token.

Test with a Staff

The staff sinks through the fading bridge, and strange forces respond.

Your fate will be revealed — draw 1 Consequence card.

Secret Passage

A crack in the wall breathes cool air. Do you Squeeze Through, or Widen it for Everyone?

Squeeze Through

You force your way inside, claiming a reward but upsetting the balance.

Gain 1 Token. Then -1 World Balance.

Widen it for Everyone

You carve the gap wider, but the delay costs you precious time.

Skip your next turn.

Murmur Market

Invisible bartering hums around you. Do you Bargain Boldly, or Share What You Hear?

Bargain Boldly

You shout your price into the invisible crowd, and something unseen answers.

Your fate will be revealed — draw 1 Consequence card.

Share What You Hear

You repeat the whispers aloud, but they warp the balance as they spread.

The World Balance falls by 1.

Shadowed Shortcut

Shortcut

A dark alley offers a shortcut. Do you Take It Alone, or Light the Way for All?

Take It Alone

The shortcut twists strangely, leaving the world more fragile than before.

The World Balance falls by 1.

Light the Way for All

You guide others with your light, but nothing shifts.

No Effect.

Sandstorm Edge

A storm crawls along the horizon. Do you Dash Through, or Pitch Shelter and Wait?

Dash Through

The storm tears an item from you as you stumble through.

Lose 1 Token.

Pitch Shelter

You huddle down against the storm, safe but delayed.

Skip your next turn.

Buried Canteen

You find an old canteen in the dunes. Do you Drink Deeply, or Share the Water?

Drink Deeply

The stale water slows you down, and you're forced to rest.

Skip your next turn.

Share the Water

The canteen spreads illness among your group, straining the balance.

The World Balance falls by 1. Your fate will be revealed — draw 1 Consequence card.

Caravan Tracks

Fresh tracks cut the sand. Do you Follow the Trail, or Cover the Tracks for Safety?

Follow the Trail

The tracks lead you into an ambush, costing you dearly.

Lose 1 Token. Then -1 World Balance.

Cover the Tracks

You erase the trail, but unseen watchers notice your efforts.

Your fate will be revealed — draw 1 Consequence card.

Scorpion Den

A shadowed pit clicks and stirs. Do you Prod the Den, or Flag it for Others?

Prod the Den

The sand erupts, and something stings back.

Your fate will be revealed — draw 1 Consequence card.

Flag it for Others

As you mark the danger, you sacrifice one of your supplies.

Lose 1 Token.

Mirage of Plenty

An oasis shimmers ahead.
Do you Chase the Mirage, or
Set a Careful Pace?

Chase the Mirage

The mirage shifts as you run,
pulling you into uncertainty.

Your fate will be revealed —
draw 1 Consequence card.

Set a Careful Pace

You resist the lure, but the
effort drains the world's
balance.

The World Balance falls by 1.

Subtle Bones

Bones

Old bones point in a direction. Do you Heed the Warning, or Ignore and Press On?

Heed the Warning

You turn away, but fate finds another path to reach you.

Your fate will be revealed — draw 1 Consequence card.

Ignore and Press On

You press forward, but a hidden danger takes its toll on your group.

Give 1 Token to the player on your left. Then -1 World Balance.

Dune Slide

Sand starts sliding under your feet. Do you Surf the Dune, or Anchor with a Rope?

Surf the Dune

You ride the shifting sands, but the desert shifts against the balance.

The World Balance falls by 1.

Anchor with a Rope

You tie off safely, but the effort halts your journey.

Skip your next turn.

Wind-Cut Canyon

A narrow canyon whistles sharply. Do you Enter for Shade, or Walk the Rim?

Enter for Shade

You cool off in the shade and find something useful, though the canyon hides other dangers.

Gain 1 token. Your fate will be revealed — draw 1 Consequence card.

Walk the Rim

You stick to the high ground, but hazards await you still.

Your fate will be revealed — draw 1 Consequence card.

Glass Shards

Melted glass glitters underfoot. Do you Collect the Shards, or Clear a Path?

Collect the Shards

You cut yourself on the jagged glass, dropping what you carried.

Lose 1 Token.

Clear a Path

You share the shards among your group, trading safety for a costly gain.

Give 1 Token to a player of your choice. Gain 2 tokens.

~~Available When~~ Warning

Snow rumbles above. Do you
Race Across, or Wait it Out?

Race Across

You sprint beneath the slope,
and the mountain answers.

Your fate will be revealed —
draw 1 Consequence card.

Wait it Out

You wait in stillness, and the
snow never falls.

No Effect.

Frozen Bridge

The ice groans beneath you.
Do you Cross the Bridge, or
Find Another Way?

Cross the Bridge

You cross swiftly, finding something of value wedged in the ice.

Gain 1 Token.

Find Another Way

The detour is treacherous, straining the world's balance.

The World Balance falls by 1.

Rime Cave

Glittering frost coats a cave mouth. Do you Enter the Cave, or Mark It and Move On?

Enter the Cave

Inside, the frost glows gently, restoring harmony to the balance.

The World Balance rises by 1.

Mark It and Move On

You leave a marker and find a glittering shard on the way forward.

Gain 1 Token.

Razor Ridge

A knife-edge ridge leads onward. Do you Take the Ridge, or Rope the Team and Detour?

Take the Ridge

You balance carefully, but danger cuts close.

Your fate will be revealed — draw 1 Consequence card.

Rope the Team and Detour

You lead a cautious detour, but progress halts.

Skip your next turn.

Icicle Field

Icicles hang like spears. Do you Weave Through, or Knock Them Down Safely?

Weave Through

You thread between the spears, but the ice responds unexpectedly.

Your fate will be revealed — draw 1 Consequence card.

Knock Them Down Safely

You clear a safe path, restoring order to the frozen field.

The World Balance rises by 1.

Whiteout Watch

Snow wipes out landmarks.
Do you Push Blindly, or Build
a Snow Marker?

Push Blindly

You stumble ahead without direction, and the world grows unstable.

The World Balance falls by 1.
Your fate will be revealed —
draw 1 Consequence card.

Build a Snow Marker

You raise a marker, but the effort costs you and unsettles the balance.

Lose 1 Token. Then -1 World Balance.

Snowbridge Span

A snowbridge stretches over a crevasse. Do you Sprint, or Probe and Crawl?

Sprint

You dash across, snatching a reward but shaking the bridge's balance.

Gain 1 Token. Then -1 World Balance.

Probe and Crawl

You inch carefully, costing precious time.

Skip your next turn.

Glacier Tune

The glacier sings underfoot.
Do you Follow the Song, or
Chart a Safer Route?

Follow the Song

The melody draws you in, and
fate answers.

Your fate will be revealed —
draw 1 Consequence card.

Chart a Safer Route

You draw the map slowly, losing
ground and weakening the
balance.

Give 1 Token to the player on
your left. Then -1 World
Balance.

Crumbling Archway

Archway

An ancient arch groans overhead. Do you Brace the Arch, or Rush Through?

Brace the Arch

You strain to hold it steady, but the balance falters under the weight.

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

Rush Through

You sprint clear, untouched as the stones fall behind.

No Effect.

Fallen Idol

A shattered statue blocks your way. Do you Restore the Idol, or Move Past?

Restore the Idol

You attempt to rebuild the pieces, and hidden forces respond.

Your fate will be revealed — draw 1 Consequence card.

Move Past

You climb around the rubble, but lose something in the effort.

Lose 1 Token.

Trapped Corridor

Floor stones shift beneath you. Do you Risk the Passage, or Find Another Route?

Risk the Passage

You stride ahead, and the corridor collapses behind you, unsettling the world.

The World Balance falls by 1.

Find Another Route

You divert the group, but the detour costs and rewards in equal measure.

Give 1 Token to the player on your left. Gain 1 token..

Runed Door

A door carved with glowing runes stands before you. Do you Push it Open, or Step Back?

Push it Open

The runes flare, and the door claims a toll from you.

Lose 1 Token. Then -1 World Balance.

Step Back

You leave the door untouched, and nothing stirs.

No Effect.

Collapsing Temple

The temple walls begin to fall. Do you Hold Them Up, or Dash Outside?

Hold Them Up

You brace the walls, but the strain cracks the balance of the realm.

The World Balance falls by 1.

Dash Outside

You escape, but rubble crushes something you carried and unsettles the world.

Lose 1 Token. Then -1 World Balance.

Echoing Halls

Your steps echo in long corridors. Do you Search for Secrets, or Guard the Exit?

Search for Secrets

Your search uncovers a hidden cache glinting in the dark.

Gain 1 token.

Guard the Exit

You wait at the archway, but shadows bring a test.

Your fate will be revealed — draw 1 Consequence card.

Mossy Stair

A stairway crumbles into moss. Do you Descend Quickly, or Shore It Up?

Descend Quickly

You hurry down, and the moss conceals a surprise.

Your fate will be revealed — draw 1 Consequence card.

Shore It Up

You prop the stair with your gear, sacrificing it for safety.

Lose 1 Token.

Hidden Reliquary

A small chamber glows faintly. Do you Open the Reliquary, or Leave it Sealed?

Open the Reliquary

The relic flashes, draining something from your grasp.

Lose 1 Token.

Leave it Sealed

You turn away, but the reliquary whispers after you.

Your fate will be revealed — draw 1 Consequence card.

Restless Pebbles

Gravel skitters over old stones. Do you Follow the Sound, or Calm the Ground?

Follow the Sound

The rolling stones guide you straight into fate's hand.

Your fate will be revealed — draw 1 Consequence card.

Calm the Ground

You settle the shifting gravel, but lose precious time.

Skip your next turn.

Faded Names

Names on markers blur. Do you Trace the Letters, or Clean the Stones?

Trace the Letters

Etching the names sharpens one into focus, gifting you something—at a cost.

Gain 1 token. Your fate will be revealed — draw 1 Consequence card.

Clean the Stones

You scrub gently, revealing symbols that change your course.

The balance shifts — draw 1 Mission card.

Lantern Vigil

A lantern burns unattended.
Do you Take the Lantern, or
Tend the Flame?

Take the Lantern

You lift the lantern, and hidden forces stir.

Your fate will be revealed — draw 1 Consequence card.

Tend the Flame

You stoke the flame, but the fire hungers, throwing the balance askew.

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

Cracked Marked Mausoleum

Mausoleum

A vault door hangs open. Do you Enter the Mausoleum, or Set Wards Outside?

Enter the Mausoleum

You step inside, and the mausoleum's secrets rewrite your mission.

The balance shifts — draw 1 Mission card.

Set Wards Outside

You mark wards in the dust, but the act unsettles the realm.

The World Balance falls by 1.

Wandering Breeze

Cold wind circles the hill. Do you Chase the Breeze, or Shelter the Group?

Chase the Breeze

You follow the gust and find treasure, but the air grows restless.

Gain 1 Token. Then -1 World Balance.

Shelter the Group

You shield others, though the effort costs you—and fate intervenes.

Give 1 Token to a player of your choice. Your fate will be revealed — draw 1 Consequence card.

Bell Rope

A bell rope dangles in the fog. Do you Ring for Guidance, or Tie it Safely?

Ring for Guidance

You pocket the coins, but they carry a curse that halts your progress.

Your fate will be revealed — draw 1 Consequence card.

Tie it Safely

You add to the plate, but the world grows heavier for it.

Lose 1 Token. Your fate will be revealed — draw 1 Consequence card.

Offering Plate

Coins gleam under leaves.
Do you Take the Coins, or
Leave an Offering?

Take the Coins

The entries reveal a secret that bolsters your journey.

Skip your next turn.

Leave an Offering

You keep the notes from blowing away, but the effort costs you.

Lose 1 Token. Then -1 World Balance.

Caretaker's Notes

A notebook lies open to the wind. Do you Read the Notes, or Weigh them with a Stone?

Read the Notes

You inch forward, but the ledge crumbles and weakens the balance.

Gain 1 Token.

Weigh with a Stone

You rig a safety line, but fate finds you anyway.

Give 1 Token to the player on your right.

Cliffside Path

A narrow ledge skirts the drop. Do you Edge Along, or Set a Rope for All?

Edge Along

You leap into the warm current, and destiny follows.

The World Balance falls by 1.

Set a Rope for All

You explore carefully, but lose something valuable along the way.

Your fate will be revealed — draw 1 Consequence card.

Thermal Updraft

Warm winds rise from below.
Do you Glide on the Updraft,
or Scout a Safer Descent?

Glide on the Updraft

Your cry fades into silence,
unanswered.

Your fate will be revealed —
draw 1 Consequence card.

Scout a Safer Descent

You hush the group, and the
silence deepens into trial.

Lose 1 Token.

Plateau Echo

Sound carries across the plateau. Do you Call for Help, or Signal Quiet?

Call for Help

You leap lightly across, but in the process, a token changes hands.

No Effect.

Signal Quiet

You secure the stones, but something else notices.

Your fate will be revealed — draw 1 Consequence card.

Skybridge Stones

Flat stones form a bridge between cliffs. Do you Hop Across, or Build a Handrail?

Hop Across

You pursue the eagle, but it leads you astray and you drop something in the chase.

Give 1 Token to a player of your choice.

Build a Handrail

You build shade for your group, but it costs precious time.

Your fate will be revealed — draw 1 Consequence card.

Eagle's Shadow

A raptor circles above. Do you Follow its Flight, or Shade the Camp?

Follow its Flight

You light your fire, but the ridge draws attention.

Lose 1 Token.

Shade the Camp

You climb down to safety, but lose something on the descent.

Skip your next turn.

Ridge Camp

Evening falls on a high ridge.
Do you Camp Exposed, or
Drop to a Ledge?

Camp Exposed

You follow the carvings, and the
stone spirits stir.

Your fate will be revealed —
draw 1 Consequence card.

Drop to a Ledge

You draw your own mark, and
nothing changes.

Lose 1 Token.

Sky Carvings

Petroglyphs edge the cliff.
Do you Trace the Signs, or
Mark a Safe Route?

Trace the Signs

You sprint through the muck,
but it doesn't let you go freely.

Your fate will be revealed —
draw 1 Consequence card.

Mark a Safe Route

You build a safe crossing, but
your supplies sink with the
planks.

No Effect.

Quicksilt Crossing

The ground squelches alarmingly. Do you Dash Across, or Lay Planks for Others?

Dash Across

You brace the walls, but the strain cracks the balance of the realm.

Your fate will be revealed — draw 1 Consequence card.

Lay Planks for Others

You escape, but rubble crushes something you carried and unsettles the world.

Lose 1 Token.

Firefly Swarm

Lights swarm in dizzy patterns. Do you Chase the Lights, or Guide them to Camp?

Chase the Lights

You run after the glowing swarm, but the world tilts further out of balance.

The World Balance falls by 1.

Guide them to Camp

You shepherd the lights homeward, but they drift away without change.

No Effect.

Bog Whisper

Bubbles pop with faint voices. Do you Lean to Listen, or Steady the Walkway?

Lean to Listen

You bend closer, but the bog grips something from your pack.

Lose 1 Token.

Steady the Walkway

You reinforce the planks and discover a hidden stash beneath.

Gain 1 token.

Leaning Cypress

A fallen tree offers a bridge.
Do you Sprint the Trunk, or
Lash a Line for All?

Sprint the Trunk

You dash across the slick wood,
only to face an unforeseen trial.

Your fate will be revealed —
draw 1 Consequence card.

Lash a Line for All

You tie a rope for safety, but
the tree groans and balance
weakens.

The World Balance falls by 1.

Reed Cache

Supplies hide among reeds.
Do you Take the Best, or
Distribute Fairly?

Take the Best

You seize the finest supplies,
but the reeds sigh with
disapproval.

The World Balance falls by 1.

Distribute Fairly

You share the cache openly,
and new paths unfold.

The balance shifts — draw 1
Mission card.

Mist-Lit Trail

A pale trail appears in mist.
Do you Follow It Alone, or
Flag It for the Crew?

Follow It Alone

You claim a prize from the fog,
but the balance falters.

Gain 1 Token. Then -1 World
Balance.

Flag It for the Crew

You mark the way, yet the mist
swallows harmony with it.

The World Balance falls by 1.

Croak Chorus

Frogs sing a steady rhythm.
Do you Keep the Beat, or
Quiet the Marsh?

Keep the Beat

You drum along, but the marsh
replies with chaos.

The World Balance falls by 1.
Your fate will be revealed —
draw 1 Consequence card.

Quiet the Marsh

You silence the chorus,
uncovering a hidden reward in
the stillness.

Gain 1 Token.

Moonpath

Moonlight paints a path on the water. Do you Walk the Shallows, or Build a Raft?

Walk the Shallows

You step through silver light, and the waters calm in balance.

The World Balance rises by 1.

Build a Raft

You lash together logs, but the raft drifts with no change.

No Effect.

Reed Maze

Tall reeds weave a maze. Do you Cut a Shortcut, or Tie Ribbons for Others?

Cut a Shortcut

You slice through the reeds, reaching the same place as before.

No Effect.

Tie Ribbons for Others

You knot markers on stalks, but something stirs at your signal.

Your fate will be revealed — draw 1 Consequence card.

Old Dock

Boards groan underfoot. Do you Sprint to the End, or Reinforce the Planks?

Sprint to the End

You race across, but the planks shatter and cost you dearly.

Lose 1 Token. Then -1 World Balance.

Reinforce the Planks

You fix the boards, handing over supplies to do it.

Give 1 Token to the player on your right.

Whirlpool Eye

Water spins in a silent eye.
Do you Skirt the Edge, or
Drop a Marker for All?

Skirt the Edge

You edge along carefully, yet
the whirl pulls fate into motion.

Your fate will be revealed —
draw 1 Consequence card.

Drop a Marker for All

You drop a beacon, but the
current drags balance
downward.

The World Balance falls by 1.

Net Tangle

A torn net drifts by. Do you
Salvage the Rope, or
Untangle and Release?

Salvage the Rope

You grab the rope, but the weight rips something away from you.

Lose 1 Token.

Untangle and Release

You set the net free, and new currents guide your path.

The balance shifts — draw 1 Mission card.

Shoreline Cache

Shells hide small trinkets. Do you Pocket a Prize, or Share the Finds?

Pocket a Prize

You slip a shiny trinket into your pocket unnoticed.

Gain 1 Token.

Share the Finds

You hand out treasures, but fate still tests your generosity.

Your fate will be revealed — draw 1 Consequence card.

Ripple Caller

A gentle ripple answers your clap. Do you Clap Louder, or Teach the Rhythm to Others?

Clap Louder

You thunder applause, and the ripples break the balance.

The World Balance falls by 1.

Teach the Rhythm

You guide others in rhythm, but sacrifice something as the world steadies.

Lose 1 Token. Then +1 World Balance.

Glimmering Fins

Strange lights flicker in the deep. Do you Swim Toward Them, or Signal and Stay?

Swim Toward Them

You dive after the lights, and they lead you into fate's grasp.

Your fate will be revealed — draw 1 Consequence card.

Signal and Stay

You wait for them to rise, but something slips from your hold.

Lose 1 Token.

Pressure Creak

The hull creaks at depth. Do you Dive Deeper, or Rise a Little?

Dive Deeper

You plunge further, but the pressure twists events against you.

Your fate will be revealed — draw 1 Consequence card.

Rise a Little

You lighten the strain, but something valuable is crushed in the ascent.

Lose 1 Token.

Silt Cloud

A cloud of silt hides the view.
Do you Push Through, or
Wait for it to Clear?

Push Through

You plunge into the cloud, and
hidden danger awaits.

Your fate will be revealed —
draw 1 Consequence card.

Wait for it to Clear

Patience reveals a clear
path—and a small reward.

Gain 1 token.

Echo Ping

Your ping returns oddly. Do you Follow the Echo, or Map a Safe Route?

Follow the Echo

You trace the signal and find a forgotten prize.

Gain 1 Token.

Map a Safe Route

You sketch the echo's path, but the world quivers as fate intervenes.

The World Balance falls by 1.
Your fate will be revealed — draw 1 Consequence card.

Thermal Vent

Hot plumes shimmer nearby.
Do you Harvest Minerals, or
Mark the Hazard?

Harvest Minerals

You scoop glittering fragments
from the vent's edge.

Gain 1 token.

Mark the Hazard

You mark the vent for safety,
and uncover a small reward in
doing so.

Gain 1 Token.

Tether Snag

A line snags on jagged rock.
Do you Yank it Free, or Ease
it Loose?

Yank it Free

You pull hard, but the snap
sends your supplies sinking.

Lose 1 Token.

Ease it Loose

You free the tether gently, and
the waters still in harmony.

The World Balance rises by 1.

Silent Shoal

A school of fish moves as one. Do you Cut Through, or Swim Around Together?

Cut Through

You break their formation, forcing a cost as fate closes in.

Give 1 Token to a player of your choice. Your fate will be revealed — draw 1 Consequence card.

Swim Around Together

You follow the shoal's path, but lose something in the drift.

Lose 1 Token.

Rainbow Dew

Dew sparkles in seven colors. Do you Collect the Drops, or Sprinkle Them for Luck?

Collect the Drops

You gather the prismatic dew, but it shifts strangely in your hands.

Your fate will be revealed — draw 1 Consequence card.

Sprinkle for Luck

You scatter the dew across the ground, and fortune takes a toll.

Give 1 Token to a player of your choice.

Unicorn Track

A hoofprint glows faintly. Do you Follow the Track, or Protect the Trail?

Follow the Track

You trace the glowing steps and uncover a hidden gift.

Gain 1 Token.

Protect the Trail

You guard the track, and new missions are revealed.

The balance shifts — draw 1 Mission card.

Fairy Knot

Ribbons tie themselves around branches. Do you Untie the Ribbons, or Hang New Ones?

Untie the Ribbons

You free the ribbons, and the air brightens in harmony.

The World Balance rises by 1.

Hang New Ones

You add your own ribbons, leaving a token behind.

Give 1 Token to a player of your choice.

Singing Blossom

A flower hums a tune. Do you Pluck a Petal, or Teach the Song to the Crew?

Pluck a Petal

You pull the petal, but the blossom steals something from you.

Lose 1 Token.

Teach the Song

You spread its melody, and fate answers.

Your fate will be revealed — draw 1 Consequence card.

Glittering Path

Twinkles light a path. Do you
Race Ahead, or Set Guide
Stones?

Race Ahead

You run after the gleams, but
the path tricks you into danger.

Your fate will be revealed —
draw 1 Consequence card.

Set Guide Stones

You mark the path carefully,
and destiny responds.

Your fate will be revealed —
draw 1 Consequence card.

Wishing Brook

A brook whispers wishes. Do you Make a Wish, or Encourage Another's Wish?

Make a Wish

You whisper to the brook, and its reply steadies the realm.

The World Balance rises by 1.

Encourage Another's Wish

You urge another forward, but your kindness costs you.

Lose 1 Token.

Gossamer Bridge

A silken bridge spans a gap.
Do you Cross Lightly, or
Strengthen the Weave?

Cross Lightly

You tread carefully, balancing the world—yet fate still tests you.

The World Balance rises by 1.
Your fate will be revealed — draw 1 Consequence card.

Strengthen the Weave

You weave the bridge tighter, but the effort strains harmony.

Give 1 Token to a player of your choice. Then -1 World Balance.

Endless Expanse

The land stretches without end. Do you Push Forward, or Rest in Place?

Push Forward

You march on, and the vastness bends destiny around you.

Your fate will be revealed — draw 1 Consequence card.

Rest in Place

You settle down, but the stillness drains both supplies and balance.

Lose 1 Token. Then -1 World Balance.

Dust Devil

A spiral of dust whips by. Do you Chase the Spiral, or Shield the Group?

Chase the Spiral

You run after the dust devil, and it spins fate around you.

Your fate will be revealed — draw 1 Consequence card.

Shield the Group

You guard the others until the dust passes, and nothing changes.

No Effect.

Lonely Cairn

A single cairn marks the plain. Do you Search for a Message, or Add Stones for Others?

Search for a Message

You study the cairn, and hidden forces answer.

Your fate will be revealed — draw 1 Consequence card.

Add Stones for Others

You pile new stones, but drop something valuable among them.

Lose 1 Token.

Heat Haze

Air shivers with heat. Do you
Sprint the Stretch, or Set a
Shade Screen?

Sprint the Stretch

The heat scorches your stride,
and a token slips away.

Lose 1 Token.

Set a Shade Screen

You craft a screen that cools the
air, strengthening balance.

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

Wind's Lullaby

A low hum drifts across emptiness. Do you Hum Along, or Call the Group Together?

Hum Along

You join the tune, but the wind plucks something from you.

Lose 1 Token.

Call the Group Together

You gather everyone to listen, but the pause delays your journey.

Skip your next turn.

Cracked Earth

Fissures crisscross your path. Do you Hop the Cracks, or Lay Boards for All?

Hop the Cracks

You leap the gaps, but one fissure swallows your gear.

Lose 1 Token.

Lay Boards for All

You build a steady crossing, restoring balance to the path.

The World Balance rises by 1.

Shifting Crest

A dune crest slumps underfoot. Do you Slide Down, or Fix a Rope for the Crew?

Slide Down

You tumble down the slope, and fate greets you at the bottom.

Your fate will be revealed — draw 1 Consequence card.

Fix a Rope for the Crew

You secure the descent, and uncover a prize in the sand.

Gain 1 Token.

Shaded Hollow

A hollow between dunes hides shade. Do you Nap in Shade, or Signal the Spot?

Nap in Shade

You drift asleep, but something finds you there.

Your fate will be revealed — draw 1 Consequence card.

Signal the Spot

You mark the hollow, but the effort halts your advance.

Skip your next turn.

Beetle Parade

Beetles roll bright balls. Do you Collect a Shell, or Guide Them Away from Camp?

Collect a Shell

You snatch a shell, but the beetles scatter, and you lose something in the chaos.

Lose 1 Token.

Guide Them Away

You steer the beetles aside, but the task costs you.

Give 1 Token to the player on your right.

Sand Ladder

Footsteps form a ladder on the slope. Do you Race Up, or Reinforce the Steps?

Race Up

You rush upward, but the sand collapses and steals from you.

Lose 1 Token.

Reinforce the Steps

You shore up the ladder, but the world groans in disarray.

The World Balance falls by 1.

Echo Bowl

A bowl-shaped dune sings.
Do you Sing Back, or Muffle
the Sound for Rest?

Sing Back

You answer the song, and the
echoes crack the balance.

The World Balance falls by 1.

Muffle the Sound

You dampen the dune's voice,
and silence settles unchanged.

No Effect.

Buried Marker

A half-buried marker peeks out. Do you Dig it Up, or Set a New Marker?

Dig it Up

You unearth the stone, but its weight costs you.

Give 1 Token to the player on your left.

Set a New Marker

You plant a new sign, but sacrifice a token to do it.

Lose 1 Token.

Desert Kite

Wind begs for a kite. Do you
Fly One Now, or Save the
Wind for Travel?

Fly One Now

The kite soars, but the wind
claims part of your gear.

Lose 1 Token.

Save the Wind for Travel

You resist the urge, and the
wind reshapes your journey's
purpose.

The balance shifts — draw 1
Mission card.

Shattered Sundial

An ancient sundial lies cracked, its shadow spinning strangely. Do you Align the Pieces, or Ignore the Shadow?

Align the Pieces

As you fit the fragments together, the shadow leaps sideways, pulling you into a new place beside another.

Swap seats with the player on your right.

Ignore the Shadow

You turn away, but the warped shadow coils around you, dragging you to the other side.

Swap seats with the player on your left.

Mirror Pool

A pool of still water reflects not you, but another scene entirely. Do you Step Into the Reflection, or Toss a Stone?

Step Into the Reflection

You step through the glassy surface and emerge in someone else's place.

Swap seats with the player on your left.

Toss a Stone

Ripples spread across the pool, and your token tumbles away into the hands of your neighbor.

Give 1 token to the player on your left.

Twilight Arch

An arch of stone glows faintly at dusk, the air beneath it humming. Do you Walk Through the Arch, or Circle Around It?

Walk Through the Arch

Passing under the arch, the humming swells, and you find yourself stepping out in another's spot.

Swap seats with the player on your right.

Circle Around It

You guide the group around the glowing stones, and each person uncovers a token hidden in the twilight.

Everyone gains 1 token.

Ashen Idol

A small statue crumbles slowly into ash with every breath of wind. Do you Touch the Idol, or Scatter the Ashes?

Touch the Idol

You press your hand to the idol, and its ashes scatter, leaving glowing fragments for all to gather.

Everyone gains 1 token.

Scatter the Ashes

You cast the idol's dust to the wind, and it whirls you into another's place.

Swap seats with the player on your left.

Frozen Echo

Your voice echoes oddly through the frost, as if another answers back. Do you Call Louder, or Stay Silent?

Call Louder

Your cry bounces from the ice, and the answering echo pushes you into another's place.

Swap seats with the player on your left.

Stay Silent

You hold your breath, but the frost whispers on its own, nudging you into a different seat.

Swap seats with the player on your right.