

Tangled Vines

A wall of twisting vines droops over the path, thick with leaves and thorns. The group bunches up behind you, waiting to see how you'll handle the blockage.

Do you hack a path straight through the vines, or Do you back up to find a longer way around?

Hack A Path

Longer Way Around

You chop and tear at the vines until you force a narrow tunnel, leaving the plants shredded and dangling.

You lead everyone away from the tangle and circle around, losing time but leaving the plants untouched.

Move forward 1 space.
World Balance falls by 1.

Move backward 1 space.
World Balance rises by 1.

Fallen Log Bridge

A thick tree trunk has fallen across a rushing stream, forming a narrow bridge. The wood is damp and a little wobbly as water roars below.

Do you walk straight across the log, or Do you stop to brace it with extra branches?

Walk Across Log

You hurry over the slick trunk, splashing bits of bark into the water as you go.

Move forward 1 space.
World Balance falls by 1.

Brace With Branches

You take time to wedge branches and stones under the trunk so others can cross more safely.

Move forward 1 space.
World Balance rises by 1.

Glowcap Circle

In a shady patch of ground, a ring of tiny mushrooms glows with a soft, steady light. The air feels thick and tingly as you step closer to the circle.

Do you step into the glowing ring, or Do you carefully walk around the edge instead?

Step Into Ring

You step into the circle and feel a warm rush of energy, as if the forest is cheering you on.

Move forward 2 spaces.
World Balance rises by 1.

Walk Around Edge

You tiptoe around the outside, keeping your distance, but the glow flickers and twists into something new.

Unexpected events are starting to unfold. Draw a Thread Card.

Deer on the Ridge

On a low hill ahead, a tall stag stands watching you, ears pointed and still. The rest of the forest is quiet, as if waiting to see what you'll do.

Do you climb the slope slowly to get closer, or
Do you stay below and leave a small gift on the ground?

Climb The Slope

You move carefully and lower your gaze until the animal finally turns away without fear.

World Balance rises by 1.

Stay Below

You place a token in the grass and back away, but slip on loose stones and rattle the hillside.

Move backward 1 space.
World Balance falls by 1.

Whispering Pines

Tall pine trees lean over the trail, and the wind makes their needles rustle like quiet voices. Every gust sounds almost like words you can't quite catch.

Do you stop to listen closely to the whispers, or
Do you wave the others forward and hurry the group along?

Listen To Whispers

Hurry Group Along

You stand still, trying to pick out the hidden message as the sound swirls around you.

Move forward 1 space.
Unexpected events are starting to unfold. Draw a Thread Card.

You push everyone to move faster, shouting over the wind and snapping branches underfoot.

Move forward 1 space.
World Balance falls by 1.

Thorny Thicket

A wall of brambles blocks the trail, packed with sharp thorns that snag at your clothes and pack straps. Everyone stops behind you, waiting to see how you'll deal with the mess.

Do you shove straight through the thorns, or
Do you stop to clear a careful doorway?

Shove Through Thorns

You duck your head and force your way in, scratching yourself as something strange begins to cling to you.

Unexpected events are starting to unfold. Draw a Thread Card.

Clear The Doorway

You slowly clip and bend the branches aside, losing ground but leaving the path gentler for whoever comes next.

Move backward 1 space.
World Balance rises by 1.

Fox's Cache

Under a root-curved hollow, you spot a neat pile of berries and shiny odds and ends tucked away from sight. It looks like someone small and clever has been saving their favorite things here.

Do you sneak a handful for yourself, or Do you call everyone over to share the find?

Sneak A Handful

Share The Find

You grab a quick snack and pocket a trinket, feeling faster even as the world seems to frown at your choice.

Move forward 1 space.
World Balance falls by 1.

You invite the whole group to join in, and passing the treats around slows you down as you rest longer than planned.

Move backward 2 spaces.
Skip your next turn.

Hidden Hollow

Beside the trail, a dark opening sinks under the roots of an old tree, cool air drifting out from below. From where you stand, it is impossible to see how deep the hollow goes.

Do you climb down to explore the hollow, or
Do you mark the spot and keep moving?

Explore The Hollow

You lower yourself into the dim space and leave a small sign of respect, and when you return the world feels a little more at ease.

World Balance rises by 1.

Mark The Spot

You scratch a simple symbol into the bark and lead the group onward, feeling a bit lighter as you step back onto the path.

Move forward 1 space.
World Balance rises by 1.

Owls' Warning

Two owls watch you from a branch above, calling out again and again as the sky begins to darken. Their eyes follow your every move like a silent warning.

Do you press on past their calls, or Do you set up a quiet camp and wait?

Press On Past

You keep walking into the dusk, gaining ground until a sudden tangle of trouble forces you to sit out your next chance to act.

Move forward 1 space.
Skip your next turn.

Set Up Camp

You pitch a small camp beneath the trees, and as you rest, you can't shake the feeling that the world has grown a little more uneasy.

World Balance falls by 1.

River Fork

The river splits ahead, one branch racing over rocks and the other sliding slowly around a bend. Your group gathers at the shore, unsure which path will truly be safer.

Do you dive into the fast-moving channel, or
Do you guide everyone along the slower way?

Dive Into Channel

Take Slower Way

You leap into the rushing water and let it carry you ahead, popping up far in front with the journey feeling steadier than before.

**You jump to match the position of the leading player.
World Balance rises by 1.**

You help the group pick their steps along the quieter branch, going forward a little while the world grumbles at the delay.

Move forward 1 space.
World Balance falls by 1.

Lantern Glow

Far ahead on the path, a tiny light sways back and forth in the dark.

Do you Follow the Light, or Call Out into the darkness?

Follow The Light

You creep after the light, and every step makes the shadows around the realm feel a little heavier.

World Balance falls by 1.

Call Out

You call into the dark, and instead of an answer, something unseen begins to stir and change your plans.

Unexpected events are starting to unfold. Draw a Thread Card.

Echoing Footsteps

Your footsteps bounce back from the walls, sounding like someone else is walking beside you.

Do you Chase the Echo, or Count Each Step where you are?

Chase The Echo

You follow the strange sound, and it leads you along a quicker path that leaves you feeling more sure of your journey.

Move forward 1 space.
World Balance rises by 1.

Count Each Step

You inch forward, counting each echo, until you lose track of time and have to wait while everyone else keeps going.

Move forward 1 space.
Skip your next turn.

Cloak of Mist

A thick mist rolls in, hiding the ground and turning your friends into soft shapes in the fog.

Do you Run Straight Through, or Tie a Rope and Move Slowly?

Run Straight Through

You charge into the fog, and the world around you shifts in a way no one expected.

Unexpected events are starting to unfold. Draw a Thread Card.

Tie A Rope

You link everyone together and guide them carefully, and the realm seems a little more steady because of it.

World Balance rises by 1.

Whisper Knot

Voices from nowhere twist together until they sound like a tight knot hanging in the air.

Do you Try to Untangle the Voices, or Sing Loudly over them?

Untangle The Voices

You listen closely and pull the strands of sound apart, helping the noise settle into something calmer.

World Balance rises by 1.

Sing Loudly

You belt out a song that drowns the whispers, but your loud tune sends a sharp shiver through the world as you hurry on.

Move forward 1 space.
World Balance falls by 1.

Fleeting Figure

At the edge of your vision, a shadowy person waves for you to follow, then starts to slip away.

Do you Follow the Figure, or Stay Where the Path is Bright?

Follow The Figure

You chase the stranger into a twisting side path and lose ground, but you return carrying a small sign that helps the realm feel safer.

Move backward 2 spaces.
World Balance rises by 1.

Stay In Light

You keep to the light and hurry ahead, knowing deep down that you left something important behind for the world to fix.

Move forward 2 spaces.
World Balance falls by 1.

Vanishing Footbridge

Ahead, a narrow bridge flickers in and out of sight, as if it might disappear at any moment.

Do you Sprint Across Before it Fades, or Test Each Step with a Staff?

Sprint Across

You dash across, then race back to help someone who is far behind, giving the journey a better chance to stay balanced.

**You fall to match the position of the player in last place.
World Balance rises by 1.**

Test Each Step

You tap the bridge again and again, and every nervous poke seems to shake the world instead of helping.

World Balance falls by 1.

Secret Passage

Cold air slips through a thin crack in the stone wall beside the path.

Do you Squeeze Through Alone, or Break it Wider for Everyone?

Squeeze Through

Widen For Everyone

You slide through and keep the shortcut for yourself, leaving the realm to bear the weight of your secret.

World Balance falls by 1.

You chip the crack into a doorway so others can follow, but the effort pulls you to the back and sets new events into motion.

You fall to match the position of the player in last place. Unexpected events are starting to unfold. Draw a Thread Card.

Murmur Market

You hear busy trading all around, even though you cannot see any stalls or people.

Do you Call Out Your Own Price, or Tell the Others What You Hear?

Call Out Price

Tell The Others

You boldly shout your offer into the empty air, and an invisible deal nudges both you and the realm forward.

Move forward 1 space.
World Balance rises by 1.

You repeat every whisper to the group, and the rumors you share start a new twist in your journey.

Move forward 1 space.
Unexpected events are starting to unfold. Draw a Thread Card.

Shadowed Shortcut

A narrow side path cuts between tall walls, where the light hardly reaches the ground.

Do you Slip Down the Shortcut Alone, or Light it Up for Everyone?

Take Shortcut

You hurry through the shadows and come out far ahead, leaving the world a little more unsettled by what you skipped.

Move forward 2 spaces.
World Balance falls by 1.

Light It Up

You shine a light into the passage instead, and something hidden decides to answer in its own strange way.

Unexpected events are starting to unfold. Draw a Thread Card.

Sandstorm Edge

Dusty clouds twist at the edge of the desert, warning that a storm could roll in at any time.

Do you Run Along the Edge Before it Hits, or Build Shelter and Wait?

Run Along Edge

You time your steps with the blowing sand, and your steady courage helps calm the restless desert.

World Balance rises by 1.

Build A Shelter

You focus on making a safe spot, and when you move on, the dunes feel rougher and more restless than before.

Move forward 1 space.
World Balance falls by 1.

Buried Canteen

Half-buried in the sand, you spot an old metal canteen with a loose cap and dry dust clinging to its sides. The heat is rising, and everyone's throats feel dry as they look to you.

Do you drink deeply from the canteen, or Do you share the water with the group?

Drink From Canteen

You tip the canteen back and gulp down the stale water, and a strange, uneasy feeling crawls through the rest of the journey.

Unexpected events are starting to unfold. Draw a Thread Card.

Share The Water

You pass the canteen around so everyone can sip, and together you push onward while the desert seems to grumble at your choice.

**Move forward 1 space.
World Balance falls by 1.**

Caravan Tracks

Fresh caravan tracks cut across the dunes, looping over the sand where the main path disappears. The marks are clear, but you have no idea who made them or where they lead now.

Do you follow the caravan trail, or Do you cover the tracks to keep everyone hidden?

Follow Caravan

Cover The Tracks

You march along the prints, gaining ground until the trail ends in a rough spot that forces you to stop and recover before you can act again.

Move forward 1 space.
Skip your next turn.

You smooth the sand with your boots and hands, hiding every footprint and giving the desert a small chance to breathe easier.

World Balance rises by 1.

Scorpion Den

Beside the path, a dark hole in the sand clicks and rustles with tiny legs, like a nest of scorpions waiting just below the surface. The sound makes the hairs on your arms stand up.

Do you poke at the den with a stick, or Do you mark it clearly so others can avoid it?

Poke With Stick

You jab at the opening, and the pit explodes with movement that sends you scrambling back and leaves the whole realm feeling more on edge.

Skip your next turn.
World Balance falls by 1.

Mark It Clearly

You set a clear warning around the pit and step away, losing a little time but giving the world a chance to feel a bit more protected.

Move backward 1 space.
World Balance rises by 1.

Mirage of Plenty

Shimmering water and waving palms appear ahead, but the air around them wobbles in a way that makes your eyes ache. It could be a cool oasis—or it could be a trick of the sun.

Do you run toward the mirage, or Do you slow down and keep a careful pace?

Run Toward Mirage

You dash toward the shining pool, rushing forward even as the image bends and stretches in a way that worries the world around you.

Move forward 1 space.
World Balance falls by 1.

Keep Careful Pace

You steady your steps and move with care, finding hidden strength that carries you much farther than you expected and steadies the desert a little.

Move forward 2 spaces.
World Balance rises by 1.

Sun-Bleached Bones

In the hot sand ahead, a line of sun-bleached bones points toward a direction off the main trail. Their long shadows reach across your path like quiet arrows from the past.

Do you turn away and follow the warning, or
Do you ignore the bones and walk straight
ahead?

Follow The Warning

You choose a different way, but the uneasy feeling of danger still hangs over the journey and weighs on the realm.

World Balance falls by 1.

Ignore The Bones

You stride past the bones and onto the pointed path, and soon the cost of ignoring the sign catches up to both you and the world.

Move backward 1 space.
World Balance falls by 1.

Dune Slide

The side of a tall dune suddenly begins to slide, and sand spills down like a slow, golden waterfall. If you move now, the shifting slope might carry you far from where you stand.

Do you ride the sliding dune like a wave, or Do you anchor yourself with a rope and hold your place?

Ride The Dune

You leap onto the moving sand and surf down the slope, racing ahead while the desert churns restlessly behind you.

Move forward 3 spaces.
World Balance falls by 1.

Anchor With Rope

You dig in and tie off the rope, clinging to safety as the dune shifts around you and a new twist in the story begins to form.

Unexpected events are starting to unfold. Draw a Thread Card.

Wind-Cut Canyon

A narrow canyon opens at your feet, its walls high and cool while hot wind whistles past the entrance. Inside looks shady and safe, but the sound echoing through the gap is sharp and strange.

Do you slip into the canyon for shade, or Do you stay on top and walk along the rim?

Slip Into Canyon

You step into the cool shadows and feel something waiting in the echoes, ready to twist your next steps in an unexpected way.

Unexpected events are starting to unfold. Draw a Thread Card.

Walk Along Rim

You keep to the high ground and circle the canyon, moving ahead as the wind slowly softens its song around the journey.

Move forward 1 space.
World Balance rises by 1.

Glass Shards

The sand under your boots turns to hard glassy patches that glitter in the sun, scattered with bright, broken shards. One wrong step could slice straight through a boot sole.

Do you collect a few of the glass pieces, or Do you clear a path so everyone can cross safely?

Collect Glass Pieces

You carefully pocket the sharp, shining pieces, and for a moment it feels like you've helped the desert carry a little less of its burden.

World Balance rises by 1.

Clear The Path

You brush shards aside and stomp down the sharp edges, guiding everyone through until a new and unexpected turn in the story begins.

Move forward 1 space. Unexpected events are starting to unfold. Draw a Thread Card.

Avalanche Warning

High above, a steep slope of snow and ice hangs over your route, groaning softly in the cold air. A single loud move might be all it takes to send it crashing down.

Do you race across before anything falls, or Do you wait quietly for the danger to pass?

Race Across

Wait It Out

You sprint under the loaded slope, stumbling as loose snow shifts and drags both you and the world into rougher shape.

Move backward 1 space.
World Balance falls by 1.

You hold everyone still and silent, and when the hillside stays calm, you move on with steadier steps and calmer skies.

Move forward 1 space.
World Balance rises by 1.

Frozen Bridge

A frozen bridge of ice stretches over a deep crack, groaning and popping with every change in the wind. Crossing it could launch you far ahead—or leave you stuck searching for another way.

Do you cross the ice bridge now, or Do you turn aside to look for a different route?

Cross Ice Bridge

Find New Route

You hurry across the slick, creaking ice and burst out on the far side, feeling like your brave choice has nudged the whole journey forward.

You back away from the cracking ice and pick your way around, and the long, hard search leaves the realm feeling badly shaken.

**You jump to match the position of the leading player.
World Balance rises by 1.**

World Balance falls by 2.

Rime Cave

Frost sparkles at the mouth of a low cave, and cold air spills out in little puffs that fog your breath. From inside, a faint glitter makes it look like something important is waiting in the dark.

Do you step into the frosty cave to explore, or
Do you stay outside and guide the group
around it?

Explore Frosty Cave

You duck into the cave and brush past delicate ice, knocking crystals loose in a way that leaves the whole realm feeling slightly unsettled.

World Balance falls by 1.

Guide Around Cave

You lead everyone on a longer route around the cave, slipping on hidden frost and losing a little ground even as the world seems quietly grateful.

Move backward 1 space.
World Balance rises by 1.

Razor Ridge

A knife-thin ridge rises ahead, with steep drops on both sides and wind tugging at your coat. The only other way forward is a rough, narrow detour that looks just as worrying.

Do you edge alone across the sharp ridge, or
Do you rope everyone together and take the
slower route?

Cross Sharp Ridge

You inch along the blade of rock, scraping and stumbling as both your footing and the world's balance slip a little at the same time.

Move backward 1 space.
World Balance falls by 1.

Rope Everyone

You tie the group into a careful line and pick your way along, losing ground while a new and unpredictable twist waits just ahead.

Move backward 1 space.
Unexpected events are starting to unfold. Draw a Thread Card.

Icicle Field

Ahead, hundreds of long icicles hang from the rocks like a frozen forest of spears. One sudden move could send them crashing down in every direction.

Do you weave through the hanging icicles, or
Do you knock them down from a distance?

Weave Through Icicles

Knock Them Down

You slip between the icy spears, but a few crack and fall in strange patterns that make the whole realm feel more fragile.

World Balance falls by 1.

You tap the icicles loose and watch them crash to the ground, clearing the way as something unexpected begins to shift in your story.

Unexpected events are starting to unfold. Draw a Thread Card.

Whiteout Watch

Thick snow whirls around you until the path, the rocks, and even your own footprints vanish. Every direction looks exactly the same in the swirling white.

Do you push forward through the whiteout, or
Do you stop to build a snow marker as a guide?

Push Through Whiteout

Build Snow Marker

You lean into the storm and keep going, somehow finding a fast line through the snow that also calms the journey a little.

Move forward 2 spaces.
World Balance rises by 1.

You shape a tall snow marker and take a slower route, making progress even as the world groans under the effort.

Move forward 1 space.
World Balance falls by 1.

Snowbridge Span

A fragile bridge of snow stretches over a deep crack, its surface smooth and bright. The drop below disappears into darkness that your eyes can't follow.

Do you sprint across the snowbridge, or Do you test each step and crawl slowly?

Sprint Across Bridge

Test And Crawl

You take a running start and dash over the hollow, feeling the snow sag and shift as a new and unknown challenge wakes up ahead of you.

You tap and shuffle across on hands and knees, making careful progress that leaves you so tired you need to rest before acting again.

Unexpected events are starting to unfold. Draw a Thread Card.

Move forward 2 spaces.
Skip your next turn.

Glacier Tune

Deep under your boots, the glacier hums with a low, steady tune that rises and falls like a hidden song. The sound seems to point toward one bright path cutting across the ice.

Do you follow the glacier's song, or Do you ignore it and map out a safer route?

Follow Glacier Song

Map Safer Route

You walk in time with the icy music and feel the tune lift you toward the front, as if the whole realm is helping you along.

**You jump to match the position of the leading player.
World Balance rises by 1.**

You kneel to sketch careful paths across the ice, but every new line seems to press the world into a heavier, harsher shape.

World Balance falls by 1.

Crumbling Archway

An ancient stone arch leans over the path, cracks running through its sides as pebbles rain down. If it falls now, it could block the way for everyone behind you.

Do you brace the arch with your strength, or
Do you rush through before it collapses?

Brace The Arch

You dig in under the stones and hold them up as long as you can, leaving the path safer and the realm a little more at peace.

World Balance rises by 1.

Rush Through

You sprint under the arch as rocks tumble behind you, gaining ground while the world protests the damage in your wake.

Move forward 1 space.
World Balance falls by 1.

Fallen Idol

Broken pieces of a fallen statue lie scattered across the path, its face worn smooth by time. The base still stands, empty and waiting, as if asking what should come next.

Do you stop to rebuild the idol, or Do you climb around the rubble and move on?

Rebuild The Idol

You lift and fit the pieces together until the statue stands again, and your sudden success sends a sharp ripple through the world itself.

**You jump to match the position of the leading player.
World Balance falls by 1.**

Climb Around Rubble

You pick your way over the fallen stones and keep going, carrying a small sense of respect that seems to help both you and the realm.

**Move forward 1 space.
World Balance rises by 1.**

Trapped Corridor

The corridor ahead is lined with loose floor stones that tilt and shift under any weight. One wrong step could set off who-knows-what beneath them.

Do you stride forward and risk the shifting stones, or Do you search for another way around?

Risk Shifting Stones

You move quickly down the hall as slabs clack and drop, propelling you ahead while the world shakes in protest around you.

Move forward 2 spaces.
World Balance falls by 1.

Find Another Route

You turn away from the trap-filled corridor to look for a different path, and your choice quietly invites a new twist into the story.

Unexpected events are starting to unfold. Draw a Thread Card.

Runed Door

A heavy door covered in glowing runes blocks the next chamber, its symbols pulsing softly like a heartbeat. The air around it buzzes with power you don't fully understand.

Do you push the runed door open, or Do you step back and leave it closed?

Push Runed Door

You press your hands to the carved stone, and the runes flare bright as if taking a price from the world beyond the doorway.

World Balance falls by 1.

Leave It Closed

You back away and guide the group to a different entrance, moving on with a strange new calm that seems to lift the realm with you.

Move forward 1 space.
World Balance rises by 1.

Collapsing Temple

Cracks race along the walls of an old temple as dust pours from the ceiling, and heavy stones begin to shake above your head. The others look to you, unsure if they should run or help.

Do you stay and hold the walls up, or Do you dash outside before the temple falls?

Hold The Walls

You plant your feet and brace your shoulders under the shifting stones, letting others slip past while the temple groans around you.

**You fall to match the position of the player in last place.
World Balance rises by 1.**

Dash Outside

You sprint through the doorway as blocks tumble behind you, leaving the ruins shaking and the path rougher than before.

**Move backward 1 space.
World Balance rises by 1.**

Echoing Halls

A maze of long stone hallways stretches ahead, every step echoing back like someone else is walking with you. Strange shadows flicker where there shouldn't be any light at all.

Do you search the echoing halls for hidden secrets, or Do you guard the nearest exit and watch for danger?

Search Echoing Halls

Guard The Exit

You follow the echoes deeper into the maze, opening the way for a new and unexpected turn in your journey.

Unexpected events are starting to unfold. Draw a Thread Card.

You stand watch in the doorway, listening to the fading echoes as the temple's mood turns a little darker.

World Balance falls by 1.

Mossy Stair

A narrow stairway covered in moss descends into the ground, each step soft and slick beneath your boots. The air below smells of earth, old stone, and secrets that haven't moved in years.

Do you hurry down, trusting the mossy steps, or Do you pause to shore up the stair before others follow?

Hurry Down Steps

You rush down the slippery stairs, grabbing wildly for support as your place on the path shifts in a sudden tangle of movement.

Swap your token's position with a player of your choice.

World Balance rises by 1.

Shore Up Stair

You stop to brace the loose stones with your gear, helping the stair hold together even as the weight of your choice presses on the realm.

**Move forward 1 space.
World Balance falls by 1.**

Hidden Reliquary

At the back of a quiet chamber, a small glowing reliquary rests on a stone pedestal, its light pulsing like a slow heartbeat. Dust swirls around it as if something inside is breathing.

Do you open the reliquary to see what's inside, or Do you leave it sealed and walk away?

Open Reliquary

You lift the lid and a sudden flash rushes through the room, leaving the world feeling strangely lighter when the glow fades.

World Balance rises by 1.

Leave It Sealed

You turn from the relic and lead the way out, only for a sudden shift in the room's energy to ripple through your next steps.

You jump to match the position of the leading player. Unexpected events are starting to unfold. Draw a Thread Card.

Restless Pebbles

Loose pebbles roll over a stone path as if moved by invisible hands, clicking and rattling in little swirling patterns around your boots. The ground never seems to stay still for long.

Do you follow the restless pebbles deeper in,
or Do you try to calm the ground and steady
the path?

Follow Pebbles

You chase the rolling stones as they tumble ahead, letting their strange trail pull you into rougher ground and trouble for the realm.

Move forward 1 space.
World Balance falls by 1.

Calm The Ground

You scatter the pebbles and press them into place, slowing yourself as the world settles a little under your careful steps.

World Balance rises by 1.

Faded Names

Old markers line the path, their carved names worn and blurry from time and weather. Only a few letters can still be read when you lean in close enough to trace them with your fingers.

Do you trace the faded letters to bring a name back, or Do you clean the stones to reveal the writing again?

Trace Faded Letters

You slowly follow the carved lines until a single name sharpens into focus, and your success jolts the world in a sharp, unexpected way.

**You jump to match the position of the leading player.
World Balance falls by 1.**

Clean The Stones

You wipe away moss and dirt until the markings shine, moving onward with a sense of clarity that costs you more time than you planned.

**Move forward 2 spaces.
Skip your next turn.**

Lantern Vigil

A lantern hangs from a hook by the path, its flame burning low but steady even though no one seems to be nearby. A small pool of light sways back and forth across the ground.

Do you take the lantern for yourself, or Do you stay and tend the lonely flame?

Take The Lantern

You lift the lantern from its hook and carry it away, feeling the shadows close in as the world shifts under your choice.

World Balance falls by 1.

Tend The Flame

You clean the glass and feed the flame, then move on with a brighter light and a small lift in the realm around you.

Move forward 1 space.
World Balance rises by 1.

Cracked Mausoleum

A cracked mausoleum door stands wide open, cold air spilling out from the dark space within.

Symbols on the stone flicker faintly, as if deciding whether to welcome you or warn you away.

Do you step into the open mausoleum, or Do you stay outside and set wards around the entrance?

Enter Mausoleum

Set Wards Outside

You cross the threshold and feel unseen eyes follow you in, as if the story itself has just turned a sharp corner.

Unexpected events are starting to unfold. Draw a Thread Card.

You draw careful marks in the dust and carve warnings into the stones, then move on while the realm bristles at being held back.

Move forward 1 space.
World Balance falls by 1.

Wandering Breeze

A sudden gust of cold wind whips around a hilltop, tugging at cloaks and maps before slipping out of reach. The breeze circles back once, as if inviting you to chase it.

Do you run after the wandering breeze, or Do you shelter the group and let it pass?

Chase The Breeze

You race after the gust across the hill, coming back with a small reward even as the realm grumbles at the way you claimed it.

Move forward 2 spaces.
World Balance falls by 1.

Shelter The Group

You pull everyone close behind rocks and packs, guarding them from the chill while the world quietly softens around you.

World Balance rises by 1.

Bell Rope

In a patch of thick fog, a single bell rope hangs from above, swaying gently with no visible bell or tower in sight. Each small clink of metal makes the mist shiver.

Do you pull the rope and ring for guidance, or
Do you tie it safely so it can't be pulled again?

Ring For Guidance

You give the rope a firm tug, and the distant bell answers with a sound that leaves the realm feeling strangely heavier.

World Balance falls by 1.

Tie It Safely

You knot the rope out of reach and step back into the fog, making the path safer even as a fresh twist in your story stirs awake.

Unexpected events are starting to unfold. Draw a Thread Card.

Offering Plate

A stone plate rests on a low stand, scattered with coins, beads, and tiny charms left by travelers before you. The air around it feels quiet, like it is waiting to see what you will do next.

Do you place a generous offering on the plate, or Do you leave a small gift and move on?

Generous Offering

Leave Small Gift

You kneel by the plate and give more than you planned, lingering so long that the world seems to sag under the weight of your choice.

Skip your next turn.
World Balance falls by 1.

You add a simple token, give a quick nod of thanks, and step away feeling lighter as the path seems to open up ahead.

Move forward 1 space.
World Balance rises by 1.

Caretaker's Notes

A neat bundle of notes lies tucked into a crack in the wall, filled with careful scribbles from someone who walked this path long ago. Arrows and circles mark dangers, shortcuts, and strange warnings.

Do you follow the caretaker's notes exactly, or
Do you add your own ideas and share them
with the group?

Follow Notes

You trace the original routes and warnings step by step, and the pages seem to guide both you and the realm toward steadier ground.

Move forward 1 space.
World Balance rises by 1.

Share New Ideas

You circle new paths and pass the notes around, and your changes draw the group into a fresh chain of surprises.

Move forward 1 space. Unexpected events are starting to unfold. Draw a Thread Card.

Cliffside Path

A narrow trail clings to the side of a cliff, one edge rock and the other empty air. Far below, wind and distance make every step feel louder than it should.

Do you walk slowly and guide others along the safer line, or Do you hurry ahead along the cliff's edge to get it over with?

Guide Safer Line

You move carefully and call out steady steps, and the cliffside seems to relax a little as everyone follows your calm pace.

World Balance rises by 1.

Hurry Along Cliff

You rush forward with your eyes fixed on the end, slipping and scrambling as both you and the realm take a rougher path than you hoped.

Move backward 1 space.
World Balance falls by 1.

Thermal Updraft

Warm air rises from a gap in the rocks, strong enough to tug at loose cloth and dust. When you lean over, the updraft feels like it could lift anything that dares to jump in.

Do you leap into the updraft to see where it carries you, or Do you wave others forward and help them ride the rising air first?

Leap Into Updraft

Help Them Ride

You jump into the rushing air and let it fling you into the unknown, tumbling into a chain of events no one saw coming.

Unexpected events are starting to unfold. Draw a Thread Card.

You steady everyone else as they glide across on the warm wind, landing behind them with the sense that the world is quietly proud of your choice.

**You fall to match the position of the player in last place.
World Balance rises by 1.**

Plateau Echo

On the wide plateau, your voice bounces back in perfect copies whenever you call out. Each echo seems to answer from farther ahead, like someone is shouting your words from the lead.

Do you follow the echo toward where it answers, or Do you shout louder just to see how far your voice will go?

Follow The Echo

You chase the answering voice across the flat stone until you find yourself much farther along, as if the plateau itself has pulled you forward and smiled at your daring.

**You jump to match the position of the leading player.
World Balance rises by 1.**

Shout Louder

You bellow into the open air for fun, and the echo comes back sounding unhappy, leaving the whole realm feeling a little more unsettled.

World Balance falls by 1.

Skybridge Stones

High above a deep drop, a line of flat stones forms a floating bridge between two cliffs. Some stones look steady, while others seem to wobble whenever the wind blows.

Do you move slowly and adjust the stones into a safer bridge, or Do you race across the skybridge before it can shift again?

Adjust The Stones

You shuffle each stone into a better place as you cross, stepping off the far side with a new sense of confidence and calm in the air.

Move forward 1 space.
World Balance rises by 1.

Race Across Bridge

You dash across the unsteady path in a blur, landing far ahead while the shaken stones leave the world grumbling behind you.

**You jump to match the position of the leading player.
World Balance falls by 1.**

Eagle's Shadow

A huge eagle circles overhead, and its shadow glides along the ground in front of you. Sometimes the shadow looks like it is pointing toward something important, and sometimes it drifts away.

Do you chase the eagle's shadow to see what it finds, or Do you stay put and watch where the shadow goes on its own?

Chase Eagle Shadow

Watch The Shadow

You run after the moving shape until your path twists into trouble, leaving the sky a little darker for everyone.

World Balance falls by 1.

You stand still and let the shadow drift over the land, and your patience pulls you into a new and unexpected turn in the tale.

Unexpected events are starting to unfold. Draw a Thread Card.

Ridge Camp

Your group sets up camp along a long ridge where the wind hits some spots harder than others. A few tents perch close to the edge, while others rest in the safest, most comfortable spaces.

Do you rearrange the camp so people swap places, or Do you volunteer to trade spots with the person in the worst tent?

Rearrange The Camp

You call for a big camp shuffle, moving people and gear around until the ridge feels as jumbled as the uneasy mood rolling through the realm.

**Swap seats with a player of your choice.
World Balance falls by 1.**

Trade Worst Tent

You give up your cozy place and move to the edge, slipping behind the others while the world lets out a small, thankful sigh.

**You fall to match the position of the player in last place.
World Balance rises by 1.**

Sky Carvings

High above you, strange shapes are carved into the cliff face where only careful climbers can reach. The designs seem to shift a little when you stare at them too long, like they are still being written.

Do you study the sky carvings with quiet respect, or Do you climb up to trace them with your own mark?

Study Sky Carvings

Trace Your Mark

You walk the cliff line slowly, reading each carving as if it were a promise, and your steady focus helps both you and the realm find a stronger rhythm.

**Move forward 1 space.
World Balance rises by 1.**

You scramble up to add your sign among the old lines, climbing down with a spark of pride that leaves the world feeling a bit more off balance.

Move forward 1 space.
World Balance falls by 1.

Quicksilt Crossing

A stretch of pale, shifting silt lies between you and the next solid bank, looking almost like water and ground mixed together. Every step you test sends slow ripples across the surface.

Do you take time to test the quicksilt and plan a careful route, or Do you dash across before it has a chance to pull you down?

Test Quicksilt

You prod the silt with poles and stones until a safe pattern appears, and your patience seems to smooth something deep in the world around you.

World Balance rises by 1.

Dash Across

You gather your courage and sprint over the shifting ground, stumbling onto firm earth while the shaken quicksilt stirs up new trouble behind you.

Move forward 1 space.
World Balance falls by 1.

Firefly Swarm

A cloud of fireflies twists and dips above the path, blinking in patterns that almost look like a secret message. Every time you move, the swarm shifts shape as if reacting to your steps.

Do you walk straight into the firefly swarm, or
Do you skirt around it and follow the clearer path?

Enter Firefly Swarm

Skirt Clear Path

You step into the glowing cloud and let the lights swirl around you until the night itself seems ready to rewrite your journey.

Unexpected events are starting to unfold. Draw a Thread Card.

You circle the dancing lights, leaving them untouched as you find your stride and feel the realm brighten just a bit.

Move forward 1 space.
World Balance rises by 1.

Bog Whisper

Low voices seem to whisper from the surface of a dark bog, their words impossible to understand. The mud bubbles in slow blips, as if something beneath is trying to talk to you.

Do you lean closer to listen to the bog's whisper, or Do you back away and trust the land to guide you instead?

Listen To Bog

Trust The Land

You bend toward the murky water until it tugs at your footing, pulling you into a tangle of steps you didn't see coming.

Move backward 1 space. Unexpected events are starting to unfold. Draw a Thread Card.

You give the bog a respectful distance and follow a drier edge, and the world seems quietly pleased with where you end up.

World Balance rises by 1.

Leaning Cypress

A tall cypress leans over the water, its roots half exposed and clutching the bank like fingers. The tree creaks softly whenever the wind blows, as if it is trying to decide which way to fall.

Do you test your luck under the leaning cypress, or Do you guide the group along the safer side of the bank?

Test Your Luck

Guide Safer Bank

You pass beneath the slanting trunk as branches shiver overhead, leaving the realm a little more uneasy than before.

World Balance falls by 1.

You lead everyone well away from the leaning tree, and your careful line of steps helps both you and the world feel more steady.

Move forward 2 spaces.
Skip your next turn.

Reed Cache

Bundles of reeds are tied together at the edge of the marsh, hiding something under their woven tops. Each bundle looks like it could hold treasure, or nothing at all, or something best left alone.

Do you open a reed bundle to search its hiding place, or Do you move on and mark it quietly for others?

Search Reed Bundle

Mark And Move

You untie the reeds and dig through the damp cache, stirring up a secret that pulls your story in a sharp new direction.

Move forward 1 space.
World Balance falls by 1.

You leave a simple sign beside the bundles and walk on, feeling the realm grow a touch calmer as you go.

**You fail to match the position of the player in last place.
World Balance rises by 1.**

Mist-Lit Trail

Faint lantern-glow and drifting mist curl along a narrow trail, making the path look both inviting and uncertain. Every few steps, the light thickens or fades like it is testing your courage.

Do you follow the mist-lit trail deeper into the fog, or Do you stick to the edges and guide the group around it?

Follow Mist Trail

You step into the glowing haze and let it swallow the trail, and before long the marsh answers with trouble for you and the realm.

Unexpected events are starting to unfold. Draw a Thread Card.

Guide Around Fog

You keep everyone to the clearer ground, slowing your own steps as others slip past you. Your careful pace brings a small, hopeful lift to the world around you.

**You fall to match the position of the player in last place.
World Balance rises by 1.**

Croak Chorus

A chorus of frogs croaks from the dark water, their calls rising and falling in a rhythm that almost sounds like a song. Some voices seem playful, while others rumble low and serious.

Do you mimic the croak chorus and join their song, or Do you silently study the pattern of their calls?

Mimic Croak Chorus

You answer the frogs with your own calls, and for a moment the whole marsh shifts to see what you might stir up next.

World Balance rises by 1.

Study Their Calls

You listen without a sound, tracing where each croak comes from until your quiet focus steadies the land a little.

**Move forward 1 space.
World Balance rises by 1.**

Moonpath

A shining strip of higher ground winds through the marsh, glowing faintly in the moonlight like a path painted just for you. On either side, the water glimmers with shadows and unknown shapes.

Do you dash along the glowing moonpath alone, or Do you slow down and wave the others to join you on it?

Dash Along Moonpath

Wave Others On

You race ahead on the bright strip, leaving the group behind as a strange twist waits somewhere up your newly stolen lead.

Move forward 2 spaces.
World Balance falls by 1.

You call the group onto the glowing path and move together, and the realm seems to shine a little more kindly on the choice.

Unexpected events are starting to unfold. Draw a Thread Card.

Reed Maze

Tall reeds crowd together to form a kind of living maze, with little paths curling this way and that between the stalks. From inside, every turn looks just like the last.

Do you plunge into the reed maze to find your own way through, or Do you stay outside and carefully map a path for later?

Plunge Into Maze

You slip between the reeds and twist through narrow turns, coming out ahead of where you started even as the maze weighs on the world.

Skip your next turn.
World Balance rises by 1.

Map Path Later

You walk the outer edge and sketch out the turns, and your thoughtful planning leaves the marsh feeling just a bit more welcoming.

Move forward 1 space.
World Balance falls by 1.

Old Dock

An old wooden dock stretches out over still water, its boards worn smooth and soft. Some planks look sturdy, while others sink and creak whenever a breeze touches them.

Do you test the old dock by walking to the very end, or Do you patch and tighten the boards before anyone crosses?

Test The Dock

You step out along the weathered boards as they groan under your weight, leaving the realm a little more strained with every creak.

World Balance falls by 1.

Patch The Boards

You hammer, tie, and brace the loose planks before moving on, feeling both your steps and the world grow a bit more sure.

Move forward 1 space.
World Balance rises by 1.

Whirlpool Eye

In the center of a slow-moving pool, the water spirals into a dark eye that never quite closes.

Bits of leaves and light are drawn toward it, then vanish underneath with a quiet gulp.

Do you edge close to study the whirlpool eye,
or Do you throw something in to see what happens?

Study Whirlpool

You lean in and circle the pool with careful steps, and the turning water tugs at your path and the realm in ways you can't fully see.

Move forward 1 space.
World Balance falls by 1.

Throw Something In

You toss a small object into the spinning center and watch it vanish, waking a sudden swirl of events that rush to meet you.

Move forward 1 space.
Unexpected events are starting to unfold. Draw a Thread Card.

Net Tangle

A drifting net hangs just below the surface, its cords twisted around rocks and bits of shell. Little flashes of movement show where fish and treasure might be caught in its tangle.

Do you pull the net in and sort through the tangle, or Do you leave it mostly alone and only free what looks trapped?

Pull The Net

You haul the heavy net toward you, picking through its knots until your work pays off and the sea seems to reward your effort.

Move forward 2 spaces.
World Balance rises by 1.

Free What's Trapped

You loosen just enough rope to help what's stuck, then move on quickly as the water stirs around your careful choice.

Move forward 1 space.
World Balance falls by 1.

Shoreline Cache

Along the shore, half-buried crates and jars poke out of the sand where the tide once climbed. Some look full, others broken, and a few are still sealed tight beneath the stones.

Do you dig into the biggest buried cache, or
Do you only peek into the nearest jar and move
on?

Dig Big Cache

Peek Nearest Jar

You throw yourself into the work, hauling sand and stone aside until the effort changes more than just your own path.

Move forward 3 spaces.
World Balance falls by 1.

You open one small container and find more trouble than help, leaving you worn out while the day slips past.

Move backward 1 space.
Skip your next turn.

Ripple Caller

Smooth stones ring the shoreline in a shallow circle, and every time you toss a pebble in, ripples race toward the center like something is listening underneath.

Do you step into the circle and send a strong ripple, or Do you stay back and test the water with a careful throw?

Step Into Circle

You stride into the circle and make the water jump, and the lake responds by nudging both you and the world toward a brighter turn.

Move forward 2 spaces.
World Balance rises by 1.

Careful Throw

You toss a single stone and watch the ripples spread, only to feel the story twist as something unexpected answers your call.

Unexpected events are starting to unfold. Draw a Thread Card.

Glimmering Fins

A school of fish flashes by under the surface, their fins shining like tiny lanterns in the water. They dart in quick patterns that seem to point toward deeper, darker places.

Do you follow the glimmering fins into deeper water, or Do you stay closer to shore and signal the others to watch with you?

Follow Fins

You wade after the bright shapes until you're pulled along with them, carried farther than you meant to go.

Unexpected events are starting to unfold. Draw a Thread Card.

Signal From Shore

You point out the darting lights from a safer distance, making small progress while the sea itself seems to push back against your caution.

World Balance rises by 1.

Pressure Creak

The floor of the sea creaks around you with a low, groaning sound, as if the weight of the water is pressing too hard on the rocks below. Bubbles escape from tiny cracks in steady bursts.

Do you push forward quickly before anything breaks, or Do you slow down and test each step as you go?

Push Forward

Test Each Step

You power ahead across the trembling ground, ignoring the creaks as your choices shake the world a bit more than before.

Move forward 1 space.
World Balance falls by 1.

You move carefully over the strained seabed, reading each sound and letting your caution steady both your path and the realm.

Move forward 1 space.
Unexpected events are starting to unfold. Draw a Thread Card.

Silt Cloud

A sudden cloud of silt explodes around your feet, turning clear water into a brown, drifting fog. Shapes shift and disappear inside the cloud, and it's easy to lose your direction.

Do you charge straight through the silt cloud, or Do you back out and wait for the water to clear?

Charge Through Silt

You push into the murk without slowing, and the confusion in the water spreads to your next steps as well.

Skip your next turn.
World Balance rises by 1.

Wait For Clear

You retreat to clearer water and watch from a distance, letting time and patience settle the silt and the world around you.

World Balance falls by 1.

Echo Ping

A sharp, ringing sound echoes through the water, as if someone struck a hidden bell far below. The ping repeats in a slow pattern, always coming from somewhere just out of sight.

Do you swim toward the source of the echo ping, or Do you stay where you are and count each ring?

Swim Toward Echo

Count Each Ring

You head straight for the sound, letting it pull you onward even as each new ping tugs the world toward a rougher rhythm.

You hover in place and mark every tone, and your steady focus helps both you and the realm find a calmer beat.

**You jump to match the position of the leading player.
World Balance rises by 1.**

Move forward 1 space.
World Balance falls by 1.

Thermal Vent

Columns of hot water rise from cracks in the sea floor, sending up shimmering streams that twist the water like invisible ladders. The vents glow faintly, hinting at hidden power below.

Do you ride a thermal vent to shoot upward, or
Do you chart a path that carefully weaves
between the hot streams?

Ride Thermal Vent

Weave Between Streams

You dive into the rising column and let it rocket you ahead, bursting into a new stretch of journey all at once.

Move forward 2 spaces.
World Balance falls by 1.

You study the glowing vents and move between them with care, guiding your progress in a way that keeps the world a little kinder.

Unexpected events are starting to unfold. Draw a Thread Card.

Tether Snag

A guide rope stretches between two rocks, but part of it is snarled around a rough outcropping that jerks each time someone pulls on it. The more it catches, the more the rope frays and strains.

Do you tug the tether free with one big pull, or do you carefully untangle the snag before anyone crosses?

Tug Tether Free

You give the rope a sharp yank and feel it jolt loose, snapping you forward while the sea bristles at the roughness of your choice.

Move forward 2 spaces.
World Balance falls by 1.

Untangle The Snag

You work the knots out slowly, easing the rope away from the rocks until both your grip and the realm feel a little more sure.

World Balance rises by 1.

Silent Shoal

Shallow water stretches over a wide shoal, so quiet that even small movements seem too loud. Nothing stirs above the sand, but the silence feels thick, like the sea is holding its breath.

Do you test the silent shoal by stepping boldly across, or Do you move gently and watch for the first sign of change?

Test Silent Shoal

You stomp forward over the still sand, and the quiet finally cracks as the world pushes back against your bold steps.

World Balance falls by 1.

Move Gently

You slide across the shoal with soft, careful steps, and the sea seems to relax as both your journey and the balance move ahead.

Move forward 1 space.
World Balance rises by 1.

Rainbow Dew

Tiny drops along the leaves shine in every color at once, catching the light like a string of little rainbows beside the path. Each step makes more of the bright beads tremble and slide toward your boots.

Do you carefully collect some of the shining drops, or Do you hurry through the clearing and leave the colors alone?

Collect Shining Drops

Hurry Through

You hold out your hands and bottle a few bright drops, and the soft glow seems to cheer your journey and the world around you.

Move forward 2 spaces.
World Balance rises by 1.

You rush past without touching a thing, and the untouched colors fade behind you as the realm grows a little heavier.

World Balance falls by 1.

Unicorn Track

Hoofprints press into the soft ground ahead, scattered with a few shining hairs that glimmer like they belong to something rare. The trail bends between trees as if a careful creature chose every step.

Do you follow the glittering hoofprints at full speed, or Do you slow down to mark the trail and call the others over?

Follow Hoofprints

Mark The Trail

You dash after the shining prints, racing ahead with excitement even as the world strains under the rush of your choice.

Move forward 2 spaces.
World Balance falls by 1.

You draw careful signs along the path and wave the group closer, and your careful plan invites a sudden twist in the story.

Unexpected events are starting to unfold. Draw a Thread Card.

Fairy Knot

Delicate threads of light twist around a low branch, braided into a tiny knot that hums softly when you get close. The knot looks easy to touch but hard to understand.

Do you tug on the glowing knot to see what happens, or Do you leave it alone and guide the group around it?

Tug Glowing Knot

You pinch the bright threads and give them a little pull, and the air pops with magic as your next challenge rushes toward you.

Unexpected events are starting to unfold. Draw a Thread Card.

Leave It Alone

You steer everyone past the strange knot, and each careful step forward feels like a quiet gift to both you and the realm.

Move forward 1 space.
World Balance rises by 1.

Singing Blossom

A single flower grows from a crack in the stone, its petals shining softly even in the shade. The closer you stand, the more you can feel a simple song thrumming in the air around it.

Do you stand still and listen to the gentle song, or Do you clap and sing along to see if it grows louder?

Listen Gentle Song

Clap And Sing

You close your eyes and let the quiet tune wash over you, feeling a burst of courage that pushes you far ahead. When you open them, the blossom droops and the air around you feels a little more unsettled.

**Move forward 3 spaces.
World Balance falls by 1.**

You answer the tune with your own noise, and the notes twist sharp as your loud echo brings trouble back onto you.

Move backward 1 space.
Skip your next turn.

Glittering Path

Shimmering dust marks a winding trail ahead, sparkling in the light like someone sprinkled tiny stars along the ground. The bright way looks easy to follow, but side paths wait in the shadows nearby.

Do you step onto the sparkling trail and follow it closely, or Do you explore a side path that looks less bright but more secret?

Follow Sparkling Trail

Explore Side Path

You walk right along the shining marks, and each sure step feels like it carries you and the realm toward something kinder.

**You jump to match the position of the leading player.
World Balance rises by 1.**

You slip off the main path into the dimmer way, and your choice quickly stirs up a new and unexpected turn in the story.

World Balance falls by 1.

Wishing Brook

A narrow stream cuts across your route, its water clear enough to show coins, pebbles, and lost trinkets resting on the bottom. Every ripple looks like it is carrying someone's wish away.

Do you make a wish just for yourself, or Do you make a wish for the group and let the water carry it?

Wish For Yourself

Wish For Group

You whisper a private wish into the water and step ahead, feeling a quick lift even as the stream darkens around your feet.

Move forward 2 spaces.
World Balance rises by 1.

You speak a hope for everyone and watch it drift away, giving the world a small comfort while you fall a step behind.

Move forward 1 space.
World Balance falls by 1.

Gossamer Bridge

A lace-thin bridge stretches over a misty gap, its ropes and planks so fine they almost seem to float. The way across is narrow, but the view beyond looks bright and inviting.

Do you hurry across the delicate bridge first, or Do you hold the ropes steady so others can cross safely?

Hurry Across Bridge

You dart over the trembling planks and reach the far side, leaving the bridge quivering behind you and the world a little shaken too.

World Balance falls by 1.

Hold Ropes Steady

You stay in place and grip the ropes for everyone, waiting as your turn slips away and the strain weighs on the realm.

Move forward 1 space.
Skip your next turn.

Endless Expanse

Open land stretches in every direction, with no trees or walls to mark how far you've come. The air feels still, and each footprint you leave behind is the only sign that anyone has passed this way.

Do you sprint across the open ground as fast as you can, or Do you stop to build a small marker before moving on?

Sprint Across Ground

You run hard through the empty space, racing ahead until your legs ache and you need to rest before you can move again.

Move forward 1 space.
World Balance rises by 1.

Build Small Marker

You pause to stack a simple sign on the plain, giving up time and calm as the waiting world presses harder on your shoulders.

Skip your next turn.
World Balance falls by 1.

Dust Devil

A spinning column of sand twists across the path ahead, snatching up leaves and little bits of debris as it dances. It skips closer, then farther away, as if daring you to react.

Do you run through the swirling sand, or Do you back off and watch what it does from a distance?

Run Through Sand

Watch From Distance

You dash into the spinning grit and stumble out the other side, coughing as both you and the realm pay for the wild move.

Move backward 1 space.
World Balance falls by 1.

You step well away from the spinning sand and let it dance on, only to see a new challenge rise up in response to your caution.

Unexpected events are starting to unfold. Draw a Thread Card.

Lonely Cairn

A single stack of stones stands by the path, with small tokens and notes tucked between the rocks from travelers who passed before you. The air feels hushed, as if the pile is guarding old promises.

Do you take the stones apart to see what was left inside, or Do you add your own small gift and move on quietly?

Take Stones Apart

Add Small Gift

You pull the stack apart to peek at every hidden piece, and your searching draws a sudden twist straight into your story.

Unexpected events are starting to unfold. Draw a Thread Card.

You tuck a tiny token between the stones and walk away, feeling the path and the world both welcome your careful choice.

Move forward 1 space.
World Balance rises by 1.

Heat Haze

Shimmering heat dances above the dunes, making the ground ahead look wavy and strange. Every ridge seems to stretch and wobble as if the path itself keeps changing its mind.

Do you push straight through the heat shimmer, or Do you climb to a higher ridge to scan the way ahead?

Push Through Heat

Climb Higher Ridge

You squint into the rippling air and march onward, letting the warped horizon pull you into a tougher stretch of journey.

Move forward 1 space.
World Balance falls by 1.

You scramble up the sand to get a better view, gaining ground even as the harsh sun presses more weight onto the world.

Move forward 2 spaces.
World Balance falls by 1.

Wind's Lullaby

A soft, steady wind hums between the rocks, carrying a tune that feels like a lullaby. The sound makes your eyes heavy, even as it brushes dust off the trail ahead.

Do you give in and rest where the wind sings, or Do you shake it off and move away from the sleepy tune?

Rest With Wind

You sink down and let the breeze rock you, trading a bit of the world's steadiness for a quiet moment of comfort.

World Balance rises by 1.

Shake Off Tune

You fight the pull of the song and walk on, but the effort leaves you stepping back while the realm settles a little around you.

Move backward 1 space.
World Balance falls by 1.

Cracked Earth

Long cracks split the dry ground beneath your feet, some deep enough that you can't see the bottom. Each step lands near a jagged line that might be safe... or might give way.

Do you hop quickly over the cracked earth, or
Do you slow down and feel for the strongest spots?

Hop Over Cracks

You leap from solid patch to solid patch, gaining distance while the strain of each landing spreads through the ground and the realm.

Move forward 1 space.
World Balance rises by 1.

Feel Strongest Spots

You tap ahead and test every step, losing time to care and caution but discovering the ground can still hold more hope than you expected.

Move forward 2 spaces.
Skip your next turn.

Shifting Crest

A high sand crest rises in front of you, its edges crumbling in the wind. From the other side, you can hear something shifting, though you can't see what waits beyond the drop.

Do you charge over the top of the shifting crest, or Do you slide down one side to circle around the noise?

Charge Over Crest

You rush up and over the ridge in one big push, riding the falling sand as your bold move shakes the world below.

Move forward 1 space.
World Balance falls by 1.

Slide Around Noise

You ease along the side of the dune instead, digging in your heels as you trade a bit of your own progress for a safer path forward.

Move forward 1 space.
World Balance rises by 1.

Shaded Hollow

Cool shade gathers under a low rock shelf, offering a rare break from the sun. The quiet corner looks safe, but dark shapes and strange marks hint that something else rests there too.

Do you duck into the shaded hollow to hide for a while, or Do you keep moving past it and signal the others to stay alert?

Hide In Hollow

You slip under the rock and catch your breath, only to feel a new problem stir in the dark corners of your hiding spot.

Move forward 2 spaces.
Skip your next turn.

Keep Moving Alert

You wave the group forward and march on in the open, making the world wince a little at your pace even as your feet find firmer ground.

Move forward 1 space.
World Balance rises by 1.

Beetle Parade

A neat line of beetles marches across the path, each one carrying a tiny bit of leaf or sand. Their perfect pattern stretches far in both directions, like a living, moving road.

Do you step into the beetle parade to see where it leads, or Do you walk around it and leave their line unbroken?

Step Into Parade

You join the tiny march and follow their line, letting their secret route tug you into a strange turn in your story.

Move forward 1 space.
World Balance falls by 1.

Walk Around Line

You carefully circle the moving line and move on, wondering what you missed as the world quietly shifts behind you.

Unexpected events are starting to unfold. Draw a Thread Card.

Sand Ladder

A stairway of flat stones climbs a sharp dune, each step half buried but still holding. At the top, you can just make out flags and markers from a higher path.

Do you race up the sand ladder two steps at a time, or Do you steady each stone and help others climb first?

Race Up Ladder

You bound up the makeshift stairs, kicking sand aside as you surge to the front of the climb. At the top, your quick work gives everyone a clearer path and the journey feels a little steadier.

**You jump to match the position of the leading player.
World Balance rises by 1.**

Steady Each Stone

You move slowly, pressing each stone firm for the next person until the ladder feels safe behind you. Helping everyone climb costs you your own chance to move again right away, even as the group is grateful.

**Move forward 2 spaces.
Skip your next turn.**

Echo Bowl

Smooth rock walls curve around you in a wide bowl, sending every sound you make bouncing back louder than before. Even a small word turns into a chorus that feels bigger than you meant.

Do you shout into the echo bowl to test your voice, or Do you speak softly and listen for other sounds first?

Shout Into Bowl

You call out with your loudest voice and hear it tumble back at you, shaking more than just the air as new trouble wakes up nearby.

World Balance falls by 1.

Listen For Sounds

You whisper instead and wait for replies, picking out hidden noises that guide your next step and leave the realm feeling a little more steady.

Move forward 1 space.
World Balance rises by 1.

Buried Marker

A half-buried stone marker juts from the ground, its carvings worn and almost hidden by sand. Someone long ago clearly wanted this spot noticed, but the message is hard to read now.

Do you dig around the buried marker to uncover it, or Do you set a new sign nearby and move on?

Dig Around Marker

You scrape sand away from the old stone until the markings show again, and the work pulls your story into a fresh and sudden twist.

Move forward 1 space.
World Balance falls by 1.

Set New Sign

You place a simple mark beside the old stone and keep walking, feeling the world respond with a quiet, thoughtful shift.

Unexpected events are starting to unfold. Draw a Thread Card.

Desert Kite

A bright kite tugs at its string high above the dunes, its tail flicking like it wants to pull free. The line trails down to a stake in the sand that rumbles with each gust of wind.

Do you take the kite string and run with it, or
Do you secure the stake and leave the kite
dancing in place?

Run With Kite

You grab the line and dash across the sand, letting the kite drag you ahead while your reckless fun rattles the balance below.

Move forward 2 spaces.
World Balance rises by 1.

Secure The Stake

You push the stake deeper and tie the knot tight, and your steady hands help the world feel a little more sure of itself.

Move forward 1 space. Unexpected events are starting to unfold. Draw a Thread Card.

Shattered Sundial

A broken sundial lies in the sand, its stone face cracked and its shadow-pointer snapped to one side. Faint lines still mark hours around the edge, but they no longer match the sun above.

Do you try to fix the shattered sundial, or Do you leave it as it is and trust your own sense of time?

Fix Shattered Sundial

You kneel to tilt the pieces into place and make them fit again, and your careful work draws a sharp new turn into your path.

Move forward 1 space.
World Balance falls by 1.

Leave It As-Is

You glance at the broken marker and walk on without changing it, and the realm seems to press back as you rely on your own steps alone.

Move forward 1 space.
World Balance rises by 1.

Mirror Pool

A perfectly still pool reflects the sky and cliffs so clearly that it's hard to tell which side is up. Even the smallest motion at the edge sends ripples that bend the upside-down world.

Do you gaze into the mirror pool and reach toward your reflection, or Do you toss in a pebble to break the perfect picture?

Gaze Into Pool

You lean close and stretch your hand toward your double, and the warped reflection pulls your story down an unexpected path.

Unexpected events are starting to unfold. Draw a Thread Card.

Toss Pebble In

You flick a small stone into the water and watch the image shatter, feeling the world adjust in quiet, careful ways around you.

Move forward 1 space.
World Balance falls by 1.

Twilight Arch

A tall arch glows softly at the edge of twilight, its inside filled with colors that don't quite match the sky. Beyond it, the path seems to split into possibilities you can't fully see yet.

Do you step through the twilight arch without slowing, or Do you circle it first and guide the others around its edge?

Step Through Arch

You walk straight through the glowing archway, and the shift in light wraps your next choices in a sudden layer of mystery.

**You jump to match the position of the leading player.
World Balance rises by 1.**

Circle It First

You trace the outside of the arch and wave the group to follow, and your looping path gently reshapes how the realm greets you.

World Balance falls by 1.

Ashen Idol

A small stone idol stands half-charred on a pedestal, its features blurred by smoke and ash. Bits of old offerings lie scattered around its base, as if a ritual was interrupted mid-story.

Do you brush the ash from the idol and set it upright, or Do you leave it alone and mark a new path away from it?

Brush Ash Idol

You clean the statue and lift it straight, and your careful gesture sends a sharp, surprising answer back into your journey.

Move forward 1 space.
World Balance falls by 1.

Mark New Path

You step back from the scorched idol and set a new sign farther on, letting the world relax slightly as you guide others past the danger.

Unexpected events are starting to unfold. Draw a Thread Card.

Frozen Echo

At the far end of the canyon, a long, low note echoes over the snow and stone, hanging in the air like a voice that refuses to fade. Each echo feels colder than the last.

Do you call back to the frozen echo, or Do you walk quietly and follow the sound instead?

Call Frozen Echo

You answer the lingering note with your own voice, and the canyon replies by spinning your story in a sudden new direction.

Unexpected events are starting to unfold. Draw a Thread Card.

Follow The Sound

You lower your voice and track the echo's path, and your calm steps help you move ahead even as the chill of the world clings to your heels.

Move forward 2 spaces.
Skip your next turn.