

## **Wind at Their Backs**

A sudden gust rushes down the path, pushing everyone around you forward while you brace in place. The air feels brighter and lighter, as if the world itself is glad to see them surge ahead.

All other players move forward 1 space.  
World Balance rises by 1.

## **Costly Shortcut**

You spot a narrow cut-through and dash ahead before anyone else can follow. Loose stones and broken roots crumble behind you, leaving the path a little more damaged than before.

Move forward 2 spaces.  
World Balance falls by 1.

## **Stolen Lead**

You slip through a tight gap just as it starts to close, snagging a better place on the path. Behind you, the others stumble and have to backtrack, grumbling as the trail seems to work against them.

**Move forward 1 space.**

**All other players move backward 1 space.**

## **Staggering Shock**

The ground suddenly bucks under your feet, sending you hard to one knee. By the time the shaking fades, you're too rattled to act and the whole realm feels a little less steady.

Skip your next turn.  
World Balance falls by 1.

## **Reckless Step**

You grab the quickest route and hop over a weak spot in the trail. The shortcut holds for you, but something cracks deep below, leaving the world a bit more uneasy.

Move forward 2 spaces.  
World Balance falls by 1.

## **Left-Side Lift**

You grab the arm of the player to your left just as a shaky ledge begins to crumble. They spring safely ahead thanks to your help, and a calm ripple runs through the world in response.

The player to your left moves forward 2 spaces.

World Balance rises by 1.

## Hero's Leap

A glowing symbol flares under your feet and launches you up beside the front runner. The flash softens into a warm glow along the path, and the world seems a little more hopeful.

You jump to match the position of the leading player.

World Balance rises by 1.

# Hidden Harmony

You pause to fix a small problem everyone else has stepped over without seeing. You don't move at all, but the whole realm feels one small step safer.

World Balance rises by 1.

## **Sacrificed Step**

You hand over a clever tool to the player in front, knowing it will help them race ahead. They surge forward while you fall behind, and the path rearranges itself to keep them leading.

Move backward 1 space.  
The leading player moves forward 2 spaces.

## **Seat Shuffle**

A strange bell chimes, and every chair around the table wobbles as if it wants to move. You choose one player to swap seats with, and once you settle into your new spots, the world seems oddly pleased.

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

## **Gem Drop Scramble**

A shiny gem slips from your hands and skitters across the path as everyone lunges to grab it.

In the rush, you end up trading places with someone you choose, and the world feels a little more shaken by the chaos.

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

World Balance falls by 1.

## **Lucky Stumble**

You trip on a loose stone and nearly fall, but your tumble knocks free a hidden step that boosts you ahead. The scare fades into laughter, and the world feels just a bit kinder for your lucky break.

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

## **Step Back to Steady**

You notice the line of travelers wobbling and step back to steady the ones behind you. While your place slips toward the back, the air feels lighter as the world settles into better balance.

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

## **Crowd Rush**

A bright spark of mischief jumps from your fingers and zips down the trail, urging everyone else to hurry forward. You stay where you are as the others surge ahead, and the world seems a little more restless and strained.

All other players move forward 1 space.  
World Balance falls by 1.

## **Quiet Uplift**

A soft glow spreads under everyone's feet, even though no one said a word. The path feels smoother and safer all at once, as if the world has been given a big, quiet boost.

**World Balance rises by 2.**

## **Heavy Helping Push**

You throw your weight into the climb and power yourself far along the trail. The effort leaves a mark, though, and the world around you feels a bit more worn and troubled.

Move forward 2 spaces.  
World Balance falls by 1.

# Uneven Break

A sudden crack in the ground jerks you backward while a narrow ledge lifts the player on your right. You watch them gain ground as you slide, and the path feels unfairly tilted for a moment.

Move backward 2 spaces.  
The player to your right moves forward 1 space.

## **Jealous Echo**

A sharp chime rings out, and a beam of light tugs you into the spot where the leader stands.

The sound fades into a low grumble in the distance, and the world feels more unsettled by the sudden switch.

Swap your token's position with the leading player.

World Balance falls by 1.

## **Chosen Switch**

Strange symbols flicker beneath everyone's feet, and a circle of light forms around you. You point to one player and trade places in a blink, leaving the world a little more rattled by the sudden change.

Swap your token's position with a player of your choice.  
World Balance falls by 1.

## **Beacon Misdirection**

A far-off beacon flares, and you press forward, trusting its signal to pull you ahead. Behind you, the last traveler is forced back by crumbling ground, and the path feels harsher for the ones left behind.

Move forward 1 space.  
The player in last place moves backward 2 spaces.

# Rushing Whispers

Soft whispers swirl around your ears, tugging you to hurry down the path before anyone can stop you. You dart ahead in a rush, but the strange voices leave you so rattled that you can't act again right away.

Move forward 2 spaces.  
Skip your next turn.

## **Blinding Burst**

A sudden flash of light bursts across the trail, pushing you forward through the glare. When your vision clears, the air feels harsher and the world around you seems a little more worn down.

Move forward 1 space.  
World Balance falls by 1.

# Lucky Trade

A sparkle jumps between you and another player, inviting you to switch spots on the path. With a quick nod you trade places, and the world feels a bit more fair as the new order settles in.

Swap your token's position with a player of your choice.  
World Balance rises by 1.

## **Seat-Spinning Gust**

A wild gust of wind whirls around the table, tugging at chairs and cards. You point to one player and swap seats in the swirl, leaving the world slightly more shaken by the sudden change.

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

## **Bad Misstep**

Your foot catches on a hidden edge and you lurch backward, losing ground in a single clumsy move. The stumble sends a shiver through the path, and the whole realm feels a little less steady.

**Move backward 1 space.  
All other players move forward 1 space.**

## **Shared Stash**

You uncover a small stash of supplies and call the others over to share in the find. They all move ahead with new energy, and the world seems to brighten as the treasure is split.

All other players move forward 2 spaces.  
World Balance rises by 1.

## **Cracking Roots**

A deep crack echoes under the trail as tangled roots give way below. You stay where you are, but the sound shakes everyone's nerves and the world feels like it has taken a hard hit.

World Balance falls by 2.

## **Backlash Wind**

A sharp wind slams into your chest and knocks you back farther than you expected. As you catch your breath, you point to another player who is forced to pause, stuck in place by the same uneasy gust.

Move backward 2 spaces.  
Choose a player to skip their next turn.

## **Right-Side Boost**

The ground tips suddenly, lifting the player on your right and sliding them ahead along the path. Their lucky burst forward leaves the air tense, as if the world doesn't quite agree with the jump.

The player to your right moves forward 2 spaces.

World Balance falls by 1.

## **Echo of Panic**

A loud echo rolls down the trail, startling everyone except you. The others stumble backward in the confusion, and the world hums with a rough, unsettled energy.

All other players move backward 2 spaces.  
World Balance falls by 1.

## **Bright Step, Dimmed World**

You spot a tiny opening in the path and slip through it, pulling yourself a bit farther ahead. Behind you, a crack spreads through the trail, and the world feels just a little less safe.

Move forward 1 space.  
World Balance falls by 1.

## **Right-Side Rescue**

The ground drops away on one side, and you grab the player on your right before they slip. In the scramble you end up trading places, and the world seems oddly thankful for the quick save.

Swap your token's position with the player to your right.  
World Balance rises by 1.

## **Group Gust**

A sudden tailwind rushes past you and scoops everyone else farther down the path. You stay where you are as they cheer, and the world brightens as if glad to see them moving together.

All other players move forward 1 space.  
World Balance rises by 1.

## **Heavy Backstep**

Loose stones roll under your feet and send you stumbling back along the trail. The jolt leaves the path feeling rougher, and the whole realm seems a bit more troubled.

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

## **Time-Out Tumble**

You skid on a slick patch and land hard, knocking the breath from your chest. While you sit out to recover, the world shivers in a way that makes everything feel a little less steady.

Skip your next turn.  
World Balance falls by 1.

## **Quick Gain, Rough Strain**

You push off with extra effort and manage to pull yourself ahead of where you were. The burst takes a quiet toll on the realm, leaving the world around you feeling more strained.

Move forward 1 space.  
World Balance falls by 1.

## **Dragged Backward**

A hidden snag catches your pack and yanks you a step back before you can react. The small stumble echoes through the air, and the world feels heavier and more uneasy than before.

Move backward 1 space.  
World Balance falls by 1.

## **Double Trouble Trip**

You trip over a low ridge and slide backward, scattering dust and gear. By the time you gather everything up, your turn is gone and the trail still seems to be laughing at your mistake.

**Move backward 1 space.  
Skip your next turn.**

## **Soft World Lift**

A calm breeze circles the group, smoothing the rough edges of the path ahead. Nothing else changes, but the air feels kinder and the world seems to stand a little taller.

**World Balance rises by 1.**

## **Fair Trade Step**

A ring of light appears around you and a player you choose, inviting you to swap places. When the glow fades, your new spots feel just right and the world hums with quiet approval.

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

World Balance rises by 1.

## **Shared Backslide**

A sudden shudder runs through the path and the ground under everyone else slips backward at once. You stay where you are as the group loses ground, and the world feels a little rougher for it.

All other players move backward 1 space.  
World Balance falls by 1.

## **Surefooted Climb**

You pick your steps carefully and find a steady handhold that pulls you a bit higher. The path ahead seems clearer for everyone, and the whole world feels just a little more in tune.

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

## **Left-Side Trick Step**

A strange echo bounces off the walls and tugs the player on your left into your spot. You slide into their place instead, and the world rumbles with a small, unhappy shake.

Swap your token's position with the player to your left.

World Balance falls by 1.

## **Taken Lead**

A sharp jolt knocks the front runner off balance and sends them sliding back down the path. In the same moment you surge forward to fill the gap, trading places while the others stare in surprise.

The leading player moves backward 2 spaces.  
Move forward 2 spaces.

## **Right-Side Seat Swap**

Loose stones shift and push you and the player on your right toward each other. In a blink you trade positions on the trail, and a soft calm settles over the world as if it approves.

Swap your token's position with the player to  
your right.

World Balance rises by 1.

## **Surge of Courage**

A burst of courage rushes through you, and you charge ahead faster than you planned.

The strong step forward seems to lift everyone's hopes, and the world feels a little brighter around you.

Move forward 2 spaces.  
World Balance rises by 1.

## **Fading Glow**

The light along the path dims for a moment,  
making every shadow seem a bit longer.  
Nothing moves, but a quiet worry settles in and  
the world feels one step less safe.

World Balance falls by 1.

## **Boost of Choice**

A glowing arrow appears at your feet and points toward any player you choose. When you send them forward with a bright push, the world answers with a gentle, hopeful lift.

Choose a player to move forward 2 spaces.  
World Balance rises by 1.

## **Costly Slip**

Your foot slides out from under you and you tumble far back down the trail. As you dust yourself off, the leader pulls even farther ahead, and the gap between you feels tougher to cross.

Move backward 2 spaces.  
The leading player moves forward 1 space.

## **Golden Shortcut**

You spot a golden-marked shortcut and race through it, popping out farther along the path.

Behind you, the shine fades and the world seems a little more strained by what you took.

**Move forward 2 spaces.  
World Balance falls by 1.**

## **Drifting Spark**

A wandering spark floats past and whirls around the others, nudging them all a step farther down the path. As the glow fades, a harsh chill sweeps in, and the world feels a bit more worn and uneasy.

All other players move forward 1 space.  
World Balance falls by 1.

## **Helping Nudge**

You spot a chance to straighten the path and give yourself a careful push ahead. The small fix makes the whole trail feel kinder, and the world seems to stand a little taller around you.

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

## **Echo Step Misfire**

A strange echo answers your footstep and tugs you back before you can catch yourself.

The sound bounces to the left and suddenly lifts that player forward, leaving you behind as they surge ahead.

**Move backward 1 space.**

**The player to your left moves forward 2 spaces.**

## **Spark of Hope**

Tiny lights flicker into a swirl and trace bright lines along the trail ahead. No one moves yet, but the path feels safer and the whole world glows with a small, hopeful spark.

World Balance rises by 1.

## **Pulled to New Seat**

A tug at your shoulders makes you glance around as the chairs seem to slide on their own. You choose someone to trade places with, and once you switch seats the world settles into a calmer rhythm.

Swap seats with a player of your choice.  
Move backward 2 spaces.

## **Slipping Fortune**

Your luck turns in an instant and you slide back along the trail, losing hard-earned ground. The stumble leaves the air heavy, and the world feels rougher and more troubled than before.

**Move backward 2 spaces.  
World Balance falls by 1.**

## **Quiet Favor**

A soft whisper reaches your ear and warns you that you've rushed too far ahead. You carefully step back to fix your mistake, and the path feels smoother as the world settles into better balance.

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

## **Locked-In Calm**

You secure a loose stone and tuck a small danger safely out of sight. No one moves, but the path looks steadier and the world relaxes as if a weight has been lifted.

**World Balance rises by 1.**

# Lucky Reversal

You and a player of your choice are caught in a sudden twist of magic that swaps your places. At the same time, you feel an extra tug forward, and the trail seems quietly pleased with how the change turned out.

Swap your token's position with a player of your choice.  
Move forward 1 space.

## **Costly Kindness**

You slow down to help another traveler, giving them a boost while you fall behind. They step ahead with your support, and the world murmurs in approval of your generous trade.

**Move backward 1 space.**

**Choose a player to move forward 1 space.**

# Lantern Blackout

Your lantern sputters out and you lose all sense of where to step next. As you wait for your turn to return, darkness presses in harder, and the world feels sharply thrown off balance.

Skip your next turn.  
World Balance falls by 2.

## **Wild Chair Switch**

The seats around the table scrape and slide as if pulled by invisible strings. You pick someone to swap chairs with, and when the scraping stops the room feels tenser, as though the world doesn't quite like the change.

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