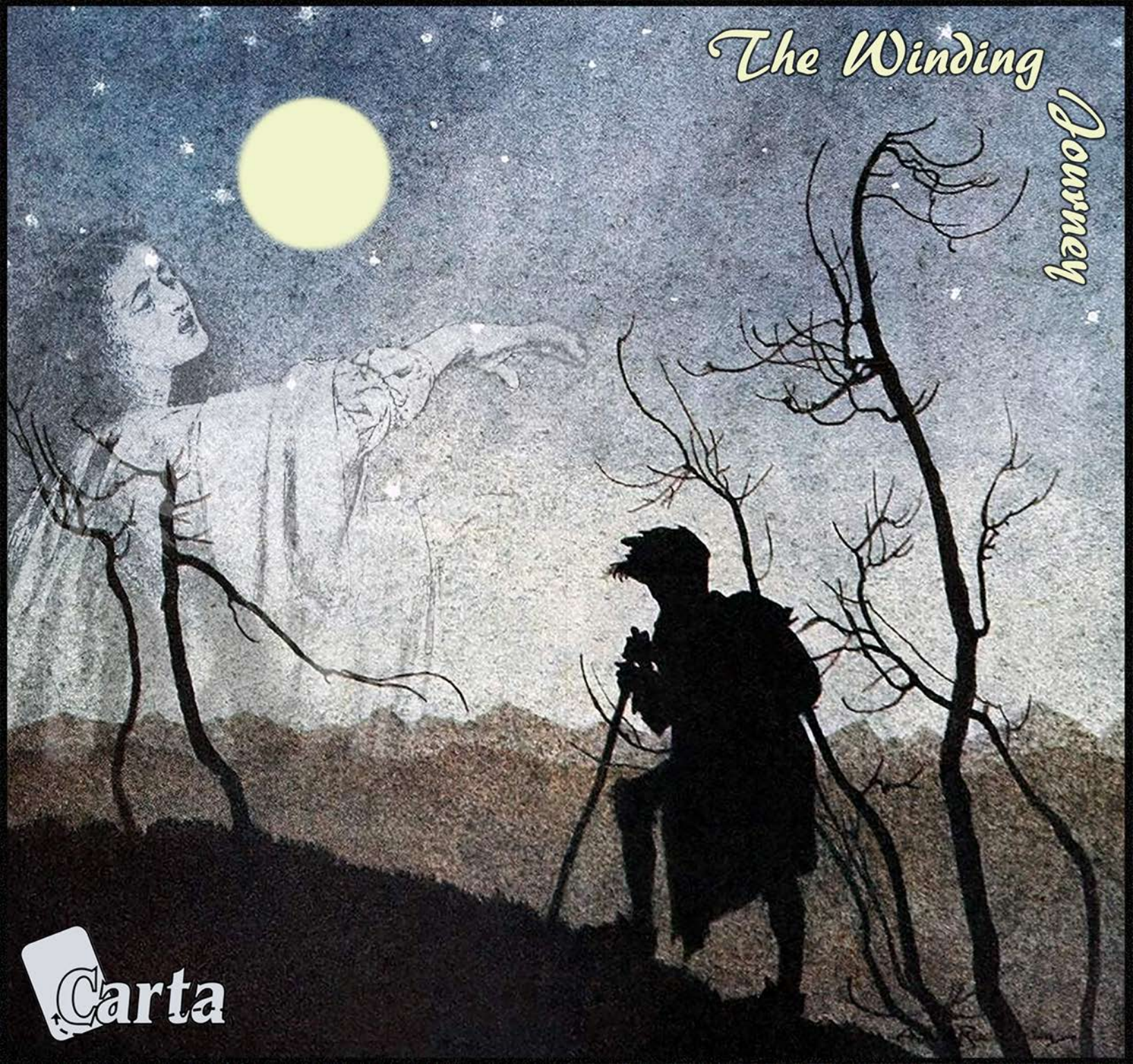


The Winding

Journey







Hearts

Ace 2 3 4 5 6 7 8
9 10 *Jack* *Queen* *King*

Clubs

Ace 2 3 4 5 6 7 8
9 10 *Jack* *Queen* *King*




Diamonds

Ace 2 3 4 5 6 7 8
9 10 *Jack* *Queen* *King*

Spades

Ace 2 3 4 5 6 7 8
9 10 *Jack* *Queen* *King*





The Winding Journey

The growth and discoveries of a young druid on his way to meet a mythical mystic.
-a Carta adventure by Lee Stone/Arcturus Asriv.



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It is the beginning of Spring in the small village of Dunfel. You are Vylar, a young man that's lived in these parts all your life.

You've been learning from nature and have stumbled upon some bit of magic here and there, but you've never had any formal training.

Fashioning yourself out to be a druid, or at least what you think one should be like, based on what you've read, you feel a closeness to the earth.

On the first full moon of Spring, you were visited by a woman, or rather her spirit, as she came to you using great powers you had never seen before.

You are awestruck, seeing her appear out of the air, with her eyes glowing like embers.

She motions for you to come sit next to her, as she formally greets you.

Calling herself Eraina, she tells you that she is in need of someone worthy enough to be her apprentice. Looking through all of the region, you were the only person she felt would qualify for what she deemed an important role.

You would be her apprentice, if you chose to accept the offer.

Agreeing, you set out the next day, following the path in the nearby woods that Eraina had directed you to.

Thus begins your journey to meet the mystic Eraina and find your calling.



A Carta game is a game about exploration. The idea is that the player lays cards out in a grid, and then turns them over one at a time, exploring prompts and mechanics as they do. The game is a sort of boardgame/storygame hybrid, where players explore journaling prompts by physically moving their marker from card to card and looking up the results. It can have a definite goal, making it more boardgame-like, or it can be more nebulous and story-focused.

In **The Winding Journey**, your goal is to make it to Eraina's hut in the woods. Along the way, you will gain, and lose, Insight. You need 10 Insight to enter her hut. If you ever find her hut with less than 10 Insight, her card gets reshuffled into the remaining unexplored cards.

The only way to lose is if there are no

unexplored cards remaining on the board and you have less than 10 Insight.

Even then, you don't really lose. You simply must wait another year until Eraina sends for you again.

Or you can just play the game again!

For **The Winding Journey**, you will need the following-

A deck of standard playing cards,
with two jokers

Two six-sided dice.

A marker to track your movement

A journal or some paper to write on



On **The Winding Journey**, you will encounter challenges as you travel. These challenges will test two abilities: **Physique** and **Psyche**.

You start with 2 points in one and 3 points in the other. You choose which. These values will change during play, but the minimum for each is 2 and the maximum is 5.

A third stat to track will be your **Insight**, which starts at 1.

To start, first take the deck of cards, removing the jokers, and shuffle it. Then draw 22 cards and set the deck aside (you may need it again later). Shuffle one joker into the cards you drew.

Take the other joker and set it out, face up, and deal the 23 cards to form a 4x6 grid with the face-up joker on the bottom left corner. This joker is your

starting area. Place your token there.

The game is then played by moving your token from one card to an adjacent card, flipping the entered card face-up and reading the entry for that card, following its instructions.

The joker you shuffled in is your goal: Eraina's hut. If you reach the hut with at least 10 **Insight**, you win. If you have less than 10 **Insight**, take the joker and all remaining face-down cards, shuffle them and lay them face-down to fill the 4x6 grid back out.

You should now be ready to play.

If you have your grid set up and your token is on the start location, move to an adjacent card, flip it over and read the entry for that card to begin.

Good luck!

Hearts

Ace

You come across a pedestal standing to the side of the path.

On top of it sits what appears to be a crystal ball. Peering into it, you see the face of a woman, perhaps that of Eraina, herself.

She's speaking to someone, but you can't tell who it is. Taking a closer look, you notice that she stops her conversation and her eyes gaze towards you.

You feel as if she can really see you.

You hear her speak now, calling your name.

Surprised by this, you bolt up and accidentally knock the ball off the pedestal.

Looking down at it, you see that it broke into two pieces.

In one piece, you see Eraina, still talking, but no longer looking at you. In the other, you see yourself, walking in the woods.

You try to fit the two pieces back together. Roll 1d6.

If the result is 2-6, you may continue your journey and gain 1d6 Insight.

If the result is 1, move your token back to the start, remove all explored cards from the game and draw new cards from the deck to replace them. Then lose 1d6 Insight, gain 1 Psyche, 1 Physique and The Mark of the Brave.

(If you get a Mark, write it down, It may have an effect later in the game.)

Two

You see something move on the ground ahead of you on the path. Before you get near, it's gone into the woods.

As you move past where it was, however, you see something dart in the corner of your eye.

A giant snake has struck out at you and attempting to wrap itself around you.

Roll 1d6.

If the result is equal to or lesser than your Physique, you defeat the snake quickly.

If the result is greater than your Physique, it takes you some time to defeat the snake and you are hurt in the process. Lose 1 Physique.

Three

You figure that you can make your rations last longer by doing an intentional fasting for a few days at a time.

Roll 1d6.

If the result is equal to or less than your Physique, you manage to save some rations. Gain 1 Insight.

If the result is greater than your Physique, the experiment fails and you end up eating more. Lose 1 Insight.

Four

Coming down a hill, your eyes see something remarkable.

From here at this view, the trees, rocks and stumps below remind you of an obstacle course you used to play with your friends.

Instinctively, you set rush down to it. Setting your pack on the ground, you take off running, jumping and climbing.

Roll 1d6.

If the result is equal to or less than your Physique, gain 1 Insight. You had a great time today.

If the result is greater than your Physique, the exertion takes a toll on you. Lose 1 Insight.

Five

You come to a creek with a rope bridge that looks pretty worn.

You can try to cross, or you can climb down and wade across the water.

If you try to cross, roll 1d6.

If the result is equal to or less than your Physique, you make it across the bridge and gain 1 Insight.

If the result is greater than your Physique, you fall down into the creek below, and lose 1 Physique.

If you climb down and wade across, it takes a bit longer but you still make it across.

Six

You see a small gnome-looking creature before you.

Getting closer, you find that it's some sort of clockwork creations.

As you approach, it comes alive.

"Follow me, follow me!" It says, waving its arms around frantically, as it heads off down the trail.

If you don't follow it, continue exploring as normal.

If you do decide to follow the it, reveal all the undiscovered cards adjacent to this one.

If one is Eraina's hut, it leads you there.

If not, then it will lead you to the lowest Diamond card revealed, if there is one.

If there is no Diamond card, then the Automaton leads to a random direction.

Roll 1d6. 1-N, 2-E, 3-S, 4-W. Re-roll 5 and 6. If you end up on a previously visited card, a day goes by on your next turn, but with no event.

After you move your token, remove any cards revealed by the automaton that you did not travel to. Draw new cards to replace them with, face down.

Regardless of the results of the move, gain 1 Insight.



Seven

Something in a tree catches your eye. A reflection on a branch.

You decide to check it out and see what could be up there.

Roll 1d6.

If the result is equal to or less than your Physique, you find a necklace with a gem pendant, and gain 1 Insight.

If the result is greater than your Physique, you can't reach it and continue walking in search of Eraina's hut.

Eight

Today you woke to the sound of raccoons eating your rations.

If you're going to continue this venture, you're going to need to forage for some food.

Roll 1d6.

If the result is equal to or less than your Physique, you find enough nuts and berries for a few days with no trouble.

If the result is greater than your Physique, you just barely find enough and the task leaves you feeling a bit stressed. Lose 1 Psyche.

Nine

You hear a sound coming from behind you.

Turning around, you see a giant bird swooping down at you.

Roll 1d6.

If you roll equal to or less than your Physique, you dodge out of the way.

If you roll greater than your Physique, you get knocked over as the bird attempts to pick you up. It gives up and flies away, and you lose 1 Insight.

Ten

A couple of soldiers are patrolling the area.

They ask you what your business is out in the woods, and you tell them you're a novice ranger out to explore for experience.

Satisfied with your answer, they leave you and wish you a safe journey.

Gain 1 Insight.

Jack

You meet up with a ranger in the woods.

The man has been out fishing and is about to set up a camp to eat. He invites you to stay and eat with him.

During the evening's conversation, he mentions Eraina and her hut.

Roll 1d6.

On 1-3, gain 2 Insight.

On 4-5, gain 1 Psyche.

On 6, gain 1d6 Insight.

Queen

You have a dream about Eraina. She comes to you and tells you how important it is that you make it to her hut. How both of your futures depend on you being ready to accept your place as her apprentice.

With that, she hands you a piece of paper with a symbol drawn on it.

When you wake, you find the paper in your hand. As you look at it, you feel a strange sense of security.

Gain either 1 Physique or 1 Psyche.

King

If you have The Mark of the Brave, ignore this event and continue your journey.

A bear explodes out of the woods charging after you. You turn and run as it lets out a ferocious growl.

Roll 1d6.

If the result is equal to or less than your Physique, you manage to lose the bear without getting harmed. Gain 2 Insight.

If the result is greater than your Physique, it strikes you before you can get away and you lose 1 Physique.



Clubs

Ace

You see a young man sitting on a fallen tree. As you approach him, you realize that the man is you. You as you were when you first set off on this journey. He's mumbling to himself and you can't make out what he's saying.

He looks up and you see his shirt is torn across his chest, like he had been slashed by something recently. Noticing you for the first time, he looks to be shaken. Maybe even frightened.

Do you attempt to speak to him? If you do, what do you say to him?

If you speak to him, move your token back to the start, remove all explored cards from the game and draw new cards from the deck to replace them. Then gain

1d6 Insight and The Mark of the Sentry.

If you don't talk to him and just walk away, lose 1d6 Insight and continue.

(If you get a Mark, write it down. It may have an effect later in the game.)



Two

Walking along the trail, you think about the journey ahead and how far you've come so far. Walking along, you think about the journey ahead and how far you've come so far. Walking ahead, how you think the journey so far come about, far along you. Walking so far along.

Your mind stops.
Something is wrong.

You see grass growing from the sides of trees, and the sky is reflecting the land. You feel queasy when you no longer feel gravity is working.

Roll 1d6.

If you roll equal to or under your Psyche, you gain 1 Insight and snap out of it.

If you roll over your Psyche, lose 1 Insight as you slowly piece reality back together.

Is there someone or something in the woods that's affecting you?



Three

Night comes and you make camp. The smoke of the campfire rises up to the clear sky. You think of the journey ahead to meet Eraina and the opportunity you'll have for learning and growing. As you lay back and watch the smoke drift peacefully into the sky, you notice that it seems to be forming a shape. Slowly, you see the form become clearer in the moonlight, as a silhouette looms above you. Stars shine through, like eyes, in what would appear to be a head atop a massive cloaked body. The moon takes on a crescent shape and a tendril of smoke seems to reach up and pluck it from the sky.

"Afraid?", you hear in a booming voice. "Good. Find your fear, boy. Lest it finds you first!"

The moon suddenly disappears as a glint of silver flashes before you and you feel a sharp pain across your chest.

Then everything goes dark. Minutes pass and the night sky begins to appear in patches, with the smoke dissipating on the wind. You look and find the moon where it was before.

Touching your chest, you're surprised to find you're not bleeding.

Roll 1d6.

If it's equal to or lower than your Psyche, gain the difference in Insight.

If the roll is higher than your Psyche, lose the difference in Insight.

Four

The day started fairly normal, but by noon you started feeling feverish. You're not sure if it's something you ate or if something bit you, but you know that if you don't stop and take a moment to care for yourself, you won't make it much longer out here.

You think you see a few berries and herbs that could be used to make a drink that may help.

Roll 1d6.

If you roll equal to or less than your Psyche, gain 1 Insight and rest. Mark off two days for this entry.

If you roll higher than your Psyche, lose 1 Physique and rest. Mark off two days for this entry.

Five

You have a feeling like someone is watching you.

Looking around, you don't see anyone nearby. However, it does appear to you that someone else has been here recently.

Roll 1d6.

If you roll equal to or lower than your Psyche, you find a jeweled dagger lodged inside a hollow tree. Gain 1 Insight.

If you roll higher than your Psyche, you find nothing, but you still have a nagging feeling that you're not alone.

Six

Coming to the top of a hill, you see a statue of a raven facing the way you came.

Approaching the statue, you hear a grinding sound. It begins to turn towards you, then past you, facing the opposite direction.

In its back, you see two circular shapes, like lenses.

You can peer inside.

Roll 1d6.

If the result is equal to or lower than your Psyche, flip one unexplored card.

If it's Eraina's card, leave it face-up.

If not, remove that card from play, and draw a new card to replace it, face down.

If the result is higher than your Psyche, you see nothing.

Seven

You hear a fluttering of wings and look up to see a bird, which looks to be a crow, heading towards you.

You duck slightly as it swoops down and perches on a stump next to the trail.

It stares at you and flaps its wings a couple times, but doesn't move otherwise.

Roll 1d6.

If the result is equal to or lower than your Psyche, you find a note attached to its feet that warns you of a possible danger. The next card you discover to be a Spade may be discarded and replaced by a newly drawn card.

If the result is higher than your Psyche, the crow caws and flies away before you notice anything out of the ordinary.

Eight

The trail you're on comes to an end at a stone circle. Surrounded by brush in every direction, you're not sure which way to go.

On the ground before you, obscured slightly by the fallen leaves, there appears to be a sign.

Wiping the leaves aside, you read the words written on it: 'Go back the way you came. Venture fourth at your own peril!'

Other than the poor grammar, there's nothing else about the sign to really be of help.

Roll 1d6.

If the result is equal to or less than your Psyche, you discover that the 'fourth' was intentional, directing you to walk into the brush behind the fourth stone to find a hidden path. Gain 1 Insight.



If the result is higher than your Psyche, you don't find the path and this event takes 1d3 days longer than usual as you have to find another path around. Lose 1 Insight.

Nine

Roll 1d6.

If the result is equal to or less than your Psyche, you notice that there's a makeshift trap set up in the middle of the path you're on. You carefully walk around it and wonder if it could be some form of defense Eraina has set to protect herself. Gain 1 Insight.

If the result is higher than your Psyche, you fall into a pit trap that someone has set up in the middle of the path. Lose 1 Physique from minor injuries.

Ten

You walk up to what appears to be a hut in a small clearing. Could this be Eraina's place?

As you get closer, a man comes out of the hut holding a crossbow. Aiming it directly at you, he tells you that you have no business here and that you should leave.

Roll 1d6.

If the result is equal to or less than your Psyche, you notice that the man has no shadow, and you spot a glowing rune on a nearby tree. An illusory defense, likely set up by Eraina to ward off trespassers. You gain 1 Insight as you walk through the man and his hut to continue down the trail.

If the result is higher than your Psyche, this event takes an extra day as you find another path to take.

Jack

Rain clouds form above and it begins to thunder and lightning.

The path you're on is going up hill and your feet are starting to slide down each time you take a step.


You continue pressing forward as the wind even tries pushing you back.

The wind wails loudly by your head, with a sound like someone in pain.

It gets almost unbearable for you to keep walking up the hill, which seems to go on forever.

Roll 1d6.

If the result is equal to or less than your Psyche, you get a foothold and the rain stops as you reach the top of the hill. Gain 2 Insight.



If the result is higher than your Psyche, you take cover and wait for the rain to stop. This event takes one more day than usual and you lose 1 Insight.

Queen

While sleeping, Eraina comes to you in a dream.

She tells you of how impressed she is with your perseverance thus far and that she is looking forward to meeting you.

Roll 1d6

If the result is 1-3, gain 1 Insight

If the result is 4-5, gain 2 Insight and 1 Psyche

If the result is 6, gain 3 Insight, 2 Psyche and 1 Physique.

King

If you have the Mark of the Sentry, ignore this event. It still costs one day of travel, however. Otherwise, continue with the event.

The path you're on takes a sharp turn and you find yourself face to face with what looks to be a zombie.

"None shall pass!" It says, remarkably well for an undead creature.

Roll 1d6.

If the result is equal to or less than your Physique, you best the zombie creature and manage to get past him. Gain 1d6 Insight.

If the result is higher than your Physique, lose 1 Insight and roll again.



Diamonds

Ace

Stopping to collect some berries, you prick yourself on a thorn. Pulling your hand back, you see something that looks like sap stretching from the thorn to your hand. And then it appears to suddenly break free from the thorn and quickly draw up to your hand. Into your hand.

Roll 1d6

If the result is equal to or lower than your Physique, roll another d6. If this roll is lower than your Psyche, you see the sap-like substance exit back out of your hand, fall to the ground and slither away like a snake. Gain 1d6 Insight and continue on your journey.

If the first roll was higher than your Physique, or the second roll was higher than your Psyche, you are knocked unconscious for 1d6 days. Move your token back to the start, remove all explored cards from the game and draw new cards from the deck to replace them. Then lose 1d6 Insight and you gain The Mark of the Serpent.

(If you get a Mark, write it down. It may have an effect later in the game.)

Two

Roll 2d6

If the result is higher than your Insight, then nothing unusual happens. Continue on your journey.

If the result is equal to or less than your Insight, then you notice something that seems to float in the air behind some bushes. Investigating, you find it appears to be a portal of some kind.

If you choose to use it, you may move to any undiscovered card instead of taking your normal move when you leave this card. If you choose not to use it, then take your regular move as normal.

If the result is equal to or less than your Insight, you don't notice anything unusual and continue on your journey

Three

A soft, refreshing rain briefly caresses the woods. It's gone as quickly as it came. The green trees, grass and brush become vivid and lush as they glisten in the sun.

If you are carrying any Marks, gain 1 Insight.

If you have The Mark of the Serpent, you lose it.

Four

Following a well-worn trail, you come across a familiar looking house. You see a woman sitting on a porch, with a young child near her. Approaching them, you find that they both look starved and weak. The woman turns her head towards you and acts as if she recognizes you. She tells you that you are welcome to stay with them, but they have no food to offer you. Digging in your satchel, you find a few rations and give them to the woman. As she takes the rations from you, her face begins to look healthier and she straightens up in her chair.

She thanks you and a ray of light shines through the trees, momentarily blinding you. When you can see again, the house and the woman are gone.

Gain 1 Insight.

Five

You come across a pack of wolves. They don't seem to be aware of your presence as you follow the path back away from them. The pups are playing in the sun while a couple older wolves watch over them and monitor the surroundings.

One of the wolves notice you, its eyes locking in on yours. For a minute, you are almost certain that you're looking at a group of people. You hear a whisper on the wind. A name. It chills you to the bone. The wolves' sudden movement to scurry away breaks you from the trance and you continue on your way, trying to remember the name you heard.

Gain 1 Insight.

If you have the Mark of the Crown, you lose it.

If you don't have it, you gain it.

Six

Stopping at a stream to freshen up, you take in the sights of the forest. The birds chirping above, the water trickling by below. You couldn't have picked a better time for this journey. Reaching down to the water, you notice that the stream ends just a few feet away, pouring into a hole in the ground. You hear a new sound, like that of thunder. Except that this thunderous sound is coming from underneath you, not from the sky.

The ground begins to shift and you lose your balance. You feel your feet fall into nothingness, and then the sensation of someone or something grabbing your arm. Looking down, you see your feet dangling over a wide pit, with the water flowing down into it.

You glance up and see a woman with dark hair holding your arm, preventing

you from falling.

Eraina?

'Don't despair.' She says softly. 'I have you. Give me your hand.'

You reach up with your other hand, and look down again.

The pit is no longer there. Your feet are deep in mud, and you are laying by the stream. In your hands is a branch from a nearby tree. Standing up, you distinctly smell the scent of jasmine in the air.

Gain 1 Insight.

Seven

You awaken to a feeling like energy rushing through you. A soft warm sensation washes over your body. Opening your eyes, you see a blinding light high in the sky. You don't believe it could be noon already, but then again, you might have been so exhausted that you overslept.

Closing your eyes, you stretch and lounge for a few minutes more in the sunlight. It feels good to you.

Almost invigorating.

When you open your eyes again, you find that the sun is rising on the horizon. You're not sure what the light was if it wasn't the sun.

Nevertheless, you feel much more energetic as you get up and begin the day's journey.

Gain 1 Insight.

Eight

Today was a very pleasant day. It reminded you of the times you and your friends would make adventures in the woods on the outskirts of town. Each of you would take turns being the highway robber, and the others would use their skills to save the precious cargo being delivered to the king. Such wonderful, care-free days those were. The smells of the forest seem to take you back there if you just close your eyes.

You can have those kinds of days again. Soon. Where nothing can threaten you and everything is right in the world. But first, you must continue your search for Eraina.

You'll come back to these memories again later. You can count on it.

Gain 1 Insight.

Nine

When you woke up today,
nothing felt out of the ordinary. How-
ever, now you are not quite so sure.
You've been having trouble remembering
things. Little things. What you ate yester-
day, what day of the week it is, who you
last saw before you left town...

But now, you're starting to have trou-
ble remembering your name, what your
face looks like...

Which path you were walking on.
Which direction you came from.
Who is Eraina?
Who are you searching for?
Why are you here?
Where...
are...
you...?

You stop and squat on the ground.
You must collect yourself.

You feel a presence and look up to see
a dark-haired woman standing before you.
She reaches down and touches your fore-
head.

Suddenly, everything snaps back into
place and the woman is gone.

Eraina. That was Eraina!

Gain 2 Insight.



Ten

You hear a rustling in the brush behind a large tree. Investigating the sound, you see a girl in a loose robe, carrying a basket of berries. She doesn't seem to notice you as you watch her walk further into the woods.

After a few minutes of walking away from you, she turns, ducking under a branch, and disappears. As you move forward to follow after her, you see a young man coming from another spot in the woods to your left. He, too, goes to the same spot, stooping under the branch, to disappear behind the trees.

Curious, you continue but with slower steps now. Something brushes against you.

Turning quickly to see what it is, you find another girl standing beside you, carrying two baskets. She offers you one and says, "Follow me."

You watch as she goes to the same spot the others had, and beckons for you to join her.

You follow her into a clearing, and see one of the largest trees you've ever seen.

"We give to her and she blesses us with more. We take it away and we have none." "Here," she motions towards the tree, "Give her your basket."

Putting the basket down by the tree as you're instructed, you see the others are now clasping hands around the tree. The girl takes your hand and you both reach for the tree, closing your eyes as you do. When you open them again, you are alone.

The tree is no longer before you. Instead there is a young sapling, with a basket of freshly picked berries sitting before it.

Gain 1 Insight.

Jack

"Wake up!"

You are startled from sleep to find an old man with a staff standing by your feet. He's accompanied by an owl.

If you didn't know better, you'd be certain that you were still dreaming, for off to the side of your camp, you see what looks to be a horse with a horn on its head.

"We have important matters to discuss," he says.

"To discuss!" the owl repeats.

Okay, now you know you are dreaming. Owls don't talk. Surely.

"We understand that you seek Eraina. And this may be because she wills it," the man pauses as he takes a seat and pulls out a pipe. "But there are things we need to confirm about you."

"To confirm! To confirm!" the owl adds.

With that he blows a puff of smoke from his pipe and you find yourself in a cave with two exits.

Choose Psyche or Physique and roll 1d6.

If the result is equal to or less than the chosen ability, then gain 1 in the other.

If the result is greater than the chosen ability, gain 1 in that ability.

When the smoke clears, the old man and his companions are gone.

Lose 2 Insight.

Queen

A dark haired woman appears on the trail ahead, coming towards you. She greets you with a smile.

"I am Eraina. I'm sure you have many questions for me. I can give you some answers now, but some will have to wait."



Roll 1d6.

If the result is equal to or less than your Psyche, reveal an undiscovered card. If it's Eraina's hut, leave it face-up and continue your journey. If it's not Eraina's hut, leave the card face-up and you may repeat doing this until you either reveal the hut or fail the roll.

If the result is greater than your Psyche, any cards that you flipped are removed from the game, new cards are drawn to replace them face down, and the event ends. Continue on your journey.

King

If you have The Mark of the Serpent, ignore this event and continue your journey.

A darkness covers the land. You look to find shelter and set up camp, in case a storm is coming in.

Finding a suitable spot, you set down your gear and begin collecting some wood. You are startled when a voice calls out for you from behind. Turning, you see a dark-haired woman tied to a tree.

"You mustn't be here," she says. "Too soon. Not enough time!"

A blinding flash cuts between the two of you and a being that looks half man and half beast appears next to her, carrying a strangely shaped sword, with a flame

coming from it.

"This is the one you seek, Eraina? Hah! You amuse me. This must be some kind of joke! I shall cut him down before he ever meets you, oh great sorceress!"

Add your Psyche and your Physique together, and roll 2d6.

If the result is equal to or less than this combined number, another flash of light occurs. The man-beast is laying on the ground, slowly fading from view, Eraina has disappeared, and you are now holding the flaming sword. Gain 1d6 Insight.

If the roll is greater than the combined number, you gain 3 Insight and lose 1 Psyche and 1 Physique.

Spades

Ace

A group of men come out of the woods, surrounding you.

Their leader approaches and addresses you, "There is word that a young man is venturing out to find the legendary Eraina, mystic mistress of the meadow. You might not be home, would you?"

Before you can speak, he continues... "It is our understanding that this man wants to learn things that are not respectable in the eyes of our King. Surely, this is not you, is it?"
Again, he doesn't give you time to answer.

"Tell me, then, young man... Who is it you owe allegiance to? Science? Or to magick?"

The silence makes your heart race, as he looks you sternly in the face awaiting your reply.

If you say "Science", roll 1d6. Lose that much Insight, and continue on your journey. This event ends.

If you say "Magick", roll 1d6 and gain that much Insight, but then you are arrested. Gain The Mark of the Crown and put your token back at the start. Remove all explored cards from the game, and draw new cards to replace them with, face down. A year has passed.

Two

A hooded figure steps out of the woods in front of you.

"It is good to see you, friend. I, too, go to visit Eraina."

He lowers his hood and greets you with a friendly smile.

"We shall help usher in the new world with Eraina as our leader."

You walk along with him for a bit, while he talks about how he came about the path he's taken.

Stopping to set up camp, you're collecting a few berries when you are startled by your new companion standing behind you. His friendly charm has left his face as he pulls out a dagger.

"The Temple of K'urr will not allow you to live!"

He then strikes at you with a fiery anger.

Roll 1d6.

If the result is equal to or less than your Physique, you manage to dodge the blade in time.

If the result is greater than your Physique, lose 1 Physique as the blade slashes your side.

After he attacks, you attempt to defend yourself, but find your punches hitting nothing but air as he disappears into a puff of smoke.

Only the dagger remains where the man had stood.

Three

Before you on the trail you see what looks like a baby dragon, walking in circles like it's looking for something.

Spotting you, it leaps up and flies away to the south in a hurry.

Investigating, you find nothing until you hear a voice calling out to you from under some brush.

"Thank you ever so much for scaring away that dragon! I don't know how much longer I would've lasted!"

A tiny winged girl, no larger than the palm of your hand comes out into view.

"I must be going now or I'm going to be late. Eraina is expecting me back. Thanks again," she says as she darts off into the trees.

Gain 1 Insight.

Four

A giant spider blocks the path.

If you attempt to get past the spider, roll 1d6.

If the result is equal to or less than your Physique, you get by and may continue exploring as normal.

If the result is greater than your Physique, you're forced to retreat back to the last card you were on, and you cannot pass through this card.

Five

A dark-haired woman appears on the trail ahead of you. She greets you with a smile as she approaches.

"I am Eraina. I'm sure you have many questions for me."

She holds her hand out, and invites you to stand next to her. Taking your hands into hers, she continues to smile at you.

"Good. Now, Where shall we begin? Ah, yessssssss"
Your hands begin to burn and her features start changing into a dark and twisted caricature of itself.

"Yessssssssssss..." she continues. "We'll sssstart by ssssquashing your sssoul!"

Roll 1d6.

If the result is equal to or less than your Psyche, gain 1d6 Insight and break free from her. She then disappears into a puff of smoke.

If the result is greater than your Psyche, lose 1 Insight and roll again until you succeed.



Six

You see a group of strange creatures on the trail ahead of you. About four of them, with imp-ish bodies, heads and wings like those of gargoyles and long pointed tails.

They seem to be scouting the area.

Instinctively, you duck behind some bushes to observe them.

Roll 1d6

If the result is greater than your Physique, you make noise when hiding and the creatures quickly fly away and this event ends.

If the result is equal to or less than your Physique, you manage to hide without drawing their attention.

Roll 1d6

If the result is greater than your Psyche, you don't make out what they're saying and they leave and this event ends.

If the result is equal to or less than your Psyche, you hear them mention you by name, Eraina and someone else they refer to as 'Master' as they wander away from the area.

Gain 2 Insight.



Seven

Hearing some voices calling from the distance, you stray from the path to investigate.

You find yourself at the opening of an old mine. Once there, however, the voices stop.

Stepping just beyond the entrance, you call out to see if anyone is there and hear nothing but your own echo.

As you turn to leave, you spot someone squatting towards the trail where you came from. When you attempt to speak to them, they run away.

You start to follow but your eyes are drawn to something on the ground where the mysterious figure was sitting.

Picking the item up, you find it to be a locket with a picture inside of a woman with dark hair.

You put it in your pocket and return to the trail.

Gain 1 Insight.



Eight

As the day draws to a close, you look for a place to set up camp. Something attracts your attention, though, as you're surveying the area. It sounds like someone is following you. But each time you look to see if anyone is there, you see nothing.

Finding a suitable spot, you set down your pack and find yourself suddenly pushed to the ground. Looking up, again you see no one around.

You sit there for a few minutes, waiting for something else to happen. Once you are certain that it's safe, you get up and make your camp.

Then you see scrawled in the dirt, "I hope you're ready when the Dark One comes". Gain 1 Insight.

Nine

A torn map is lying on the ground next to the path. When you pick it up to look at it, the edges begin to turn black and smoke.

Select one unexplored card and turn it face-up.

Roll 1d6

If the result is equal to or less than your Psyche, you gain 1 Insight.

If the result is greater than your Psyche, and the card is not Eraina's hut, remove the card from play and do not replace it. You cannot pass through that area. If it was Eraina's hut, take the remaining unexplored cards, add it to them, shuffle and then lay the cards back out. Lose 2 Insight.

Ten

You have a dream where your parents are a king and queen. You live in a huge castle in the middle of a lush and prosperous kingdom.

People come from all around just to gaze at you and your family.

A soothsayer comes to you and she mentions the name 'Eraina' and you suddenly find yourself realizing you're in a dream.

But no matter how hard you try, you cannot wake from it.

Roll 1d6.

If the result is less than or equal to your Psyche, you break free from the dream and wake up.

If the result is greater than your Psyche, lose 1 Insight and roll again until you succeed.

Jack

As the sun goes down, you notice that there are candles lighting a path to a small pool. Looking into the pool you see visions of your journey so far and things that have not happened. Could this be your future?

You see a woman reaching out for you, and then a shroud of darkness covers her.
Roll 1d6.

If the result is equal to or less than your Psyche, reveal an unexplored card.

If the result is greater than your Psyche, remove an explored card from play. Replace it with a new card and then swap it with another unexplored card.

Queen

If you don't have any Marks, ignore this event and continue your journey.

While sleeping during the night, you wake briefly and think you see someone sitting by you. You fall back asleep and wake the next day with no sign that there was ever anyone there.

You may remove any Marks that you have gained. If you do, you gain 1d6 Insight for each Mark removed.



King

If you have The Mark of the Crown, ignore this event and continue your journey.

A foul smell permeates the air and the sky grows dark. Looking up, you discover that the darkness is created by hundreds of bat-winged creatures flying above you. You hear a sound like thunder that seems to shake the earth around you. Steadying yourself, you turn and find a being twice as tall as you looking down upon you. His black hair contrasts with his pale white skin, and his eyes are bright red. He then flashes his fanged teeth at you as he begins to speak.

"You are most fortunate," he says with an air of arrogance. "All the other wannabe apprentices were so easily consumed.

The challenge has been very intoxicating, but it ends here. I will have you as my own."

Lightning flashes and he's upon you before you can react.

Roll 1d6

If the result is less than or equal to the number of Insight you have collected, lose 1 Psyche and half your Insight, rounded down.

If the result is greater than the number of Insight you have collected, lose 1 Physique and 1 Psyche.

You then pass out and the event ends.

Epilogue

Once you make your way to Eraina's hut, she greets you warmly and congratulates you on a successful journey.

You spend the next several months with her, learning all she shares with you about her craft.

She informs you that one day in the future, you both will need to be strong enough to repel an approaching menace called the Dark One.

But that is still to come.

For now, you must study and grow.





The Winding

Journey

