<table>
<thead>
<tr>
<th>Event</th>
<th>Beor's Memory 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win a purple Encounter with Difficulty 3 or higher in the first Activation</td>
<td>go to Beor's Memory 1.</td>
</tr>
<tr>
<td>Lose 1 heart due to not eating Food at the End of the Day</td>
<td>go to Beor's Memory 2.</td>
</tr>
<tr>
<td>Visit Location 116</td>
<td>go to Beor's Memory 3.</td>
</tr>
<tr>
<td>Have 12 Wealth</td>
<td>go to Beor's Memory 4.</td>
</tr>
<tr>
<td>Gain the &quot;You Are Dying!&quot; card</td>
<td>go to Beor's Memory 5.</td>
</tr>
<tr>
<td>Win a Guardian Encounter</td>
<td>go to Beor's Memory 6.</td>
</tr>
<tr>
<td>Gain Secret card 27</td>
<td>go to Beor's Memory 7.</td>
</tr>
<tr>
<td>Avoid a Diplomatic Encounter</td>
<td>go to Beor's Memory 8.</td>
</tr>
<tr>
<td>Gain the &quot;Fate of the Expedition&quot; part 9 status</td>
<td>go to Beor's Memory 9.</td>
</tr>
</tbody>
</table>

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**Of Fire and Steel**

- Visit Location 121 and pay 2 gold to prepare for revenge. Then, go to Beor's Memory 10.
Heart Of Wyrdness

Player: ........................................

- Play at least 5 Combat cards in a single Activation – go to Ailei's Memory 1.
- Have three Menhirs Active, each with a Dial at least at 1 – go to Ailei's Memory 2.
- Visit an Unfriendly Settlement – go to Ailei's Memory 3.
- Defeat a "Wyrdchild" purple Encounter – go to Ailei's Memory 4.
- Visit the Location 155 – go to Ailei's Memory 5.
- Have a Nightmare in a Location without a Menhir Seal – go to Ailei's Memory 6.
- Use your Character Action on a Character who has 3 or less – go to Ailei's Memory 7.
- Be present in a Location that's discarded due to being out of the Active Menhir range – go to Ailei's Memory 8.
- Have the "Moldy Tome" or the "Shadow-Soaked Scroll" item – go to Ailei's Memory 9.

Ailei

Awakening Touch

Tranquility

Master Herbalist

Heart of Wyrdness

Be present in Location 141 when the Location is discarded due to being out of the Active Menhir range. Then, go to Ailei's Memory 10.
Remade Fiber by Fiber

Visit Location 133 and pay 5 Magic to make yourself whole again. Then, go to Maggot’s Memory 10.
Connect a chain of at least three Arev’s Advanced cards in a single Sequence – go to Arev’s Memory 1.

Gain at least three parts of the “Pillager” status – go to Arev’s Memory 2.

Gain Secret card 7 – go to Arev’s Memory 3.

Gain 2 or more Wealth as an Encounter Loot or Reward – go to Arev’s Memory 4.

Use your Character Action while the “Good Weather” Event is active – go to Arev’s Memory 5.

Win a Combat Encounter in the first Activation – go to Arev’s Memory 6.

Visit Location 152 – go to Arev’s Memory 7.

Draw a “Calm before the Storm” blue Encounter – go to Arev’s Memory 8.

Travel to five different Locations in a single Day – go to Arev’s Memory 9.

End your Day in Location 111. Then, go to Arev’s Memory 10.
Visit Location 242 and pay 4 to honor your father. Then, go to Dagan’s Memory 10.

- Have Secret card 35 – go to Dagan’s Memory 1.
- Have 8 Food – go to Dagan’s Memory 2.
- Gain 4 Food from a single Encounter – go to Dagan’s Memory 3.
- Lose 1 Exposure during Rest – go to Dagan’s Memory 4.
- Use Secret card 54 – go to Dagan’s Memory 5.
- Have the Exposure marker on slot 4 or lower on your Health Track – go to Dagan’s Memory 6.
- Lose an Encounter because you run out of cards in your deck – go to Dagan’s Memory 7.
- Gain the “You Are Dying!” card – go to Dagan’s Memory 8.
- Explore Location 244 – go to Dagan’s Memory 9.
Lost Compassion

Visit Location 223 or 273, and gain 3 Exposure and 3 to rediscover your compassion. Then, go to Fyul's Memory 10.

Player: ........................................

- Have a game effect discard your Weapon during or after the Encounter – go to Fyul's Memory 1.
- Defeat a purple Encounter with Difficulty 3 or 4 – go to Fyul's Memory 2.
- Have 10 Rep – go to Fyul's Memory 3.
- Have at least 4 parts of the "Means of Survival" status – go to Fyul's Memory 4.
- Gain Exposure during Exploration – go to Fyul's Memory 5.
- Rest in Location 246 – go to Fyul's Memory 6.
- Have at least 15 markers in the Combat Pool during the "Black Drifter" Encounter – go to Fyul's Memory 7.
- Lose at least 3 from one source (Action, Exploration, etc.) – go to Fyul's Memory 8.

Know your Enemy

Wyrdness Heals Sometimes

Once in a Lifetime
Well-Earned Knowledge

Visit Location 214, 293, or 294 and pay 2 to read your mentor’s journal. Then, go to Mabd’s Memory 10.

MABD

Player: ____________________________

- Visit Location 206 or 286 – go to Mabd’s Memory 1.
- Have a Nightmare – go to Mabd’s Memory 2.
- Rest in a Location with a Sanctuary Seal – go to Mabd’s Memory 3.
- Have Secret card 94 – go to Mabd’s Memory 4.
- Gain the “Cracked Sanctuary” part 6 or 7 status – go to Mabd’s Memory 5.
- Raise your ✶ or ✦ to 3 – go to Mabd’s Memory 6.
- Activate a Menhir – go to Mabd’s Memory 7.
- Have at least four parts of the “Wilderness Encounters” status – go to Mabd’s Memory 8.
- Roll 1 or 6 on a die – go to Mabd’s Memory 9.
Visit Location 214, 293, or 294 and pay 8 **Wealth** to pay your dues. Then, go to Sloan’s Memory 10.
Long Live the Queen

End your Day in Location 318. Then, go to Caolin’s Memory 10.

Player:

- Lose due to not eating at the End of the Day – go to Caolin’s Memory 1.
- Defeat the “Hellpig” green Encounter – go to Caolin’s Memory 2.
- Gain the “Huntsmen” part 4 status – go to Caolin’s Memory 3.
- Gain 3 parts of “Reputation: Stiltwood” status – go to Caolin’s Memory 4.
- Explore the Location 341 – go to Caolin’s Memory 5.
- Gain 12 in a single Activation – go to Caolin’s Memory 6.
- Win an Encounter with no more than three cards left in your deck – go to Caolin’s Memory 7.
- Become Exhausted while performing the “Hunt” Location Action – go to Caolin’s Memory 8.
- Visit a Settlement with 0 left – go to Caolin’s Memory 9.
Go to the Location 337 while having a Companion equipped. Then, go to Naazer’s Memory 10.
Go to Location 352 and pay 2 recompenses to reconcile with your farmhold. Then, go to Duana’s Memory 10.

- Explore the Location 355 – go to Duana’s Memory 1.
- Lose your last point of due to your negative trait – go to Duana’s Memory 2.
- Have 10 Magic – go to Duana’s Memory 3.
- Connect a Magic key that grants at least – go to Duana’s Memory 4.
- Win a Diplomatic Encounter while “You’re Going Insane” – go to Duana’s Memory 5.
- Visit the Location 334 – go to Duana’s Memory 6.
- Use the Location Action of Location 342 or 340 – go to Duana’s Memory 7.
- Use your Character Action while the “Blood Moon” Random Event is active – go to Duana’s Memory 8.
- Have a Nightmare while in a Settlement – go to Duana’s Memory 9.
Visit Location 353 and pay 1 to claim your birthright. Then, go to Thebalt’s Memory 10.
Finding Yourself

Visit any Settlement and pay 6 to help its residents. Then, go to Niamh's Memory 10.

Player: ..............................................

- Lose at least 5 Rep in a single Encounter – go to Niamh's Memory 1.
- Have 10 Wealth – go to Niamh's Memory 2.
- End a Day in a Settlement without having any Food or Wealth – go to Niamh's Memory 3.
- Have five Niamh cards in the single Sequence – go to Niamh's Memory 4.
- Gain the “You Are Dying!” card – go to Niamh's Memory 5.
- Avoid a Diplomatic Encounter with Difficulty 4 or more – go to Niamh's Memory 6.
- Have 10 Rep – go to Niamh's Memory 7.
- Activate a Menhir – go to Niamh's Memory 8.
- Defeat a Guardian Encounter with Difficulty 3 or more – go to Niamh's Memory 9.