


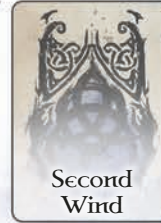


OF FIRE AND STEEL


Visit Location 121 and pay 2  to prepare for revenge.
Then, go to Beor's Memory 10.

BEOR

Player:



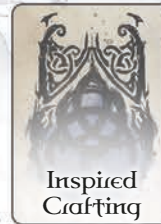
Second
Wind

- Win a purple Encounter with Difficulty 3 or higher in the first Activation – go to Beor's Memory 1.
- Lose  due to not eating **Food** at the End of the Day – go to Beor's Memory 2.
- Visit Location 116 – go to Beor's Memory 3.



Brutal
Training

- Have 12 **Wealth** – go to Beor's Memory 4.
- Gain the "You Are Dying!" card – go to Beor's Memory 5.
- Win a Guardian Encounter – go to Beor's Memory 6.



Inspired
Crafting

- Gain Secret card 27 – go to Beor's Memory 7.
- Avoid a Diplomatic Encounter – go to Beor's Memory 8.
- Gain the "Fate of the Expedition" part 9 status – go to Beor's Memory 9.



AILEI

Player:.....

HEART OF WYRDISS

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.



Awakening Touch

- 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.




Tianquility

- 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.



Master Herbalist

- 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.

MAGGOT

Player:.....



REMADE FIBER BY FIBER

Visit Location 133 and pay 5 **Magic** to make yourself whole again. Then, go to Maggot's Memory 10.



Chain Chaining

- Have a Nightmare while Dying – go to Maggot's Memory 1.

- Have at least 6 **Magic** when a "Blood Moon" Random Event is active – go to Maggot's Memory 2.

- Visit Location 121 – go to Maggot's Memory 3.



Ley Line


- Use the "Third Eye" item – go to Maggot's Memory 4.

- Visit Location 133 – go to Maggot's Memory 5.

- Complete Chapter 6 of the Fall of Avalon – go to Maggot's Memory 6.



Mystic Gate

- Have 3  – go to Maggot's Memory 7.

- Win a Diplomatic Encounter in the first Activation – go to Maggot's Memory 8.

- Have 10 **Rep** – go to Maggot's Memory 9.



AREV

Player:.....

THE ACCURSED

End your Day in Location 111.
Then, go to Arev's Memory 10.



Folk Hero

- 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.



Soldier's Luck

- 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.




Bountiful Harvest

- 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.

DAGAN

Player:.....



Visit Location 242 and pay 4  to honor your father.
Then, go to Dagan's Memory 10.



Insatiable
Hunger

- 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.



Warmth
of Honest
Heart

- 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.



Undying


- 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.



FYUL

Player:.....

LOST COMPASSION

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




- 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.
- Pay 5 **Magic** in a single Encounter – go to Fyul's Memory 9.



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:.....






Wanderer

- 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.



Eistic

- 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.



Tireless Curiosity

- 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.



GRATEFULNESS

Visit Location 214, 293, or 294 and pay 8 **Wealth** to pay your dues. Then, go to Sloan's Memory 10.

SLOAN

Player:.....



Old Obligations

- Have at least 5 Item cards – go to Sloan's Memory 1.
- Win a blue Encounter with Difficulty 3 or 4 – go to Sloan's Memory 2.
- Gain Secret card **45** – go to Sloan's Memory 3.



Father's Friend

- Pay at least 5 **Wealth** during a single Exploration – go to Sloan's Memory 4.
- Choose a "Haggle" option during Exploration – go to Sloan's Memory 5.
- Explore Location **205** or **285** – go to Sloan's Memory 6.



Assiduity

- Win the "Knight Errant" or "Lost Knight" Encounter – go to Sloan's Memory 7.
- Gain Secret card **23** or **96** – go to Sloan's Memory 8.
- Gain the "You Are Going Insane" card – go to Sloan's Memory 9.

CAOLIN

Player:.....




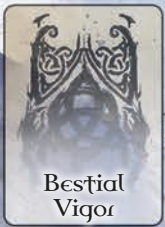
LONG LIVE THE QUEEN

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




Hidden Path

- 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.




Bestial Vigor

- 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.



Faol's Quest

- 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.



THE CUSTODIAN

Go to the Location 337 while having a Companion equipped. Then, go to Naazer's Memory 10.

NAAZER

Player:.....



Grand Discovery

- Gain at least four parts of the “**Asounding Discoveries**” status – go to Naazer's Memory 1.
- Visit the Location 305 – go to Naazer's Memory 2.
- Have 12 **Rep** – go to Naazer's Memory 3.



Inspiration

- Make three Travels in a day while “*Violent Thunderstorm*” or “*Dense Mists*” Random Event is active – go to Naazer's Memory 4.
- Command 3 Units – go to Naazer's Memory 5.
- Complete the “*Pale Lady*” gray, green or blue Encounter – go to Naazer's Memory 6.




There and Back Again

- When in Combat, connect three cards with “Strike” or “Attack” in their name – go to Naazer's Memory 7.
- Have a Companion – go to Naazer's Memory 8.
- Win a Diplomatic Encounter without allowing a single Opponent's Response – go to Naazer's Memory 9.

DUANA


Player:.....

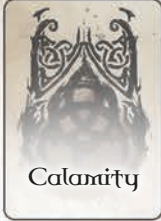
RECONCILIATION

Go to Location 352 and pay 2  to reconcile with your farmhold. Then, go to Duana's Memory 10.




Knowledge from Beyond

- 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.



Calamity

- 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.




Primal Magic

- 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.

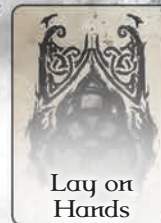


BIRTHRIGHT

Visit Location 353 and pay 1  to claim your birthright.
Then, go to Thebalt's Memory 10.

THEBALT

Player:.....



Lay on
Hands

- Command the "Red Shields" Unit – go to Thebalt's Memory 1.
- Visit the Location 370 – go to Thebalt's Memory 2.
- Win any Difficulty 4 Encounter – go to Thebalt's Memory 3.





Unbreakable

- Have Secret card 55 – go to Thebalt's Memory 4.
- Gain the "Adversaries" part 2 status – go to Thebalt's Memory 5.
- Explore the Location 371 – go to Thebalt's Memory 6.




Brilliant
Manoeuvre

- Win a Battle – go to Thebalt's Memory 7.
- Have your Negative Trait restore no  when your  is 2 or lower – go to Thebalt's Memory 8.
- Have 0 **Rep** while paying Upkeep for your Units – go to Thebalt's Memory 9.



FINDING YOURSELF

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



Player:.....



Blackmail

- 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.



Legendary
Wit

- 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.



Albmother's
Intercession

- 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.