



## HIGHER POWER


**In Location 111 (Stoneteeth Knolls):**  
 **Search for a magical grimoire:**  
Go to Elgan's Memory 10.

# ELGAN

Player:.....





Secret card 310

- During End of the Day:** All Locations in play are  side up – go to Elgan's Memory 1.
- During the Day:** Travel to Location 122 (Flooded Causeways) – go to Elgan's Memory 2.
- During the Day:** Perform Activate a Waystone Action in a Location that already has one waystone – go to Elgan's Memory 3.




Secret card 311

- Anytime:** Have at least 8 **Magic** – go to Elgan's Memory 4.
- During Diplomacy:** Resolve  during blue Encounter (Difficulty 3 or 4) – go to Elgan's Memory 5.
- During Encounter:** Have at least 3  in the Sequence – go to Elgan's Memory 6.



Secret card 312

- During Combat:** Have at least 3  cards in the Sequence – go to Elgan's Memory 7.
- During End of the Day:** Suffer from Wyrdrness in Location 113, 114 or 115 (Straywood) – go to Elgan's Memory 8.
- During the Day:** Use 2 **Wyrdcandle** Consumable Items during single Day – go to Elgan's Memory 9.






# GERDWYN


Player:.....

## YESTERDAY'S FLAME

**In Location 135 (Amber Shores):**  
 **Look for your former comrade, Owen:**  
Go to Gerdwyn's Memory 10.




Secret card 314

- Anytime:** Have at least 10 **Wealth** – go to Gerdwyn's Memory 1.
- During the Day:** You are in Location **125 (Southlands)** – go to Gerdwyn's Memory 2.
- During the Day:** Lose 2  during single Day from your Character Weakness (*Overloaded*) – go to Gerdwyn's Memory 3.



Secret card 315

- During Diplomacy:** Resolve  while You Are Going Insane – go to Gerdwyn's Memory 4.
- Anytime:** Have at least 4 of any Attribute – go to Gerdwyn's Memory 5.
- During Combat:** Win purple Encounter using your Character Ability (*Hunt*) – go to Gerdwyn's Memory 6.




Secret card 316

- Anytime:** Have at least 2 Items with the Shield keyword – go to Gerdwyn's Memory 7.
- During Combat:** Win *Knight of the Oval Table* purple Combat Encounter – go to Gerdwyn's Memory 8.
- During Combat:** Win a Combat Encounter with no cards remaining in your deck – go to Gerdwyn's Memory 9.





## THE GREAT PERFORMANCE



In Location 156 (*Colonia Mariana, East*):  
 Commission and perform a play:  
Pay 3 **Wealth** to go to Iunus's Memory 10.



Player:.....




Secret card 318

- During Combat:** Win an Encounter with exactly 1  remaining – go to Iunus's Memory 1.
- During Diplomacy:** Resolve  while You Are Going Insane – go to Iunus's Memory 2.
- Anytime:** Have at least 8 **Food** – go to Iunus's Memory 3.



Secret card 319

- During Encounter:** Lose 4 or more  from your card effects during single Activation – go to Iunus's Memory 4.
- During Encounter:** Play 5 or more cards during single Activation – go to Iunus's Memory 5.
- During the Day:** Travel to Location 150 (*Slavepath*) – go to Iunus's Memory 6.



Secret card 320

- During the Day:** Use your Character Ability (*Terrifying Feast*) while Exhausted – go to Iunus's Memory 7.
- Anytime:** Have 3 waystones in play – go to Iunus's Memory 8.
- During Exploration:** Use Fomorian coastal transportation in Location 151, 156 or 160 – go to Iunus's Memory 9.





## THE PRODIGAL SON RETURNS

In Location 101 (*Shunned Lands*):



Travel to a village that exiled your mother:  
Go to Osbert's Memory 10.

# OSBERT

Player:.....



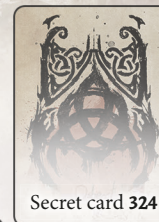
Secret card 322

- During Combat:** Win a ♣ Encounter – go to Osbert's Memory 1.
- Anytime:** Have a Companion Secret card (304, 305, 307 or 308) – go to Osbert's Memory 2.
- Anytime:** Roll 6 on a die – go to Osbert's Memory 3.



Secret card 323

- Anytime:** Have at least 10 **Wealth** – go to Osbert's Memory 4.
- During the Day:** Travel while you're at 0 or 1 ♠ – go to Osbert's Memory 5.
- During Encounter:** Gain at least 2♦ or 2♠ from 1♦ Bonus – go to Osbert's Memory 6.



Secret card 324

- Anytime:** Have all 3 Consumable Items listed in the Character Ability (*Handcraft*) – go to Osbert's Memory 7.
- During the Day:** Travel to Location 134 (*Peaceful Farmholds*) – go to Osbert's Memory 8.
- During Diplomacy:** Resolve 2♦ during blue Encounter in a Location with 1♦ – go to Osbert's Memory 9.