

*An unfriendly clan demands food. You can either give it to them (add Hungry Tokens to D6 members of your clan) or fight (Protect roll).*

**0 successes**

The other clan overwhelms you. One member of your clan is killed, a second is injured, and you lose all your food. Add D6 Hungry Tokens and D6 Sad Tokens.

**1 success**

You drive them off, but one member of your clan is injured. Add D6 Sad Tokens.

**2 successes**

You drive them off.

**3-5 successes**

You drive them off, and are heartened by your easy victory. Remove 1 Sad Token from each member of the clan.

**6+ successes**

You drive off the other clan and take their food. Remove D6 Hungry Tokens.

*Your clan disturbs a venomous snake. You must kill it before it bites anyone (Protect roll).*

**0 successes**

Despite your efforts, the snake bites a member of your clan, and they die. Add D6 Sad Tokens.

**1 success**

You drive off the snake, but not before it bites a member of your clan. One of your clan becomes injured.

**2 successes**

You drive off the snake.

**3-5 successes**

You kill the snake, make a belt from its skin and present it to a member of your clan. Remove 1 Sad Token.

**6+ successes**

You kill the snake, which turns out not to be venomous after all. It makes a small but delicious meal. Remove 1 Hungry Token.

*A saber-toothed tiger attacks your clan. You must kill it before it drags off its victim (Protect roll).*

**0 successes**

Despite your efforts, the tiger kills and drags away a member of your clan. A second person is injured. Add D6 Sad Tokens.

**1 success**

You drive off the tiger, but not before it mauls a member of your clan. One of your clan becomes injured.

**2 successes**

You drive off the tiger.

**3-5 successes**

You kill the tiger and feast on its meat. Remove 1 Hungry Token from each member of the clan.

**6+ successes**

As above, and also make a necklace from its fangs and teeth. One member of your clan wears this, and removes all of their Sad Tokens.

*A heavy rainstorm creates a flash flood. You must scramble to move people to a place of safety.*

**0 successes**

One of your clan is swept away by the raging waters. You never see them again. Add D6 Sad Tokens.

**1 success**

You get your clan to safety, but one person is injured during the scramble.

**2 successes**

You get your clan to safety, but lose much of your gear. Add D6 Weary Tokens.

**3-5 successes**

You get your clan to safety.

**6+ successes**

You get your clan to safety, and discover Medicinal Plants in the spot you fled to.

*Note: This event only occurs in a MEADOW or HILLS. A herd of mammoths stampedes toward your clan. You must scramble to move people out of the way (Protect roll).*

**0 successes**

The mammoths trample several members of your clan. D3 people are injured.

**1 success**

You get your clan out of the way, but lose much of your gear. Add D6 Weary Tokens.

**2 successes**

You get your clan out of the way.

**3-5 successes**

You manage to bring down one of the mammoths. You feast on its meat. Remove all Hungry Tokens.

**6+ successes**

You manage to bring down one of the mammoths. You feast and celebrate. Remove all Hungry Tokens and all Sad Tokens.

*Note: This event only occurs in the MOUNTAINS or HILLS. An earth tremor sends an avalanche of rock down upon your clan. You must scramble to move people out of the way (Protect roll).*

**0 successes**

One of your clan is killed by falling rocks. Add D6 Sad Tokens.

**1 success**

The falling rocks injure D3 members of the clan.

**2 successes**

You get your clan out of the way of the rocks.

**3-5 successes**

Your clan is safe. The avalanche brings down a bezoar goat, and you eat its meat. Remove D6 Hungry Tokens.

**6+ successes**

The avalanche completely misses your clan. Clearly, the spirits are watching over you. Remove D6 Sad Tokens.

*Your clan encounters a herd of aurochs (wild cattle). You can pass them by (no roll) or go hunting (Protect roll).*

**0 successes**

The hunt goes badly, and D3 of the hunters (characters contributing dice to the roll) are injured.

**1 success**

The hunters manage to wound one of the aurochs, but it runs off and is lost.

**2 successes**

The hunters bring down an auroch, and the clan feasts on its meat. Remove D6 Hungry Tokens.

**3-5 successes**

The hunters bring down two aurochs, which provide meat and skins for clothing. Remove D6 Hungry Tokens and D6 Weary Tokens.

**6+ successes**

Many aurochs are killed. Remove all Hungry Tokens and D6 Sad Tokens.

*Note: This event only occurs in a FORREST or HILLS. A lightning strike sets trees ablaze. You must get your clan to safety (Protect roll).*

**0 successes**

In the wild scramble to escape the flames, one member of your clan goes missing and is never seen again. Add D6 Sad Tokens.

**1 success**

You escape, but D3 members of the clan receive burns, and are injured.

**2 successes**

You get safely away from the fire, but must leave food behind. Add D6 Hungry Tokens.

**3-5 successes**

You escape the fire, and discover the charred corpses of several animals, which you eat. Remove D6 Hungry Tokens.

**6+ successes**

The wind shifts, and the fire veers away from you. Clearly, the spirits are watching out for your clan. Remove D6 Sad Tokens.

*You come across D6 survivors from another clan, who plead to let them join your group. You have the option of ignoring them, or taking them in.*

Deal out D6 Clan Cards.

Roll a D6 for each survivor. On a roll of 1 that person is injured (lock one of their dice). On a roll of 2 that person is sick (roll the D6 a second time to determine which type of sickness). On a roll of 3-6 they are healthy.

After doing this, if you decide to let the survivors join you, all of them must be added to your clan.

If you ignore their piteous pleas for help and don't let them join you, add D6 Sad Tokens to your clan.

*The temperature drops, and a heavy snow begins to fall. Your must keep together in the whiteout conditions (Protect roll).*

**0 successes**

During the blizzard, one member of your clan disappears and is never seen again. Add D6 Sad Tokens.

**1 success**

You stick together, but the bitter cold causes D3 people to suffer frostbite and become injured.

**2 successes**

No one is lost, but all are bitterly cold. Add D6 Weary Tokens.

**3-5 successes**

You stick together and suffer no ill effects.

**6+ successes**

You stumble across the frozen corpse of a reindeer, a welcome source of meat. Remove D6 Hungry Tokens.

*A quarrel breaks out, and two members of your clan get into a fight!*

Choose two members of your clan, and make a Protect roll for each, using the red/white dice each has available. Count the number of successes each person rolled. (If a character has no Protect dice on their Clan Card, their result is zero successes.)

Whichever character gets more successes injures the other character.

If the characters tie, both are injured.

*A member of your clan sees bad omens in the way the clouds cross the sky. They are strongly opposed to moving on, and insist the clan remain in place today. The clan can either agree (no rolls are made) or those protecting the clan can make a show of force, and force the clan to move on (Protect roll).*

**0 successes**

The clan refuses to move.

**1 success**

The clan moves, but isn't happy about it. Add D6 Sad Tokens.

**2 successes**

The clan moves, but the weather turns bad. Add D6 Weary Tokens.

**3-5 successes**

The clan moves without complaint.

**6+ successes**

Moving on was a wise idea. The next Terrain Card drawn can be discarded, if desired, and another Terrain Card drawn instead.

*You come across the bodies of another clan, which are being eaten by boars. You may pass them by (no roll) or drive off the boars and search the bodies (Protect roll).*

**0 successes**

The boars are very fierce, and attack. They injure D3 of those who tried to drive them off (characters who contributed to the Protect roll).

**1 success**

You drive the boars off, but find nothing.

**2 successes**

You drive the boars off, and recover clothing and gear. Remove D6 Weary Tokens.

**3-5 successes**

You kill one of the boars, and eat it. Remove D6 Hungry Tokens.

**6+ successes**

As above, and you find Medicinal Plants.

*You discover the entrance to a small cave. You can pass it by (no roll) or send your protectors in to explore it (Protect roll).*

**0 successes**

The cave is home to a cave bear! It attacks, injuring D3 of your clan.

**1 success**

The cave contains the skeletons of another clan. Add D6 Sad Tokens.

**2 successes**

The cave is home to a saber-toothed tiger – but fortunately, it is gone. A freshly killed deer provides meat; remove D6 Hungry Tokens.

**3-5 successes**

The cave contains beautiful cave art that lifts your spirits. Remove D6 Sad Tokens.

**6+ successes**

The cave is large enough to house 2D6 people! If you choose, your journey can end here, unless you're on an ICEFIELD.

*You come across a herd of mouflon sheep. You may pass them by (no roll) or go hunting (Protect roll).*

**0 successes**

The sheep scatter. In the confusion, one of the hunters is injured.

**1 success**

The sheep scatter; you don't manage to kill any.

**2 successes**

You kill one sheep, which provides meat. Remove D6 Hungry Tokens.

**3-5 successes**

As above, and you make warm jackets and boots from the sheep skins. Remove D6 Weary Tokens.

**6+ successes**

The hunt is not successful, but the story of how the sheep got away is wildly entertaining. Remove D6 Sad Tokens.

*You see another clan, also making a trek across the wilderness. You can ignore them (no roll) or attack them (Protect roll).*

**0 successes**

The other clan overwhelms you. One member of your clan is killed, and a second is injured. Tokens and D6 Sad Tokens.

**1 success**

The battle is inconclusive, and you retreat, after one member of your clan is injured.

**2 successes**

You defeat the other clan and steal their food. Remove D6 Hungry Tokens.

**3-5 successes**

You defeat the other clan, and steal their food and gear. Remove 2D6 in any combination of Hungry Tokens or Weary Tokens.

**6+ successes**

The other clan flees, but some of its members are captured. Deal out 3 Clan Cards; you may add these people to your clan if you wish.

*A member of the clan falls behind, and is lost. You go back to search for them (Protect roll).*

**0 successes**

The person cannot be found and is never seen again. Add 1 Sad Token to each person.

**1 success**

The person is found – but you learn they didn't get lost; they chose to leave, so as not to slow down the clan. If any of your people are sick or injured, choose one of them to lose. If no one was sick or injured, add D3 Sad Tokens to a single person, who returns to the group.

**2 successes**

The person is found, but they are injured.

**3-5 successes**

The person is found, safe and sound.

**6+ successes**

Not only is the lost person found, but also one other person who also strayed from their clan. Choose any 1 Clan Card from the deck, and welcome them to your clan.

*A pack of wolves starts to follow your clan. You must try to drive them off (Protect roll).*

**0 successes**

During the fight, D3 of your protectors are injured.

**1 success**

The wolves are driven off – but then they return! Make a Protect roll a second time, and apply the results. (If this result is rolled the second time, the wolves are driven off.)

**2 successes**

The wolves are driven off.

**3-5 successes**

The wolves are driven off and the clan feels an increased sense of security. Remove D6 Sad Tokens.

**6+ successes**

Several wolves are killed; their fur makes excellent clothing. Remove D6 Weary Tokens.

*Note: This event does not occur if on an ICEFIELD. No Protection roll is required.*

*You find mushrooms that can reveal visions from the spirits. If you eat them, roll a D6:*

1: The mushrooms are poisonous! A member of your clan – the first to eat them - dies.

2: Nothing happens. They are normal mushrooms. The clan is disappointed; add D6 Sad Tokens.

3-5: You receive visions from the spirits that confirm that your search for a new home will end well. Remove D6 Sad Tokens.

6: Your vision shows you the best route to a new cave. Remove the bottom four cards of the Terrain Deck, and discard two non-Cave cards. Shuffle the remaining cards and place them back on the bottom of the deck.

*Note: no Protection roll is required.*

*You come across a shelter made of mammoth bones and hides. No one seems to be around. If you investigate it, roll a D6:*

1: The shelter is filled with bodies! D6 members of your clan fall ill; all catch the same sickness. (Those who were already ill from that sickness can have their sickness deepen.)

2: The shelter is empty – and, unfortunately, too full of holes to be useful.

3-5: The shelter contains a cache of meat. Remove D6 Hungry Tokens.

6: The shelter contains a medicine pouch. Roll for Medicinal Plants.

*Note: no Protection roll is required.*

*You spot a camp of strange-looking people. They are thinner than your people, with strangely shaped faces. If you approach their camp, roll a D6:*

1: The other clan throws spears at you, then flee. D3 of your clan are injured.

2: The people shout at you in a language you don't understand, and flee.

3-5: The people offer you food. Remove D6 Hungry Tokens.

6: The strange people invite you to temporarily join their camp, and prove very entertaining. Remove D6 Sad Tokens.

*Note: no Protection roll is required.*

*You come across an outcropping of obsidian that is perfect for making tools and weapons. You can stop and gather some, but this will mean you cannot move on your next turn. If you stop here, roll a D6:*

1: One of your clan is injured by a shard of obsidian. The spirits clearly are angered; you abandon your efforts.

2: The obsidian turns out to be too brittle for crafting tools. You've wasted time gathering it.

3-5: You gather a good supply of obsidian, which you can use for weapons. On your next Protect roll, add 2 bonus dice to the roll.

6: You also find red ochre, which you can use in your rituals. Remove D6 Sad Tokens.

*Note: no Protection roll is required.*

*You spot another clan. Perhaps they have some information to share. If you approach them, roll a D6:*

1: You talk to the other clan, but learn nothing new. Afterward, D6 of your people fall sick; all catch the same sickness. (Those already ill from that sickness can have their sickness deepen.)

2: The other clan has no useful information.

3-5: The other clan has information to share. Choose one: if you ask where food can be found, remove D6 Hungry Tokens; if you ask where shelter can be found, remove D6 Weary Tokens; if you ask them about their rituals, remove D6 Sad Tokens.

6: As above, but choose any two.

*During a rest, wolves steal your food! You can just let this happen, and add D6 Hungry Tokens. Or you can follow the tracks (Protection roll).*

**0 successes**

The wolves attack, and wound D3 of your clan. You also lose your food. Add D6 Hungry Tokens.

**1 success**

The tracks only go a short distance, then disappear. Add D6 Hungry Tokens.

**2-3 successes**

You recover your food.

**3-5 successes**

You kill one of wolves, and eat it. Remove D6 Hungry Tokens.

**6+ successes**

Those weren't wolf tracks – they were bear tracks! You kill the bear, and celebrate taking down such a fearsome animal. Remove all Sad Tokens.