

PROTOTYPE

# STONESAGA

---

◆◆◆◆◆◆◆◆> **CODEX** <◆◆◆◆◆◆◆◆◆◆

---

# OVERVIEW

---

<b>OUTCOMES.....</b>	<b>3-14</b>
<b>OMENS.....</b>	<b>15-27</b>
Cloud.....	15-16
Comet.....	17-18
Moon .....	19-22
Star.....	23-24
Sun .....	25-27
<b>RECIPES .....</b>	<b>30-68</b>
Red.....	30-42
Yellow.....	43-55
Blue .....	56-64
Purple.....	65-66
Silver .....	67-68
<b>GRINDING RESULTS .....</b>	<b>69-71</b>

---



# OUTCOMES

023

*Between the harsh peaks, your people have struggled to find the necessary resources to thrive in the vale. Now, as the frosts of deepening autumn begin to build, your society comes to a hard decision.*

**CHOOSE ONE OF THE FOLLOWING:**

**Venture Deeper into the Vale:** Your people vow to endure and make their way into a new, more hospitable part of the valley. Add an additional terrain tray, if able, and place 3 unexplored hexes in it. Then increase unrest by 3. Add Putting Down Roots to your looming challenges.

**Then, add the following to the Culture page of your Journal:**

**Mantles** - At the start of each game, each player may choose a mantle ability. The mantle abilities available are: MA01–MA04.

**Expanding Knowledge** - At the start of each Challenge, the players may spend 1 lore per character. If they do, each character begins the game with a major boost to an ability of their choice.

**Leave the Vale, Vowing to Return:** End the game, then end this society's saga as your people leave the way they came. Illustrate the Saga of the Exodus on the primal cave wall, including the exodus mark.



You can begin with a new society, starting at Seeds on the Wind, except that all character cards from this game are placed in the Legends slot for the new society. Leave any hexes and overlays on the board that you explored. Any outposts you created become ruins (see the Rulebook). Return all other cards to their original decks.

311


*Unable to establish a foothold deeper in the valley, your people are lost to time amidst the rising snows. Perhaps some other group will venture into the vale someday and wonder about the marks they left upon the ancient stones.*

End this society's saga. All outposts become ruins. You can begin a new society, starting at Seeds on the Wind. Set aside all character cards; their Legends are lost. Leave any hexes on the board that you explored. Any outposts you created become ruins (see the Rulebook). Return all other cards to their original decks.

130

*As a cold autumn deepens into an icy winter, your people have been unable to secure a solid foothold in the valley. Without lodgings, even the early frosts take a particularly harsh toll. And with the threat of the mysterious behemoth looming, your people's saga might end here if you cannot come up with creative solutions to your problems.*

Increase unrest by 5. Add Confrontation to your looming challenges. Each character begins Confrontation with a minor disease.

ID	ENTRY	REPEATABLE
200	<p><i>By finding vital resources, creating tools, and preparing to build a shelter, your people have created a solid foothold in the vale. But rumors have begun to spread: a vast shadow in the night that swallows the moon, massive footprints in the gathering autumn frost, and strange howls from afar. You are not the valley's only new inhabitant, and discovering the behemoth that stalks the vale alongside you might be key to your people's survival.</i></p> <p>Add Putting Down Roots to your looming challenges. At the end of any Day phase, you can end the game. When you end the game this way, illustrate the Saga of the Arrival on the primal cave wall, including the arrival mark . Add the arrival mark to the Legend side of each of your character cards.</p> 	X
001	<p><i>Your society has constructed a solid outpost that it can occupy seasonally, and begun to form a culture around its particular location. Over the years, this outpost becomes a thriving hold, with some occupants residing there all year.</i></p> <p>Add the title of Hold to one of your Outpost cards. The full-time inhabitants of this Hold now provide you with additional assistance.</p> <p><b>Add the following to the Culture page of your journal:</b>  Hold Denizens - Every Night phase, if your character is in the hex with your Hold, you may perform a free processing action.</p>	X
002	<p><i>You have successfully established your outpost. However, a great uncertainty remains: the Behemoth that has made its presence known in the valley. How will you deal with this creature?</i></p> <p>Add Confrontation to your looming challenges.</p>	X
121	<p><i>The outpost you have built is lightly developed, comprised primarily of structures that can easily be torn down and relocated. Over the years, your people become adroit at relocating their lodgings, allowing them to follow the game herds as they move or harvest the most abundant regions of the valley year-to-year.</i></p> <p>You can now lead your people in uprooting and relocating your outposts.</p> <p><b>Add the following to the Culture page of your journal:</b>  While in the hex with one of your outposts, you can perform the following action  Migrate (👣👣): Test 🌲 to persuade your people to move.  10+: Move the outpost to any adjacent hex. The outpost must be placed in a location where you could build an outpost.  1-9: Increase unrest by 3.</p>	X

ID	ENTRY	REPEATABLE
034	<p><i>The glowing mushroom spores fill your vision with dancing images of the moon, waxing and waning at a fever pitch. You remember stumbling in darkness and a fall. When you come to your senses, the moon greets you in the afternoon sky above, and your head throbs.</i></p> <p>Gain 2 lore from the vestiges of vision that cling to your mind after your ordeal. End your delve and place your character token in a randomly selected hex in your region, selecting an unexplored hex if able. Lose 1 ⚡ from dehydration and the pounding in your head unless you spend 1 water.</p>	✓
223	<p><i>In the underground pool, something catches hold of your foot and pulls you deep beneath the water.</i></p> <p>Test 🐉 to break free. Add +2 if you are Cunning.</p> <p>12+: You break away from the creature and continue your delve. Gain 2 lore.</p> <p>6–11: You are dragged into an underground current, and eventually wash up on a river bank nearby. Stop delving and place your character at a random hex in your region with water. If you can't, place yourself back in the hex where you began.</p> <p>1–5: As above, and you suffer 1 major injury in the process.</p>	✓
194	<p><i>A dark swirl moves under the water and you lash out to seize it. To your shock, something grabs back, and the water rushes up to meet you. You struggle to the surface, your would-be quarry vanishing into the depths.</i></p> <p>Test 🌿 to hold on! Add +2 if you are Intrepid.</p> <p>9+: You wrest the creature up from the depths and kill it. It seems to be a large, segmented creature not unlike the predators of the valley's forests. Gain 3 lore, 3 meat, and 1 shell.</p> <p>1–8: You lose your nerve. Lose any item you were using to fish.</p>	✓
491	<p><i>You catch a strange creature with a soft body and several limbs, and in its stomach, you find what might be a cutting tool. Did this creature swallow it? Was it made by a villager or by some being unfamiliar?</i></p> <p>Gain 1 bone knife (Red 2344) and add its item code to your society's known recipes.</p>	✓
149	<p><i>The walls begin to feel clammy as you continue your delve, and you slowly realize that the moisture is dripping from your body. A fever overtakes you.</i></p>	✓

ID	ENTRY	REPEATABLE
149 ctnd.	<p>Test 🗡️ to resist disease. Add +4 if you have a waste pit structure in one of your outposts.</p> <p>12+: You shake off the worst of the effects. Suffer 1 minor illness.</p> <p>6–11: You become ill. Suffer 1 major illness.</p> <p>1–5: You become extremely ill. Suffer 2 major illness.</p>	
977	<p><i>The noxious mists around you suddenly ignite in a plume of fire.</i></p> <p>If you have a Torch, test 🌊 to leap back.</p> <p>12+: You avoid the brunt of the explosion, and emerge slightly singed. Suffer 1 minor injury.</p> <p>6–11: The blast knocks you flat. Suffer 1 major injury.</p> <p>1–5: You are badly burned by the flames. Suffer 2 major injury.</p>	✓
729	<p><i>Your people undertake a frenzy of activity, ranging far and wide for supplies. In their haste to complete the project, they disturb various flora and fauna of the vale.</i></p> <p>Roll 1 🎲 and add 1 of the following to your outpost with the fewest buildings. If they would add a building the outpost already had, reroll the result.</p> <p>1–2: Shelter</p> <p>3: Raincatchers</p> <p>4: Storage Containers</p> <p>5: Waste Pit</p> <p>6: Quern Stone</p> <p>Then increase unrest by 5 and activity by 5.</p>	✗
210	<p><i>The creature crashes into you and you struggle with heroic might for what might be a moment or an hour. Then, something splits like timber felled by a great wind, and silence consumes the cave.</i></p> <p>Gain 2 shell, 2 teeth, and 3 meat.</p>	✓
019	<p><i>Approaching the corpse, you smell an odor that turns your stomach sour, the aroma only death wears. You must be cautious to avoid the vileness of this place.</i></p> <p>Test 🕸️ to resist disease. You can discard 1 water to add +2 to this test.</p> <p>11+: Gain a minor boost to 🗡️.</p> <p>6–10: Suffer 1 minor disease.</p> <p>1–5: Suffer 2 major disease.</p>	✓

ID	ENTRY	REPEATABLE
924	<p><i>Following a strange, keening sound through the darkness, you come upon an underground field of pearlescent stalks. They chime gently, and as you approach, they withdraw into the ground, leaving behind only small shards of a chitinous material.</i></p> <p>Gain 1 coral. If the coral mark is on the primal cave wall, gain 2 coral instead.</p>	✓
437	<p><i>You study the strange bones, which seem to resemble a much larger version of a creature you have seen in the world of the living.</i></p> <p>Gain 3 lore and 1 bone.</p>	✓
765	<p><i>You are pulled into the torrent. Dark water fills your senses and your lungs. You awaken to the water lapping at your feet, the sun hanging low in the sky.</i></p> <p>Suffer 1 major injury and lose 1 ⚡, then exit, instead placing yourself at a randomly selected hex in your region with a lake, river, or wetland. Gain 1 lore.</p>	✓
529	<p><i>As you reach for an unfamiliar mushroom, it releases a puff of luminescent spores. Your vision swims as the shadows spin into underworld nightmares, and when you finally claw your way back to consciousness, the sun hangs overhead.</i></p> <p>Lose 1 ⚡. Exit, instead placing yourself at a randomly selected hex in your region.</p>	✓
982	<p><i>There's a blinding flash of light and you look away. Opening your eyes, you discover you are no longer in the cave. You feel dazed but oddly empowered.</i></p> <p>Suffer minor injury and gain major boost to each ability. Move to the hex furthest away from your current hex, changing regions if necessary. Choose and add a new trait to your character card. If you are old you are now young instead. Then remove this discovery card from the deck.</p>	✗
255	<p><i>You and the doppelganger grapple for what feels like hours, neither of you able to gain the upper hand. Finally, grabbing a rock you strike it unconscious. Blacking out from exhaustion, you awake alone. What was that creature? What are you?... Which are you?</i></p> <p>Lose 2 ⚡. One at a time, for each of your abilities, roll 1 🎲, then change the value of that ability to the result. Once while doing this, you may turn a 🎲 to its opposite face, before recording the new ability value. Then remove this card from the deck.</p>	✗



551

*A creature so vast you can barely imagine its scope, this wondrous and terrible behemoth dominates the landscape around it. Its tendrils extend deep into the earth, and its massive head seems to ponder the motions of the sky. Does it think as you do? Does it feel the rays of the sun it watches with such scrutiny? These questions may have to wait until you have answered a more pressing query: does it mean your people harm?*

Flip this behemoth's board. Add Upheaval to your looming challenges.

If this behemoth does not have a name, add a name for it of your choosing to the Culture section of the Journal. Then increase unrest by 3.

If you have not already placed this behemoth's lair, randomly select a hex in your region and place this behemoth's Lair overlay there. Then increase unrest by 5.

At the start of each subsequent game, place the behemoth in the hex with its lair. It moves around the valley and interacts as described in Behemoth Activation in of the Rulebook.



123

*Observing it from afar, you realize that what you once thought was a forest is a single, titanic organism. The behemoth's head towers high above the massive tendrils that make up its body, which reach deep into the earth. Perhaps, like a tree, it draws sustenance through its roots? But you have never encountered a tree that could move before, nor one with a temper.*

The sight of the behemoth is no longer unexpected to your people, even if some still find it disturbing. The people of your society begin to use a consistent name for it, underscoring the growing familiarity. Add a name of your choosing for the behemoth to the Culture section of the Journal.



345

*Following the behemoth to its lair, you notice that its behavior shifts in accordance with the season and the omens. Though it has no eyes you can discern, its head seems to track the arcs of the sun and the moon across the sky. At times it is placid, seemingly content to observe, while at other times it moves with frenzied energy, its great tendrils churning the earth as it flows across the landscape.*



If you have not already placed this behemoth's lair, randomly select a hex in your region and place this behemoth's Lair overlay there.

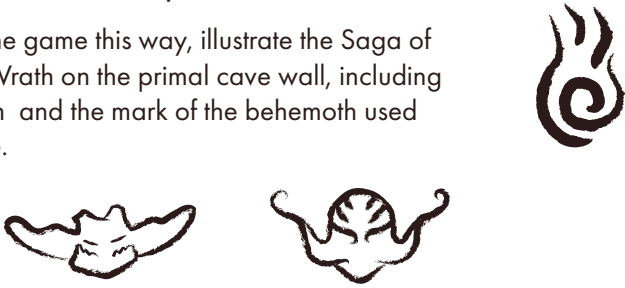
You have observed that this behemoth's earthbreaking migrations often leave valuable materials in its wake: exposed beds of stone, broken branches, or unearthed water. Add the following to the Culture section of the journal:



Harvester's Boon: When foraging in a hex containing this behemoth or its lair, increase your harvest cap for all non-animal features and inset objects by 1.









ID	ENTRY	REPEATABLE
567	<p><i>This behemoth is a walking spire, a mountain with legs and arms and a volcanic temperament. Where it walks, the plains turn to ash and the skies blacken. Yet its wake is flecked with sprouts of green. New plants press up from its dire footprints. Still, before you can ponder the intertwined nature of destruction and growth, you must determine how your people will survive the instability it brings.</i></p> <p>Flip this behemoth's board. Add Upheaval to your looming challenges. If this behemoth does not have a name, add a name for it of your choosing to the Culture section of the Journal. Then increase unrest by 3.</p> <p>If you have not already placed this behemoth's lair, randomly select a hex in your region with a mountain or moraine and place this behemoth's Lair overlay there. Then increase unrest by 5.</p> <p>At the start of each subsequent game, place the behemoth in the hex with its lair. It moves around the valley and interacts as described in Behemoth Activation in the Rulebook.</p>	X
789	<p><i>Trailing the behemoth at a safe distance, you discover that its course appears haphazard at first, but shows a deliberateness upon examination. It prefers the mountains and rocky morrains, and avoids areas where it cannot remain at elevation when possible.</i></p> <p>The sight of the behemoth is no longer unexpected to your people, even if some still find it disturbing. The people of your society begin to use a consistent name for it, underscoring the growing familiarity. Add a name of your choosing for the behemoth to the Culture section of the Journal.</p>	X
901	<p><i>Tracking the behemoth to a great, sulfurous rent in the earth, you find its lair.</i></p> <p>If you have not already placed this behemoth's lair, randomly select a hex in your region with a mountain or morriane and place this behemoth's Lair overlay there.</p> <p>Your people have become familiar with the movements of this behemoth, and how its rumbling path drives local herds of animals in predicable patterns. <b>Add the following to the Culture section of the journal:</b></p> <p>Great Wake - When foraging in a hex adjacent to the one containing this behemoth or a hex containing its lair, add +1 to your tests to hunt.</p>	X
111	<p><i>As you excavate, you find a pearlescent shard. It is unlike any stone you have seen, lighter and more porous than most rocks of its size. It crumbles at your touch, but perhaps there is a proper way to handle it...</i></p> <p>You may spend 1 lore to gain 1 coral. If you don't, gain 1 sunstone or 1 clay.</p>	✓

ID	ENTRY	REPEATABLE
188	<p><i>You put your hand into something wet as you delve into the earth and find a pool of strange, silvery liquid. There must be a trick to capturing this strange liquid...</i></p> <p>You may spend 1 lore to gain 1 moonblood. If you don't, gain 1 riverstone or 1 cloudstone.</p>	✓
872	<p><i>The vast creature of vegetation rises above the treeline, but in your observations of it, you have come to believe that it is not invulnerable. In fact, you think your discovery might let you stand on even footing with this mighty behemoth.</i></p> <p>Reveal BH1's Secret card. Put the vital goal Understand the Behemoth into play.</p>	✗
240	<p><i>The walking spire's tread grinds forests to dust, yet you have seen something that it seems to fear, something that makes you wonder. Could such a thing have a weakness?</i></p> <p>Reveal BH2's Secret card. Put vital goal Understand the Behemoth into play.</p>	✗
093	<p><i>By turning the fractious parties to unified cause, you have healed the rift in your people.</i></p> <p>At the end of any Day phase, you can end the game. When you end the game this way, illustrate the Saga of the Mediator on the primal cave wall, including the mediator's mark. Add the mediator's mark to the Legend side of each of your character cards.</p> 	✗
994	<p><i>In memorializing the deeds of your ancestors, your characters have earned their own place as legends.</i></p> <p>Illustrate the Saga of the Song-weavers on the primal cave wall, including the song-weaver mark. Add the song-weaver mark to the Legend side of each of your character cards.</p> 	✗
155	<p><i>Your familiarity with fire has grown, and with tenacity, you can create a flame through friction reliably. Still, you cannot help but wonder if there are quicker ways to make sparks.</i></p> <p>You can now make fire at will so long as you have sticks and patience.  <b>Add the following action to the Culture section of the Journal:</b></p> <p>⚡: Discard 1 wood to test ☄ or 🌲 to start a fire.  10+: Place 1 fire token in your hex.  1-9: No effect.</p>	✗

ID	ENTRY	REPEATABLE
112	<p><i>The stories grow more consistent day by day: a flattened glade here, a massive rent in the land there. A massive creature of some kind has entered the vale, perhaps drawn as your people were by the melting ice and warming summers. However it arrived, this behemoth brings inevitable change to this isolated place you have found.</i></p>	X
347	<p><i>You have journeyed into the hidden realm below the valley and returned to the land of sun's grace. Emboldened by your success, your people can now follow your example in adventuring into the depths below.</i></p> <p>You can now delve into the valley's shadowy underworld. See the Rulebook for the full rules for Delving, and add the following action to the Culture section of the Journal: You can delve. At the start of each game, place the Delving deck and reference card in the play area.</p>	X
777	<p><i>As dawn breaks, you see that which you feared most. The behemoth trudges toward your village. Whether in scorn or ignorance, it smashes part your structures and drives your people into flight. The departure from the valley is harsh, but you have no other option.</i></p>	X
	<p>When you end the game this way, illustrate the Saga of the Behemoth's Wrath on the primal cave wall, including the mark of wrath and the mark of the behemoth used for this challenge.</p>	
		
	<p>End this society's saga. All outposts become ruins. You can begin a new society, starting at Seeds on the Wind. Set aside all character cards; their Legends are lost. Leave any hexes on the board that you explored. Any outposts you created become ruins (see the Rulebook). Leave the Behemoth's lair on the board. Return all other cards to their original decks.</p>	
743	<p><i>By striking out at it, your people have provoked the behemoth's wrath. Now it descends upon you with the indignation of a wounded god.</i></p>	X
	<p>Instead of activating the behemoth as normal this Night phase, move it to the nearest hex with a character, then that character must encounter it. If that hex also contains your outpost, select one of your structures at random and destroy it.</p>	

ID	ENTRY	REPEATABLE
302	<p><i>As you observe the strange sight before you, you see a massive creature moving in sway with the moon. As the pearlescent orb grows full, the creature feeds.</i></p> <p>If the behemoth is in play, place the vital goal <i>Appease the Behemoth</i> into play. Otherwise, gain 1 moonblood. If the moonblood mark is on the wall of the primal cave, gain 2 moonblood instead.</p>	✓
246	<p><i>By observing the behemoth's feeding habits, you have determined that you can use carefully placed stockpiles of food to draw it away from your settlements.</i></p> <p>Put vital goal <i>Appease the Behemoth</i> into play.</p>	✗
619	<p><i>Your people have become disquieted, and their disorganized efforts to prepare for disaster lead to stockpiling, waste, and quarrels. Perhaps you can find more useful outlets for their energy to renew a sense of community and solidarity.</i></p> <p>Put the epoch goal <i>Quelling the Embers</i> into play.</p>	✓
147	<p><i>Through strength, guile, or sheer tenacity, you have overcome the behemoth on three occasions. As dawn breaks the darkness, you see the behemoth near the behemoth's outskirts. Despite its vast, inscrutable countenance, you get the impression that it is regarding you with uncertainty. It withdraws to its den, and you can't help but wonder how your conflicts with the behemoth will shape the lives of future generations.</i></p> <p>Illustrate the Saga of the Great Battle, including the mark of battle on the primal cave wall, and add the mark of battle to the Legend side of each of your characters' cards.</p>  <p>Your campaign ends. You can begin playing again from the start with a new society entering your existing valley, as described in the Rulebook.</p>	✗
708	<p><i>Feeding the behemoth has proven a successful strategy. While the creature's massive frame means that it cannot possibly be sustained by your paltry offerings alone, it seems to approve of your actions. As rays of light sliver the darkness, you awaken to find a bounty of strange treasures outside of your village: plants you have never seen, and glistening stones from some unknown depths. Future generations will benefit from this odd bounty, and perhaps seek to repay the behemoth's gifts with further tribute. In time, the behemoth might become an object of reverence to your people.</i></p> <p>Illustrate the Saga of the Behemoth's Chosen on the primal cave wall, including that behemoth's mark (BH1 or BH2). (continued on next page)</p> 	✗

ID	ENTRY	REPEATABLE
708 ctnd.	<p>Add the mark of that behemoth to the Legend side of each of your character cards. You can begin playing again from the start with a new society entering your existing valley, as described in the Rulebook.</p>	
101	<p><i>The behemoth's secret has given you a means of subduing it. This unexpected discovery gives you a way to keep the behemoth's incredible power in check. In generations to come, this mythic discovery will grant your descendents a means to forge a new relationship with this creature. But will they wield this power responsibly? Or will power over the behemoth sow the seeds of hubris, and cause your successors to forget to respect their place in the vast and powerful natural world around them?</i></p> <p>Illustrate the Saga of the Behemoth's Secret on the primal cave wall, including that behemoth's mark (BH1 or BH2). Add the mark of that behemoth of the Legend side of each of your character cards.</p> <p>You can begin playing again from the start with a new society entering your existing valley, as described in the Rulebook.</p> 	
884	<p><i>Your time in the valley has taught you that the valley's predators often let off a high-pitched click with their wings before striking. You close your eyes and listen, but you only hear the whistle of the wind. You approach cautiously, and find a husk of a predator, obviously shed during its last molting. Water has pooled within the shell. When you tug at one of the plates, it comes free with ease.</i></p> <p>Gain 1 water and 2 shell.</p>	
402	<p><i>Your experiences have taught you that the midden is worth exploring, and that it is not fresh enough for its owner to be nearby. Carefully picking through it, you find several interesting items that the creature buried. Its diet is obviously varied. You just hope the cracked and drained bones don't belong to anyone you knew.</i></p> <p>Gain 1 of the following options of your choice: 2 feather, 1 hide, or 1 bone.</p>	
235	<p><i>You know that the chittering comes from small insects, though their cries can be mistaken for voices at a distance. These shelled creatures are good to eat, but you also know that they often bury interesting objects amidst the roots of shrubs.</i></p> <p>Gain 1 of the following options of your choice: 2 meat, 2 fiber, or 1 teeth.</p>	
503	<p><i>You know that the reverberations stem from the valley's strange underworld, and precede the rise of new coral outgrowths. Searching about, you find a pearlescent tendril and quickly harvest it once it goes dormant.</i></p> <p>Gain 1 coral. If the Coral mark is on the primal cave wall, gain 2 coral instead.</p>	



# COMET OMEN

ID	ENTRY	REPEATABLE
18	<p>An unfathomably large egg shell lies before you, split and dry. Its white would have been an ocean, its yolk an island. Pushing thoughts of delicious lands of food from your mind, you wonder what could have hatched from it?</p> <p>Gain 2 lore as your knowledge of the valley expands.</p>	X
FF04	<p>In the gnarled bark of a tree, you find a mark that traces the wanderer's lonely path across the sky. Digging about its roots, you find a chunk of a strange, pearlescent material.</p> <p>If the coral mark is not on the primal cave wall, gain 1 coral and illustrate the Saga of the Strange Coral on the primal cave wall, including the coral mark.</p>	X
D14	<p>You find a patch of pale, stalk-like protrusions in the darkness. As you approach, they shrink into husks.</p> <p>If the coral mark is not on the primal cave wall, gain 1 coral and illustrate the Saga of the Strange Coral on the primal cave wall, including the coral mark.</p> <p>If the coral mark is on the primal cave wall, gain 2 coral instead.</p>	✓







# CLOUD OMEN

ID	ENTRY	REPEATABLE
BT2	<p><i>You play your song and, as you do, a strange, silvery substance wells up in rivulets around the behemoth's roots. Perhaps it is drawing this odd liquid up from the earth?</i></p> <p>Instead of resolving the printed effect of success, gain 2 moonblood.</p>	✓
BT3	<p><i>Your song begins faint against the swelling storm, but its notes begin to cut through the thunderous cacophany. Soon, the peals of thunder cease, and the storm dissipates into a gentle rain. The behemoth basks in the pleasant, warm rainfall. There is something pure, almost curative about this experience.</i></p> <p>Instead of resolving the printed effect of success, each character in your hex gains 1 water and degrades up to 1 disease.</p>	✓
BT4	<p><i>The behemoth's thrashing is terrifying at first, but you continue to play your song. As you do, its movements match the rhythm of your tune, growing gentler and more subdued. As its dance comes to a close, the behemoth departs peacably, leaving behind upturned earth and stones.</i></p> <p>Instead of resolving the printed effect of success, gain 1 sunstone, cloudstone, riverstone, or clay. The behemoth flees to an adjacent hex of your choice, ignoring its movement values.</p>	✓
BT5	<p><i>The tune you weave is a pale flame before the freezing fog emanating from the behemoth. Yet it grows in strength, warming you and melting away the chill. The behemoth turns to regard you with some inscrutable emotion, then settles quietly as if listening to your performance.</i></p> <p>Instead of resolving the printed effect of success, gain 1 ⚡. If your ⚡ is full, degrade up to 1 injury or disease instead.</p>	✓




# MOON OMEN

ID	ENTRY	REPEATABLE
PC01	<p><i>This valley seems to have some connection to the moon, or so the icy, rolling peaks would suggest. As you enter the vale, you follow the rippling moonlight to a flow of glacial water.</i></p> <p>Gain 1 water and 1 lore as your knowledge of the valley expands.</p>	✓
13	<p><i>Your sight falls upon three strange pillars that reverberate. A lilting melancholy settles on you like an autumn frost. Just beyond your perception, you feel voices from the past whispering.</i></p> <p>You may test 🙌 to pick out the voices of the past. Add +2 if you are attuned. You may spend up to 3 lore to add +1 per lore spent this way.</p> <p>12+: You listen to the whispers and your mind journeys with the legends of ages past. If you do not already have it, add mantle ability MA07 to your available mantle abilities in future games.</p> <p>1–11: You become lost amidst the cacophany of eons. Lose 1 ⚡.</p>	✓
111	<p><i>The great stones rise from the earth before you. Circling their perimeter, you can't help but wonder if they form a pattern. You might be able to tell from the ridgeline to the north.</i></p> <p>You may test 🌲 to scale the ridgeline. Add +2 if you have a Rope. You may spend up to 3 lore to add +1 per lore spent this way.</p> <p>12+: You make the journey without incident. At the top of the ridgeline, staring across the chasms, you see that the stones form a crescent that evokes floating moon, visible as it crests the horizon. Gain 3 lore as your knowledge of the valley expands.</p> <p>11–6: You lose your nerve and return to safer ground. Lose 1 ⚡.</p> <p>1–5: You plummet to the bottom of a chasm, and must spend the day dragging yourself out. Suffer a major injury and lose 1 ⚡.</p>	✓
D4	<p><i>Within the deep domain, you find a silver pool. From within it, the moon's reflection stares up at you even though you cannot see the sky.</i></p> <p>If the Moonblood Mark is not on the primal cave wall, gain 1 lore, gain 1 moonblood, illustrate the Saga of the Moon's Blood on the primal cave wall (including the Moonblood Mark), and add the Moonblood Mark to your character card. If the Moonblood Mark is on your primal cave wall, instead gain 2 moonblood.</p>	✓



ID	ENTRY	REPEATABLE
FF08	<p><i>In the fur of a magnificent prey-beast, you spot a mark that evokes the icy arc of the crescent moon. Following the creature through the forest's twists and turns, you attempt to catch it, only to lose sight of it somewhere in the woods.</i></p> <p>When you end this foraging trip, you cannot choose the feature with this omen. Gain 1 lore and a major boost to 🌲.</p>	✓
FP01	<p><i>In the creek's flow, you see the snowy surface of the moon reflected in the ripples spread by a beautiful fish. You move to catch the fish, and it slips away from your grasp as surely as the moon's reflection on the water's surface. You ponder the nature of this phenomenon.</i></p> <p>When you end this foraging trip, you cannot choose the feature with this omen. Gain 1 lore and a major boost to 🌕.</p>	✓
D36	<p><i>In the darkness, you spot several pearlescent orbs sitting beneath the creature.</i></p> <p>You may test 🌲 to approach cautiously and seize several of the spheres.</p> <p>10+: You manage to grab several of the objects, and feel a gentle thrum from within. Gain 3 lore.</p> <p>1–9: The creature awakens to lunge at you, slashing you before you tumble into the hole to your left. Suffer 1 major injury and select the lefthand path.</p>	✓
BT10	<p><i>The behemoth's roar is agonizing, but you notice that it remains immobile while bellowing to the sky. Using the opportunity to close the gap, you vault between the creature's legs. It seems to lose track of you in the chaos, and in its bewilderment, wanders off.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex of your choice, ignoring its movement values.</p>	✓
BT11	<p><i>Picking up a stone from the ground near you, you hurl it with all your might near the behemoth. It turns and stomps upon the stone's location, allowing you to depart undetected.</i></p> <p>Instead of resolving the printed effect of success, you and any number of other characters in your hex may immediately spend ⚡ to move to an adjacent hex.</p>	✓

ID	ENTRY	REPEATABLE
BT12	<p><i>The behemoth vaults toward you, and instead of fleeing, you run toward it, sliding past the point of impact moments before it lands. The behemoth continues its path away from you, smashing the terrain in its wake and leaving valuable resources accessible.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex of your choice, ignoring its movement values. If there is a forest or plains in your hex, gain 2 wood. Otherwise, gain 2 water.</p>	✓
BT13	<p><i>The stones crawling up the behemoth's side encase it in a strange cocoon of rock. You wait some time, and eventually the behemoth shakes loose the stones and goes on its merry way, leaving the rocks for you to harvest.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex of your choice, ignoring its movement values. Gain 1 cloudstone, sunstone, or riverstone.</p>	✓
BT14	<p><i>You know that, when in this state, the behemoth is relatively inert and harmless. Studying it closely, you spot an interesting object wedged in its side. Carefully, you pry it loose before departing.</i></p> <p>Instead of resolving the printed effect of success, roll 1  and gain 1 of the following:</p> <ul style="list-style-type: none"> <li><b>1 or 2:</b> bone</li> <li><b>3 or 4:</b> teeth</li> <li><b>5:</b> shell</li> <li><b>6:</b> coral</li> </ul>	



# STAR OMEN



ID	ENTRY	REPEATABLE
I20	<p><i>The rough stones that crack through the landscape glitter in the light of the rising stars. Looking closely at the stone, you notice that it flakes into sharp edges more easily than most rocks you have encountered.</i></p> <p>Gain 1 flaked riverstone and 1 lore as your knowledge of the valley expands.</p>	X
BT1	<p><i>The flickering light plays across the behemoth, illuminating the many facets of its great, crystalline face. You see flashes of the past, present, and the future that might be.</i></p> <p>Instead of resolving the printed effect of success, gain 3 lore. Then look at the top card of the Night deck. You may put it on the bottom of the Night deck.</p>	✓
BT2	<p><i>As the behemoth's glistening blooms of frost begin to open, its massive head turns toward the sources of light. It slinks back, ending its display early.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex of your choice, ignoring its movement values.</p>	✓
BT3	<p><i>The piercing light falls upon the behemoth, splitting the storm that forms around its head. A single spear of lightning cracks from the sky, smashing into a shrub near you. With that, the storm breaks, and the behemoth withdraws.</i></p> <p>Instead of resolving the printed effect of success, add &lt;fire&gt; to your hex. Then, the behemoth flees to an adjacent hex of your choice, ignoring its movement values.</p>	✓
BT4	<p><i>As the thorned tendrils smash the ground, you notice that they are carefully avoiding anywhere touched by the blazing light. The behemoth's wrath eventually subsides, and it withdraws.</i></p> <p>Instead of resolving the printed effect of success, each character in your hex gains a major boost to to 🌲. Then, the behemoth flees to an adjacent hex of your choice, ignoring its movement values.</p>	✓
BT5	<p><i>The rime begins to settle on your skin. But before the killing cold can rob you of life, it begins to melt under the piercing light. It slides off you harmlessly as water. The behemoth watches silently, its inscrutable head perhaps wearing an expression beyond your ken.</i></p> <p>Instead of resolving the printed effect of success, each character in your hex gains 1 water, then degrades 1 injury, if able.</p>	✓





# SUN OMEN

ID	ENTRY	REPEATABLE
I13	<p><i>You find a strange plateau of hexagonal stones. They tower above the landscape, and you wonder how they might appear from above.</i></p> <p>You may test 🏹 to climb the nearby mountain for a better vantage. Add +2 if you have a Walking Stick. You may spend up to 3 lore to add +1 per lore spent this way.</p> <p>12+: You make the trek and are fresh enough at the top to notice that the stones bear a great likeness to the sun high above. This resonance seems more than coincidence to you, but what could it mean? You ponder the possibilities. If you do not already have it, add mantle ability MA08 to your available mantle abilities in future games.</p> <p>1–11: You grow very tired on your journey. Lose 1 ⚡.</p>	✓
FF07	<p><i>You spot a strange hoofprint in the dirt. Looking closer, you notice that evokes the hot sun wheeling above you. Your instincts tell you to follow the path. As it wends its way through the woods, it leads you to a magnificent clearing filled with a bounty of plants.</i></p> <p>Stop foraging. If the mark of the sun (&lt;sun&gt;) is not on the primal cave wall, gain 1 nut, 1 grain, 1 mushroom, 1 fiber, 1 pitch, and 3 lore, then illustrate the Saga of the Great Bounty on the primal cave wall, including the mark of the sun. If the mark of the sun is on the primal cave wall, gain a major boost to an ability of choice instead.</p>	✗
BT10	<p><i>The behemoth lets out its bellow, but when you offer up the item, the thunderous roar fades slowly. The behemoth reaches out to take the object, leaving behind an unexpected boon in your hand.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex. Roll 1 🎲 and gain the following:</p> <p><b>1 or 2:</b> 2 hide</p> <p><b>3 or 4:</b> 2 clay</p> <p><b>5:</b> 3 grain</p> <p><b>6:</b> One item you have lost this game, if able. Otherwise, 1 moonblood (if you gave it coral) or 1 coral (if you gave it moonblood).</p>	✓
BT11	<p><i>You place the item carefully on the ground, then tap it thrice. The behemoth's head snaps up, and it makes its way over. It scoops up the item with surprising grace and deposits a strange treasure in its place.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex. Roll 1 🎲 and gain the following:</p> <p><b>1 or 2:</b> 2 bone</p> <p><b>3 or 4:</b> 2 riverstone</p>	✓

ID	ENTRY	REPEATABLE
	<p><b>5:</b> 3 nuts</p> <p><b>6:</b> One item you have lost this game, if able. Otherwise, 1 moonblood (if you gave it coral) or 1 coral (if you gave it moonblood).</p>	
BT12	<p><i>The behemoth stops in midair above you, the stones of its body split apart by some unthinkable force. The stones swivel impossibly, then smash into the ground a few feet away. When the dust cloud clears, the behemoth has trod into the distance, and fresh water springs up from the impact site.</i></p> <p>Instead of resolving the printed effect of success, the behemoth flees to an adjacent hex. Each character in the hex gains 3 water.</p>	✓
BT13	<p><i>You place an offering near the behemoth's body, and the rare material is pulled up into its body. The behemoth shudders and another object shakes loose, landing in front of you. It seems it wants you to take this object.</i></p> <p>Instead of resolving the printed effect of success, roll 1  and gain the following:</p> <p><b>1 or 2:</b> 2 wood</p> <p><b>3 or 4:</b> 2 cloudstone</p> <p><b>5:</b> 3 mushrooms</p> <p><b>6:</b> One item you have lost this game, if able. Otherwise, 1 moonblood (if you gave it coral) or 1 coral (if you gave it moonblood).</p>	✓
BT14	<p><i>You leave a treasure near the behemoth, then walk on. When the next dawn breaks, you find it has made a reciprocal gift.</i></p> <p>Instead of resolving the printed effect of success, at the beginning of the next Day phase, roll 1  and gain the following:</p> <p><b>1 or 2:</b> 2 cloudstone</p> <p><b>3 or 4:</b> 2 fiber</p> <p><b>5:</b> 3 fish</p> <p><b>6:</b> One item you have lost this game, if able. Otherwise, 1 moonblood (if you gave it coral) or 1 coral (if you gave it moonblood).</p>	✓





PROOF



**RED  
RECIPES**



## ENTRY

1210

### WOODEN ARROWS

*You've made a bundle of wooden arrows! You'll need hardened wood for the shafts, and extra for when they break. You'll also need a bow to use this item.*

Discard the materials used and gain the Wooden Arrows item card (search the Item Card deck facedown for IT06). Record the recipe for this item in your tribe's journal.

1222

### WOODEN SPEAR

*You've made a wooden spear! It's simple, but it will be useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Wooden Spear item card (search the Item Card deck facedown for IT03). Record the recipe for this item in your tribe's journal.

1232

### WOODEN AWL

*You've made a wooden awl! An awl can be used to drill holes in various material.*

Discard the materials used and gain the Wooden Awl item card (search the Item Card deck facedown for IT18). Record the recipe for this item in your tribe's journal.

1241

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1243

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1245

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1265

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1310

### BONE-TIPPED ARROWS

*You've made a bundle of bone-tipped arrows! You'll need hardened wood for the shafts, and extra for when they break. You'll also need a bow to use this item.*

Discard the materials used and gain the Bone-Tipped Arrows item card (search the Item Card deck facedown for IT07). Record the recipe for this item in your tribe's journal.

1311

### BONE FISHING HOOK

*You've made a fishing line with a bone hook! This will be excellent for fishing.*  
(continued on next page)



## ENTRY

1311  
ctnd.

Discard the materials used and gain the Bone Fishing Hook item card (search the Item Card deck facedown for IT21). Record the recipe for this item in your tribe's journal.

1322

### **BONE SPEAR**

*You've made a bone spear! A bone spear is useful for hunting and defending yourself, but especially good for fishing.*

Discard the materials used and gain the Bone Spear item card (search the Item Card deck facedown for IT04). Record the recipe for this item in your tribe's journal.

1331

### **FLUTE**

*You've made a bone flute! This musical instrument can lift the spirits of you and your companions.*

Discard the materials used and gain the Flute item card (search the Item Card deck facedown for IT40). Record the recipe for this item in your tribe's journal.

1332

### **BONE AWL**

*You've made a bone awl! An awl can be used to drill holes in various material.*

Discard the materials used and gain the Bone Awl item card (search the Item Card deck facedown for IT19). Record the recipe for this item in your tribe's journal.

1341

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

1343

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

1345

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1365

*Perhaps if you used regular wood as a handle, you could make a tool with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1410

### **STONE-HEAD ARROWS**

*You've made a bundle of stone-head arrows! You'll need hardened wood for the shafts, and extra for when they break. You'll also need a bow to use this item.*

Discard the materials used and gain the Stone-Head Arrows item card (search the Item Card deck facedown for IT08). Record the recipe for this item in your tribe's journal.





## ENTRY

1421

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1422

### **RIVERSTONE SPEAR**

*You've made a riverstone spear! A spear is useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Riverstone Spear item card (search the Item Card deck facedown for IT05). Record the recipe for this item in your tribe's journal.

1432

### **RIVERSTONE PICK**

*You've made a riverstone pick! A pick can be used for mining, and also serves as a decent weapon.*

Discard the materials used and gain the Riverstone Pick item card (search the Item Card deck facedown for IT11). Record the recipe for this item in your tribe's journal.

1431

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

1433

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

1441

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

1443

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

1444

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

1445

### **SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

1465

*A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...*

Return the materials to your inventory.



## ENTRY

1510

### SHELL-TIPPED ARROWS

*You've made a bundle of shell-tipped arrows! You'll need hardened wood for the shafts, and extra for when they break. You'll also need a bow to use this item.*

Discard the materials used and gain the Shell-Tipped Arrows item card (search the Item Card deck facedown for IT68). Record the recipe for this item in your tribe's journal.

1511

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

1522

### SHELL SPEAR

*You've made a spear from the shell of a predator! This spear is extremely hard and sharp, and useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Shell Spear item card (search the Item Card deck facedown for IT67). Record the recipe for this item in your tribe's journal.

1532

### SHELL PICK

*You've made a pick from the shell of a predator! A pick can be used for mining, and also serves as a decent weapon.*

Discard the materials used and gain the Shell Pick item card (search the Item Card deck facedown for IT69). Record the recipe for this item in your tribe's journal.

1555

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

1610

### MOONBLOOD ARROWS

*After suspending several drops of liquid moonblood so that they form thin points while they harden in the light of a full moon, you fashion each into the head of an arrow. While the wooden shafts may have to be replaced, the arrow-heads themselves are unbreakably hard and unbelievably sharp. Stranger still, they seem even sharper after the light of a full moon.*

Discard the materials used and gain the Moonblood Arrows item card (search the Item Card deck facedown for IT58). Record the recipe for this item in your tribe's journal.

1622

### MOONBLOOD SPEAR

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin point under the light of a full moon, you affix an appropriate shaft. The resulting spear is perfectly balanced and deadly sharp. You notice that after each full moon, the point seems even harder and sharper for a short time.*

Discard the materials used and gain the Moonblood Spear item card (search the Item Card deck facedown for IT56). Record the recipe for this item in your tribe's journal.



## ENTRY

1632

### MOONBLOOD PICK

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin point under the light of a full moon, you affix a handle. The pick you've made is keen and menacing, unlike any weapon you've made before. It even appears to harden further for a short time after each full moon.*

Discard the materials used and gain the Moonblood Pick item card (search the Item Card deck facedown for IT75). Record the recipe for this item in your tribe's journal.

2311

### SPLINT

*You've made a splint! A splint can be used to help bones mend.*

Discard the materials used and gain the Splint item card (search the Item Card deck facedown for IT26). Record the recipe for this item in your tribe's journal.

2320

### TOOTH AWL

*You've made an awl from a sharp predator's tooth! An awl can be used to drill holes in various material.*

Discard the materials used and gain the Tooth Awl item card (search the Item Card deck facedown for IT24). Record the recipe for this item in your tribe's journal.

2321

### WOODEN AWL

*You've made a wooden awl! An awl can be used to drill holes in various material.*

Discard the materials used and gain the Wooden Awl item card (search the Item Card deck facedown for IT18). Record the recipe for this item in your tribe's journal.

2322

### MALLET

*You've made a mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Mallet item card (search the Item Card deck facedown for IT25). Record the recipe for this item in your tribe's journal.

2331

### BONE AWL

*You've made a bone awl! An awl can be used to drill holes in various material.*

Discard the materials used and gain the Bone Awl item card (search the Item Card deck facedown for IT19). Record the recipe for this item in your tribe's journal.

2332

*Two pieces of wood together don't create anything useful, perhaps if you rotated one piece, or hardened one of the pieces over a fire to make it stronger...*

Return the materials to your inventory.

2333

*A sturdy stick with a hardened tip would be excellent for exploring. Perhaps if the hardened tip pointed downward...*

Return the materials to your inventory.

2341

### RIVERSTONE PICK

*You've made a riverstone pick! A pick can be used for mining, and also serves as a decent weapon.*

Discard the materials used and gain the Riverstone Pick item card (search the Item Card deck facedown for IT11). Record the recipe for this item in your tribe's journal.



## ENTRY

2343

### RIVERSTONE KNIFE

*You've made a riverstone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Riverstone Knife item card (search the Item Card deck facedown for IT02). Record the recipe for this item in your tribe's journal.

2344

### BONE KNIFE

*You've made a bone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Bone Knife item card (search the Item Card deck facedown for IT01). Record the recipe for this item in your tribe's journal.

2345

### CLOUDSTONE CLUB

*You've made a cloudstone club! This is a mighty weapon, and can be used to fight off predators and other threats.*

Discard the materials used and gain the Cloudstone Club item card (search the Item Card deck facedown for IT13). Record the recipe for this item in your tribe's journal.

2351

### SHELL PICK

*You've made a pick from the shell of a predator! A pick can be used for mining, and also serves as a decent weapon.*

Discard the materials used and gain the Shell Pick item card (search the Item Card deck facedown for IT69). Record the recipe for this item in your tribe's journal.

2355

*You think that materials arranged like this could produce a bow, however both the wood and the string will need to be stronger in order to be used as a bow.*

Return the materials to your inventory.

2361

### MOONBLOOD PICK

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin point under the light of a full moon, you affix a handle. The pick you've made is keen and menacing, unlike any weapon you've made before. It even appears to harden further for a short time after each full moon.*

Discard the materials used and gain the Moonblood Pick item card (search the Item Card deck facedown for IT75). Record the recipe for this item in your tribe's journal.

2365

### LITHOPHONE

*You've made a lithophone! This musical instrument can inspire you and your companions.*

Discard the materials used and gain the lithophone item card (search the Item Card deck facedown for IT42). Record the recipe for this item in your tribe's journal.

3311

### BOW DRILL

*You've made a bow drill! This advanced tool spins a drill by moving a bow back and forth. It can be used to easily drill holes, or even start fires with friction. (continued on next page)*



## ENTRY

**3311  
ctnd.**

Discard the materials used and gain the Bow Drill item card (search the Item Card deck facedown for IT64). Record the recipe for this item in your tribe's journal.

**3322**

### **ATLATL**

*You've made an atlatl! By placing a spear on the atlatl and holding the atlatl, you gain tremendous leverage to throw the spear further and harder.*

Discard the materials used and gain the Atlatl item card (search the Item Card deck facedown for IT22). Record the recipe for this item in your tribe's journal. Record the recipe for this item in your tribe's journal.

**3332**

### **WALKING STICK**

*You've made a walking stick! A walking stick may prove useful while exploring.*

Discard the materials used and gain the Walking Stick item card (search the Item Card deck facedown for IT23). Record the recipe for this item in your tribe's journal.

**3341**

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

**3343**

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

**3345**

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

**3365**

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

**3421**

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

**3422**

### **RIVERSTONE ADZE**

*You've made a riverstone adze! An adze is used for digging, and can be used as a decent weapon if necessary.*

Discard the materials used and gain the Riverstone Adze item card (search the Item Card deck facedown for IT12). Record the recipe for this item in your tribe's journal.



## ENTRY

3431

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

3432

### **RIVERSTONE KNIFE**

*You've made a riverstone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Riverstone Knife item card (search the Item Card deck facedown for IT02). Record the recipe for this item in your tribe's journal.

3433

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

3441

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

3443

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

3444

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

3445

### **SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

3465

*A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...*

Return the materials to your inventory.

3611

### **NECKLACE OF SHELLS**

*You've made a necklace of shells! This necklace displays your trophies and wearing it makes you feel more capable.*

Discard the materials used and gain the Necklace of Shells item card (search the Item Card deck facedown for IT45). Record the recipe for this item in your tribe's journal.



## ENTRY

3622

### SHELL ADZE

*You've made an adze from the shell of a predator! An adze is used for digging, and can be used as a decent weapon if necessary.*

Discard the materials used and gain the Shell Adze item card (search the Item Card deck facedown for IT71). Record the recipe for this item in your tribe's journal.

4222

### CLOUDSTONE MALLET

*You've made a cloudstone mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Cloudstone Mallet item card (search the Item Card deck facedown for IT14). Record the recipe for this item in your tribe's journal.

4224

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4254

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4411

### NECKLACE OF BONES

*You've made a necklace of bones! This necklace displays your trophies and wearing it makes you feel more capable. You consider that with similar materials you could also create a fishing hook and line...*

Discard the materials used and gain the Necklace of Bones item card (search the Item Card deck facedown for IT59). Record the recipe for this item in your tribe's journal.

4422

### ATLATL

*You've made an atlatl! By placing a spear on the atlatl and holding the atlatl, you gain tremendous leverage to throw the spear further and harder.*

Discard the materials used and gain the Atlatl item card (search the Item Card deck facedown for IT22). Record the recipe for this item in your tribe's journal.

4432

### BONE KNIFE

*You've made a bone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Bone Knife item card (search the Item Card deck facedown for IT01). Record the recipe for this item in your tribe's journal.

4441

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.



## ENTRY

4443

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

4445

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4465

*Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

5311

### SLING

*You've made a sling! A sling is excellent for hunting and can hurl stones with deadly precision. You've made a small pouch too, to hold the stones you'll need to have on hand.*

Discard the materials used and gain the Sling item card (search the Item Card deck facedown for IT30). Record the recipe for this item in your tribe's journal.

5322

### DRUM

*You've made a drum! This musical instrument can enliven you and your companions.*

Discard the materials used and gain the Drum item card (search the Item Card deck facedown for IT39). Record the recipe for this item in your tribe's journal.

5511

### WOVEN BASKET

*You've made a woven basket! This will help you carry some extra material and gather additional nuts or grains while foraging.*

Discard the materials used and gain the Woven Basket item card (search the Item Card deck facedown for IT27). Record the recipe for this item in your tribe's journal.

5520

*You think you're on to something, perhaps if the tooth were attached to the end of the fiber...*

Return the materials to your inventory.

5522

*You think a line like this could be used to fish, but you really don't need a handle. Instead, you need to attach some kind of hook to the end of the line.*

Return the materials to your inventory.

5532

*You think that materials arranged like this could produce a bow, however both the wood and the string will need to be stronger in order to be used as a bow.*

Return the materials to your inventory.





## ENTRY

5551

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

5555

### **FISHING NET**

*You've made a fishing net! While simple, a net is very useful for fishing.*

Discard the materials used and gain the Fishing Net item card (search the Item Card deck facedown for IT29). Record the recipe for this item in your tribe's journal.

5621

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

5622

### **SUNSTONE MALLET**

*You've made a sunstone mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Sunstone Mallet item card (search the Item Card deck facedown for IT65). Record the recipe for this item in your tribe's journal.

5631

*Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

5632

### **LITHOPHONE**

*You've made a lithophone! This musical instrument can inspire you and your companions.*

Discard the materials used and gain the lithophone item card (search the Item Card deck facedown for IT42). Record the recipe for this item in your tribe's journal.

5633

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

5641

*A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...*

Return the materials to your inventory.

5643

*A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...*

Return the materials to your inventory.



## ENTRY

5644

*Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

5645

### GRINDING STONES

*You've made set of grinding stones! A flat piece of cloudstone serves as the saddle stone and shaped piece of sunstone serves as the grinding stone itself. This item can be used to grind and shape various materials. It can also be used finely grind up material to discover what it produces.*

Discard the materials used and gain the Grinding Stones item card (search the Item Card deck facedown for IT17). Record the recipe for this item in your tribe's journal.

5665

*Two sunstones together don't create anything useful, but as you rhythmically clack them together, you can't help but wonder. Perhaps a sunstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

6623

*While useful for construction, clay and wood or bone doesn't create a useful tool. Perhaps a different stone could be used instead.*

Return the materials to your inventory.

6640

### CLAY TALISMAN

*You shape the clay into the representation of a human, before firing it to make it hard, and then painting it with special pigment. Much more than just a trinket, this item has important meaning for you.*

Discard the materials used and gain the Clay Talisman item card (search the Item Card deck facedown for IT47). Record the recipe for this item in your tribe's journal.

6650

*While both useful for construction, pitch and clay together don't produce anything useful. Perhaps the pitch could be used to water-proof something, or as a fuel...*

Return the materials to your inventory.

6666

*While useful for construction, two clay bricks don't create a useful tool. Perhaps if you had pigment to paint the clay with...*

Return the materials to your inventory.



# **YELLOW RECIPES**



## ENTRY

1110

### NECKALCE OF FEATHERS

*You've made a necklace of feathers! This necklace displays your trophies and wearing it makes you feel more capable.*

Discard the materials used and gain the Necklace of Feathers item card (search the Item Card deck facedown for IT43). Record the recipe for this item in your tribe's journal.

1111

### ROPE

*You've made rope! Rope may prove useful while exploring.*

Discard the materials used and gain the Rope item card (search the Item Card deck facedown for IT28). Record the recipe for this item in your tribe's journal.

1120

### NECKLACE OF TEETH

*You've made a necklace of teeth! This necklace displays your trophies and wearing it makes you feel more capable. You consider that with similar materials you could also create a fishing hook and line...*

Discard the materials used and gain the Necklace of Teeth item card (search the Item Card deck facedown for IT44). Record the recipe for this item in your tribe's journal.

1122

*You think a line like this could be used to fish, but you really don't need a handle, what you need is a hook of some kind.*

Return the materials to your inventory.

1135

### SLING

*You've made a sling! A sling is excellent for hunting and can hurl stones with deadly precision. You've made a small pouch too, to hold the stones you'll need to have on hand.*

Discard the materials used and gain the Sling item card (search the Item Card deck facedown for IT30). Record the recipe for this item in your tribe's journal.

1163

### NECKLACE OF SHELLS

*You've made a necklace of shells! This necklace displays your trophies and wearing it makes you feel more capable.*

Discard the materials used and gain the Necklace of Shells item card (search the Item Card deck facedown for IT45). Record the recipe for this item in your tribe's journal.

2114

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2123

*A handle affixed to a hard, pointed stick could be a useful tool. Perhaps if the stick pointed outwards...*

Return the materials to your inventory.



## ENTRY

2130

*Hardened, carved wood and supple, cured tendon are useful materials, but this arrangement doesn't yield anything useful. Perhaps if the wood were turned vertically and the tendon tied to each end...*

Return the materials to your inventory.

2134

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2142

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2153

*You suspect hide could be stretched over hardened wood to create some kind of structure, but the wood will have to point up (or down) so that the structure has more height.*

Return the materials to your inventory.

2156

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2211

*You think a line like this could be used to fish, but you really don't need a handle, what you need is a hook of some kind.*

Return the materials to your inventory.

2220

### **ATLATL**

*You've made an atlatl! By placing a spear on the atlatl and holding the atlatl, you gain tremendous leverage to throw the spear further and harder.*

Discard the materials used and gain the Atlatl item card (search the Item Card deck facedown for IT22). Record the recipe for this item in your tribe's journal.

2222

*Two pieces of wood together don't create anything useful, perhaps if you rotated one piece, or hardened one of the pieces over a fire to make it stronger...*

Return the materials to your inventory.

2224

### **CLOUDSTONE MALLET**

*You've made a cloudstone mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Cloudstone Mallet item card (search the Item Card deck facedown for IT14). Record the recipe for this item in your tribe's journal.



## ENTRY

2235

### DRUM

*You've made a drum! This musical instrument can enliven you and your companions.*

Discard the materials used and gain the Drum item card (search the Item Card deck facedown for IT39). Record the recipe for this item in your tribe's journal.

2254

*While this shape would create a spear, rounded cloudstone isn't a suitable tip. You'll need something sharper.*

Return the materials to your inventory.

2263

### SHELL ADZE

*You've made an adze from the shell of a predator! An adze is used for digging, and can be used as a decent weapon if necessary.*

Discard the materials used and gain the Shell Adze item card (search the Item Card deck facedown for IT71). Record the recipe for this item in your tribe's journal.

3113

### FLUTE

*You've made a bone flute! This musical instrument can lift the spirits of you and your companions.*

Discard the materials used and gain the Flute item card (search the Item Card deck facedown for IT40). Record the recipe for this item in your tribe's journal.

3114

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

3123

*A handle affixed to a sharpened bone could be a useful tool. Perhaps if the tip of the bone pointed outwards...*

Return the materials to your inventory.

3134

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

3142

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

3156

*Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.



## ENTRY

3212

*A handle affixed to a hard, pointed stick could be a useful tool. Perhaps if the stick pointed outwards...*

Return the materials to your inventory.

3213

*A handle affixed to a sharpened bone could be a useful tool. Perhaps if the tip of the bone pointed outwards...*

Return the materials to your inventory.

3214

### **RIVERSTONE AXE**

*You've made a riverstone axe! An axe allows you to gather wood more efficiently, and to clear forests for building new outposts. It also serves as a decent weapon.*

Discard the materials used and gain the Riverstone Axe item card (search the Item Card deck facedown for IT10). Record the recipe for this item in your tribe's journal.

3215

### **SHELL AXE**

*You've made an axe from the shell of a predator! An axe allows you to gather wood more efficiently, and to clear forests for building new outposts. It also serves as a decent weapon.*

Discard the materials used and gain the Shell Axe item card (search the Item Card deck facedown for IT70). Record the recipe for this item in your tribe's journal.

3216

### **MOONBLOOD AXE**

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin blade under the light of a full moon, you affix a handle. The axe you've made is keen and menacing, unlike any weapon you've made before. It even appears to harden further for a short time after each full moon.*

Discard the materials used and gain the Moonblood Axe item card (search the Item Card deck facedown for IT57). Record the recipe for this item in your tribe's journal.

3223

*Two pieces of wood together don't create anything useful, perhaps if you rotated one piece, or hardened one of the pieces over a fire to make it stronger...*

Return the materials to your inventory.

3226

### **MOONBLOOD KNIFE**

*After letting some liquid moonblood harden into a thin, flat shape under the light of a full moon, you further hone the sharpened edge and affix a handle. This knife is undoubtedly the sharpest you've ever used, and seems to never dull. You notice it to be even keener and harder the day after the light of another full moon.*

Discard the materials used and gain the Moonblood Knife item card (search the Item Card deck facedown for IT55). Record the recipe for this item in your tribe's journal.

3230

### **LYRE**

*You've made a lyre! This musical instrument can soothe you and your companions. You consider that by using a similar technique with hardened wood and more tendon, you could perhaps create a bow.*

Discard the materials used and gain the Lyre item card (search the Item Card deck facedown for IT41). Record the recipe for this item in your tribe's journal.



## ENTRY

3233

### WALKING STICK

*You've made a walking stick! A walking stick may prove useful while exploring.*

Discard the materials used and gain the Walking Stick item card (search the Item Card deck facedown for IT23). Record the recipe for this item in your tribe's journal.

3234

### RIVERSTONE KNIFE

*You've made a riverstone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Riverstone Knife item card (search the Item Card deck facedown for IT02). Record the recipe for this item in your tribe's journal.

3236

### SHELL KNIFE

*You've made a knife from the shell of a predator! This knife is extremely hard and sharp, and useful both as a tool for cutting material and a weapon for defending yourself.*

Discard the materials used and gain the Shell Knife item card (search the Item Card deck facedown for IT66). Record the recipe for this item in your tribe's journal.

3242

*You're quite sure that these materials can be made into something useful, perhaps a different orientation will yield a result.*

Return the materials to your inventory.

3244

### BONE KNIFE

*You've made a bone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Bone Knife item card (search the Item Card deck facedown for IT01). Record the recipe for this item in your tribe's journal.

3250

### TORCH

*You've made a torch! By lighting it at a fire, it can be used as a light source.*

Discard the materials used and gain the Torch item card (search the Item Card deck facedown for IT63). Record the recipe for this item in your tribe's journal.

3253

### DRUM

*You've made a drum! This musical instrument can enliven you and your companions.*

Discard the materials used and gain the Drum item card (search the Item Card deck facedown for IT39). Record the recipe for this item in your tribe's journal.

3255

*You think that materials arranged like this could produce a bow, however both the wood and the string will need to be stronger in order to be used as a bow.*

Return the materials to your inventory.

3256

### LITHOPHONE

*You've made a lithophone! This musical instrument can inspire you and your companions. (continued on next page)*





## ENTRY

3256  
ctnd.

Discard the materials used and gain the lithophone item card (search the Item Card deck facedown for IT42). Record the recipe for this item in your tribe's journal.

3266

*While useful for construction, clay and wood or bone doesn't create a useful tool. Perhaps a different stone could be used instead.*

Return the materials to your inventory.

3314

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

3323

*A sturdy stick with a hardened tip would be excellent for exploring. Perhaps if the hardened tip pointed downward...*

Return the materials to your inventory.

3330

### **BOW**

*You've made a bow! You'll need arrows. Arrows will need hardened wood shafts, but the sharp tips and feathers are the most important parts...*

Discard the materials used and gain the Bow item card (search the Item Card deck facedown for IT09). Record the recipe for this item in your tribe's journal.

3334

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

3340

### **WOODEN TALISMAN**

*You carefully carve a piece of wood to represent one of the small rodents of the plains, then harden it of the fire and paint it with special pigment. Much more than just a trinket, this item has important meaning for you.*

Discard the materials used and gain the Wooden Talisman item card (search the Item Card deck facedown for IT48). Record the recipe for this item in your tribe's journal.

3342

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

3353

### **TENT**

*You've made a simple tent! A tent can be set up to provide shelter, and taken down to be moved to a new location.*

Discard the materials used and gain the Tent item card (search the Item Card deck facedown for IT37). Record the recipe for this item in your tribe's journal.



## ENTRY

3356

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4112

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4113

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

4114

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4123

### **RIVERSTONE AXE**

*You've made a riverstone axe! An axe allows you to gather wood more efficiently, and to clear forests for building new outposts. It also serves as a decent weapon.*

Discard the materials used and gain the Riverstone Axe item card (search the Item Card deck facedown for IT10). Record the recipe for this item in your tribe's journal.

4133

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4134

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4142

### **SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

4144

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.



## ENTRY

4156

*A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...*

Return the materials to your inventory.

4312

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4313

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

4314

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4323

### **RIVERSTONE KNIFE**

*You've made a riverstone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.*

Discard the materials used and gain the Riverstone Knife item card (search the Item Card deck facedown for IT02). Record the recipe for this item in your tribe's journal.

4333

*Perhaps if you used regular wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

4334

*Two riverstones together don't create anything useful. Perhaps a riverstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4340

### **RIVERSTONE TALISMAN**

*After shaping a piece of riverstone, you paint it with a design to represent the omen of the stars. Much more than just a trinket, this item has important meaning for you.*

Discard the materials used and gain the Riverstone Talisman item card (search the Item Card deck facedown for IT50). Record the recipe for this item in your tribe's journal.

4342

### **SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.



## ENTRY

- |      |  |
|------|--|
| 4344 | <p><i>Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>   |
| 4356 | <p><i>A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...</i></p> <p>Return the materials to your inventory.</p>  |
| 4414 | <p><i>Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>   |
| 4423 | <p><b>BONE KNIFE</b></p> <p><i>You've made a bone knife! A knife is a useful tool for cutting material, and can be used to defend yourself.</i></p> <p>Discard the materials used and gain the Bone Knife item card (search the Item Card deck facedown for IT01). Record the recipe for this item in your tribe's journal.</p>  |
| 4430 | <p><b>SEWING KIT</b></p> <p><i>You've made a sewing kit! You'll be able to mend clothes with this.</i></p> <p>Discard the materials used and gain the Sewing Kit item card (search the Item Card deck facedown for IT20). Record the recipe for this item in your tribe's journal.</p>   |
| 4434 | <p><i>Perhaps if you used regular bone or wood as a handle, you could make a tool with the riverstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>   |
| 4440 | <p><b>BONE TALISMAN</b></p> <p><i>You carefully card a piece of bone to represent one of the beasts of the woods, then paint it with special pigment. Much more than just a trinket, this item has important meaning for you.</i></p> <p>Discard the materials used and gain the Bone Talisman item card (search the Item Card deck facedown for IT49). Record the recipe for this item in your tribe's journal.</p> |
| 4442 | <p><i>Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>   |
| 4456 | <p><i>Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful. (continued on next page)</i></p>  |



## ENTRY

4456  
ctnd.

Return the materials to your inventory.

4522

*While this shape would create a spear, rounded cloudstone isn't a suitable tip. You'll need something sharper.*

Return the materials to your inventory.

4524

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

4554

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

5123

### SHELL AXE

*You've made an axe from the shell of a predator! An axe allows you to gather wood more efficiently, and to clear forests for building new outposts. It also serves as a decent weapon.*

Discard the materials used and gain the Shell Axe item card (search the Item Card deck facedown for IT70). Record the recipe for this item in your tribe's journal.

5155

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

5515

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

5523

*You think that materials arranged like this could produce a bow, however both the wood and the string will need to be stronger in order to be used as a bow.*

Return the materials to your inventory.

5530

*Braiding fiber and tendon together unfortunately won't yield anything useful. Instead, perhaps if you tied them together into a longer cord... or maybe wove them together in a criss-cross pattern...*

Return the materials to your inventory.

5536

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace. (continued on next page)*



## ENTRY

5536  
ctnd.

Return the materials to your inventory.

5550

### RAINCOAT

*You've made a waterproofed raincoat from woven fiber! A raincoat may prove useful while exploring.*

Discard the materials used and gain the Raincoat item card (search the Item Card deck facedown for IT35). Record the recipe for this item in your tribe's journal.

5552

### POUCH

*You've made a pouch! You can carry a few extra materials in it. You consider that clothes could be made with hide as well, but you'll need something stronger than woven fiber...*

Discard the materials used and gain the Pouch item card (search the Item Card deck facedown for IT31). Record the recipe for this item in your tribe's journal.

5553

### PACK

*You've made a pack! You can carry extra material in it. You consider that clothes could be made with hide as well, but you'll need something stronger than woven fiber...*

Discard the materials used and gain the Pack item card (search the Item Card deck facedown for IT32). Record the recipe for this item in your tribe's journal.

5555

### FISHING NET

*You've made a fishing net! While simple, a net is very useful for fishing.*

Discard the materials used and gain the Fishing Net item card (search the Item Card deck facedown for IT29). Record the recipe for this item in your tribe's journal.

6123

### MOONBLOOD AXE

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin blade under the light of a full moon, you affix a handle. The axe you've made is keen and menacing, unlike any weapon you've made before. It even appears to harden further for a short time after each full moon.*

Discard the materials used and gain the Moonblood Axe item card (search the Item Card deck facedown for IT57). Record the recipe for this item in your tribe's journal.

6512

*Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

6513

*Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.



## ENTRY

6514	<p><i>A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...</i></p> <p>Return the materials to your inventory.</p>
6523	<p><b>LITHOPHONE</b> <i>You've made a lithophone! This musical instrument can inspire you and your companions.</i></p> <p>Discard the materials used and gain the lithophone item card (search the Item Card deck facedown for IT42). Record the recipe for this item in your tribe's journal.</p>
6533	<p><i>Perhaps if you used regular wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>
6534	<p><i>A riverstone and sunstone together don't yield anything useful. Perhaps if you substituted a cloudstone for one of the other stones...</i></p> <p>Return the materials to your inventory.</p>
6540	<p><b>SUNSTONE TALISMAN</b> <i>After shaping a piece of sunstone, you paint it with a design to represent the sun. Much more than just a trinket, this item has important meaning for you.</i></p> <p>Discard the materials used and gain the Sunstone Talisman item card (search the Item Card deck facedown for IT52). Record the recipe for this item in your tribe's journal.</p>
6542	<p><b>GRINDING STONES</b> <i>You've made set of grinding stones! A flat piece of cloudstone serves as the saddle stone and shaped piece of sunstone serves as the grinding stone itself. This item can be used to grind and shape various materials. It can also be used finely grind up material to discover what it produces.</i></p> <p>Discard the materials used and gain the Grinding Stones item card (search the Item Card deck facedown for IT17). Record the recipe for this item in your tribe's journal.</p>
6544	<p><i>Perhaps if you used regular bone or wood, you could create something interesting with the sunstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.</i></p> <p>Return the materials to your inventory.</p>
6556	<p><i>Two sunstones together don't create anything useful, but as you rhythmically clack them together, you can't help but wonder. Perhaps a sunstone and a different stone would yield a more interesting result...</i></p> <p>Return the materials to your inventory.</p>

PROFIT



# BLUE RECIPES



● ENTRY

1111

**ROPE**

*You've made rope! Rope may prove useful while exploring.*

Discard the materials used and gain the Rope item card (search the Item Card deck facedown for IT28). Record the recipe for this item in your tribe's journal.

1120

**TOOTH FISHING HOOK**

*You've made a fishing line with a tooth hook! This will be exceptional for fishing!*

Discard the materials used and gain the Tooth Fishing Hook item card (search the Item Card deck facedown for IT74). Record the recipe for this item in your tribe's journal.

1122

*You think a line like this could be used to fish, but you really don't need a handle, what you need is a hook of some kind.*

Return the materials to your inventory.

1131

**BONE FISHING HOOK**

*You've made a fishing line with a bone hook! This will be excellent for fishing.*

Discard the materials used and gain the Bone Fishing Hook item card (search the Item Card deck facedown for IT21). Record the recipe for this item in your tribe's journal.

1132

**SLING**

*You've made a sling! A sling is excellent for hunting and can hurl stones with deadly precision. You've made a small pouch too, to hold the stones you'll need to have on hand.*

Discard the materials used and gain the Sling item card (search the Item Card deck facedown for IT30). Record the recipe for this item in your tribe's journal.

1133

**BOW DRILL**

*You've made a bow drill! This advanced tool spins a drill by moving a bow back and forth. It can be used to easily drill holes, or even start fires with friction.*

Discard the materials used and gain the Bow Drill item card (search the Item Card deck facedown for IT64). Record the recipe for this item in your tribe's journal.

1144

**NECKLACE OF BONES**

*You've made a necklace of bones! This necklace displays your trophies and wearing it makes you feel more capable. You consider that with similar materials you could also create a fishing hook and line...*

Discard the materials used and gain the Necklace of Bones item card (search the Item Card deck facedown for IT59). Record the recipe for this item in your tribe's journal.

1145

**BOLAS**

*You've made bolas! This thrown weapon is exceptional at catching prey while hunting.*

Discard the materials used and gain the Bolas item card (search the Item Card deck facedown for IT15). Record the recipe for this item in your tribe's journal.

● ENTRY

1146

**NECKLACE OF CORAL**

*You carefully tie a string to a piece of the blooming coral and fashion a necklace. You feel strangely invigorated wearing a necklace made from such rare material.*

Discard the materials used and gain the Necklace of Coral item card (search the Item Card deck facedown for IT46). Record the recipe for this item in your tribe's journal.

1151

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.

1155

**WOVEN BASKET**

*You've made a woven basket! This will help you carry some extra material and gather additional nuts or grains while foraging.*

Discard the materials used and gain the Woven Basket item card (search the Item Card deck facedown for IT27). Record the recipe for this item in your tribe's journal.

2211

*You think a line like this could be used to fish, but you really don't need a handle, what you need is a hook of some kind.*

Return the materials to your inventory.

2220

**TOOTHED SPEAR**

*You've made a spear from the tooth of a predator! The tooth tip is exceptionally hard and sharp. This spear will be useful for hunting, fishing, and fighting.*

Discard the materials used and gain the Toothed Spear item card (search the Item Card deck facedown for IT73). Record the recipe for this item in your tribe's journal.

2221

**WOODEN SPEAR**

*You've made a wooden spear! It's simple, but it will be useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Wooden Spear item card (search the Item Card deck facedown for IT03). Record the recipe for this item in your tribe's journal.

2222

*Two pieces of wood together don't create anything useful, perhaps if you at least hardened one of the pieces over a fire to make it stronger...*

Return the materials to your inventory.

2231

**BONE SPEAR**

*You've made a bone spear! A bone spear is useful for hunting and defending yourself, but especially good for fishing.*

Discard the materials used and gain the Bone Spear item card (search the Item Card deck facedown for IT04). Record the recipe for this item in your tribe's journal.

● ENTRY

2232

**MALLET**

*You've made a mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Mallet item card (search the Item Card deck facedown for IT25). Record the recipe for this item in your tribe's journal.

2233

**ATLATL**

*You've made an atlatl! By placing a spear on the atlatl and holding the atlatl, you gain tremendous leverage to throw the spear further and harder.*

Discard the materials used and gain the Atlatl item card (search the Item Card deck facedown for IT22). Record the recipe for this item in your tribe's journal.

2241

**RIVERSTONE SPEAR**

*You've made a riverstone spear! A spear is useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Riverstone Spear item card (search the Item Card deck facedown for IT05). Record the recipe for this item in your tribe's journal.

2243

**RIVERSTONE ADZE**

*You've made a riverstone adze! An adze is used for digging, and can be used as a decent weapon if necessary.*

Discard the materials used and gain the Riverstone Adze item card (search the Item Card deck facedown for IT12). Record the recipe for this item in your tribe's journal.

2244

**ATLATL**

*You've made an atlatl! By placing a spear on the atlatl and holding the atlatl, you gain tremendous leverage to throw the spear further and harder.*

Discard the materials used and gain the Atlatl item card (search the Item Card deck facedown for IT22). Record the recipe for this item in your tribe's journal.

2245

*While this shape would create a spear, rounded cloudstone isn't a suitable tip. You'll need something sharper.*

Return the materials to your inventory.

2412

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2413

*Perhaps if you used regular bone or wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the carved bone to another piece of regular bone or wood could yield something useful.*

Return the materials to your inventory.

● ENTRY

2433

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2444

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

2550

*Pitch can definitely be used to water-proof an animal hide, you'll have to prepare the hide first and remove the fur.*

Return the materials to your inventory.

2251

**SHELL SPEAR**

*You've made a spear from the shell of a predator! This spear is extremely hard and sharp, and useful for hunting, fishing, and defending yourself.*

Discard the materials used and gain the Shell Spear item card (search the Item Card deck facedown for IT67). Record the recipe for this item in your tribe's journal.

2255

*You think a line like this could be used to fish, but you really don't need a handle. Instead, you need to attach some kind of hook to the end of the line.*

Return the materials to your inventory.

2261

**MOONBLOOD SPEAR**

*After pouring some of the liquid moonblood over a flat surface so that it hardens into a thin point under the light of a full moon, you affix an appropriate shaft. The resulting spear is perfectly balanced and deadly sharp. You notice that after each full moon, the point seems even harder and sharper for a short time.*

Discard the materials used and gain the Moonblood Spear item card (search the Item Card deck facedown for IT56). Record the recipe for this item in your tribe's journal.

2265

**SUNSTONE MALLET**

*You've made a sunstone mallet! It can be used to strike and break materials, and also used as a hammer to construct buildings and drive tent stakes. It can also be used as a weapon if necessary.*

Discard the materials used and gain the Sunstone Mallet item card (search the Item Card deck facedown for IT65). Record the recipe for this item in your tribe's journal.

2414

**SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

● ENTRY

2423

*You're quite sure that these materials can be made into something useful, perhaps a different orientation will yield a result.*

Return the materials to your inventory.

2434

**SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

2440

**CLOUDSTONE TALISMAN**

*After shaping a piece of cloudstone, you paint it with a design to represent the clouds. Much more than just a trinket, this item has important meaning for you.*

Discard the materials used and gain the Cloudstone Talisman item card (search the Item Card deck facedown for IT51). Record the recipe for this item in your tribe's journal.

2442

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

2456

**GRINDING STONES**

*You've made set of grinding stones! A flat piece of cloudstone serves as the saddle stone and shaped piece of sunstone serves as the grinding stone itself. This item can be used to grind and shape various materials. It can also be used finely grind up material to discover what it produces.*

Discard the materials used and gain the Grinding Stones item card (search the Item Card deck facedown for IT17). Record the recipe for this item in your tribe's journal.

2530

**ROUGH CLOTHES**

*You've made a set of rough clothes! These garments will help protect you from the elements and from injury.*

Discard the materials used and gain the Rough Clothes item card (search the Item Card deck facedown for IT33). Record the recipe for this item in your tribe's journal.

2555

**POUCH**

*You've made a pouch! You can carry a few extra materials in it. You consider that clothes could be made with hide as well, but you'll need something stronger than woven fiber...*

Discard the materials used and gain the Pouch item card (search the Item Card deck facedown for IT31). Record the recipe for this item in your tribe's journal.

3512

*You suspect hide could be stretched over hardened wood to create some kind of structure, but the wood will have to point up (or down) so that the structure has more height.*

Return the materials to your inventory.

● **ENTRY**

3523

**DRUM**

*You've made a drum! This musical instrument can enliven you and your companions.*

Discard the materials used and gain the Drum item card (search the Item Card deck facedown for IT39). Record the recipe for this item in your tribe's journal.

3530

**RUGGED CLOTHES**

*You've made a set of rugged clothes! These garments will help protect you from the elements and from injury.*

Discard the materials used and gain the Rugged Clothes item card (search the Item Card deck facedown for IT34). Record the recipe for this item in your tribe's journal.

3533

**TENT**

*You've made a simple tent! A tent can be set up to provide shelter, and taken down to be moved to a new location.*

Discard the materials used and gain the Tent item card (search the Item Card deck facedown for IT37). Record the recipe for this item in your tribe's journal.

3540

**MAP**

*You've made a map! A map will be useful while exploring.*

Discard the materials used and gain the Map item card (search the Item Card deck facedown for IT36). Record the recipe for this item in your tribe's journal.

3550

**WATERSKIN**

*You've made a waterskin! You can carry extra water in it.*

Discard the materials used and gain the Waterskin item card (search the Item Card deck facedown for IT38). Record the recipe for this item in your tribe's journal.

3555

**PACK**

*You've made a pack! You can carry extra material in it. You consider that clothes could be made with hide as well, but you'll need something stronger than woven fiber...*

Discard the materials used and gain the Pack item card (search the Item Card deck facedown for IT32). Record the recipe for this item in your tribe's journal.

5411

**BOLAS**

*You've made bolas! This thrown weapon is exceptional at catching prey while hunting.*

Discard the materials used and gain the Bolas item card (search the Item Card deck facedown for IT15). Record the recipe for this item in your tribe's journal.

5421

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

● ENTRY

5422

*While this shape would create a spear, rounded cloudstone isn't a suitable tip. You'll need something sharper.*

Return the materials to your inventory.

5431

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

5432

**CLOUDSTONE CLUB**

*You've made a cloudstone club! This is a mighty weapon, and can be used to fight off predators and other threats.*

Discard the materials used and gain the Cloudstone Club item card (search the Item Card deck facedown for IT13). Record the recipe for this item in your tribe's journal.

5433

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

5441

**SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

5443

**SPARK STONES**

*You've made a set of spark stones! These stones can be struck together to create sparks and light a fire.*

Discard the materials used and gain the Spark Stones item card (search the Item Card deck facedown for IT16). Record the recipe for this item in your tribe's journal.

5444

*Perhaps if you used regular wood as a handle, you could make a tool with the cloudstone. Similarly, perhaps affixing the hardened wood to another piece of regular wood could yield something useful.*

Return the materials to your inventory.

5445

*Two cloudstones together don't create anything useful. Perhaps a cloudstone and a different stone would yield a more interesting result...*

Return the materials to your inventory.

5465

**GRINDING STONES**

*You've made set of grinding stones! A flat piece of cloudstone serves as the saddle stone and shaped piece of sunstone serves as the grinding stone itself. This item can be used to grind and shape various materials. It can also be used finely grind up material to discover what it produces.*



## ENTRY

5465  
ctnd.

Discard the materials used and gain the Grinding Stones item card (search the Item Card deck facedown for IT17). Record the recipe for this item in your tribe's journal.

6323

### SHELL KNIFE

*You've made a knife from the shell of a predator! This knife is extremely hard and sharp, and useful both as a tool for cutting material and a weapon for defending yourself.*

Discard the materials used and gain the Shell Knife item card (search the Item Card deck facedown for IT66). Record the recipe for this item in your tribe's journal.

6340

### SHELL TALISMAN

*After carving a piece of shell, you paint it with the likeness of the fearsome predator it came from. Much more than just a trinket, this item has important meaning for you.*

Discard the materials used and gain the Shell Talisman item card (search the Item Card deck facedown for IT72). Record the recipe for this item in your tribe's journal.

6355

*You consider attaching the shell to the end of the line in order to fish, but you need something smaller, like a tooth, to fashion a suitable hook. However, you think that if the shells were hung from the cord, you could fashion an impressive necklace.*

Return the materials to your inventory.





# PURPLE RECIPES



## ENTRY

6411

### NECKLACE OF CORAL

*You carefully tie a string to a piece of the blooming coral and fashion a necklace. You feel strangely invigorated wearing a necklace made from such rare material.*

Discard the materials used and gain the Necklace of Coral item card (search the Item Card deck facedown for IT46). Record the recipe for this item in your tribe's journal.

6440

### CORAL TALISMAN

*You carefully paint a piece of living coral to represent a comet of the night sky. Taking the token with you, you feel strangely invigorated whenever a comet appears at night, or when near the deep chasms where the coral was found.*

Discard the materials used and gain the Coral Talisman item card (search the Item Card deck facedown for IT54). Record the recipe for this item in your tribe's journal.



# SILVER RECIPES

## ENTRY

6223

### MOONBLOOD KNIFE

*After letting some liquid moonblood harden into a thin, flat shape under the light of a full moon, you further hone the sharpened edge and affix a handle. This knife is undoubtedly the sharpest you've ever used, and seems to never dull. You notice it to be even keener and harder the day after the light of another full moon.*

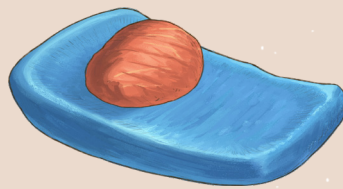
Discard the materials used and gain the Moonblood Knife item card (search the Item Card deck facedown for IT55). Record the recipe for this item in your tribe's journal.

6240

### MOONBLOOD TALISMAN

*After letting some liquid moonblood harden into a thin, flat shape under the light of a full moon, you paint a design to represent the night moon on the now hardened material. Taking the token with you, you feel strangely invigorated whenever the moon appears at night, or when near the moraines left behind by the cold glaciers of ice.*

Discard the materials used and gain the Moonblood Talisman item (search the Item Card deck facedown for IT53). Record the recipe for this item in your tribe's journal.



# GRINDING RESULTS

MATERIAL	RESULT
<b>BONE</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the bone and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered white pigment. You can now use a white colored pencil when drawing on the cave wall.</p>
<b>CLAY</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the clay to your inventory.</p>
<b>CLOUDSTONE</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the cloudstone and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered blue pigment. You can now use a blue colored pencil when drawing on the cave wall.</p>
<b>CORAL (BLOOM)</b>	<p><i>Grinding this living material doesn't seem to diminish it, and it writhes and bubbles as you do so. The end result is a viscous, pink paste.</i></p> <p>Discard the coral and gain a Strange Salve item card (search the Item Card deck facedown for IT61).</p>
<b>CORAL (DRIED)</b>	<p><i>Grinding this material releases a burst of tiny fragments from inside the coral. The end result is a chalky, grey powder.</i></p> <p>Discard the coral and gain a Strange Powder item card (search the Item Card deck facedown for IT60).</p>
<b>FEATHER</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the feather to your inventory.</p>
<b>FIBER</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the fiber to your inventory.</p>
<b>HIDE</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the hide to your inventory.</p>
<b>MOONBLOOD (LIQUID)</b>	<p><i>The liquid state of this material can't be ground up.</i></p> <p>Return the moonblood to your inventory.</p>

MATERIAL	RESULT
<b>MOONBLOOD (SOLID)</b>	<p><i>Grinding this material produces an extremely fine, silvery power. The scent is strange and sharp and just a whiff fills your mind with heretofore unseen possibilities.</i></p> <p>Discard the moonblood and gain a Lustrous Powder item card (search the Item Card deck facedown for IT62).</p>
<b>PITCH</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the pitch to your inventory.</p>
<b>RIVERSTONE</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the riverstone and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered red pigment. You can now use a red colored pencil when drawing on the cave wall.</p>
<b>SHELL</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the shell and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered teal pigment. You can now use a teal colored pencil when drawing on the cave wall.</p>
<b>SUNSTONE</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the sunstone and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered orange pigment. You can now use an orange colored pencil when drawing on the cave wall.</p>
<b>TOOTH</b>	<p><i>A colorful pigment created from natural materials that can be used to paint the cave wall or decorate meaningful objects.</i></p> <p>Discard the tooth and gain a Pigment item card (search the Item Card deck facedown for IT99). Record in your tribe's journal that you have discovered teal pigment. You can now use a teal colored pencil when drawing on the cave wall.</p>
<b>TENDON</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the tendon to your inventory.</p>
<b>WOOD</b>	<p><i>Grinding this material won't produce anything useful.</i></p> <p>Return the wood to your inventory.</p>

