

Welcome to Grief Island.

Many of us have stumble upon Grief Island without any notice, some of us may have been preparing to visit. No matter the circumstance, we're here now – together.

In order to find a safe path off of Grief Island, you and your teammates must find Acceptance to grant you a safe journey. But Acceptance will only help your team if you prove your travels on Grief Island. She understands there are scary, hurtful monsters that may hurt us along the way, but she also knows there are kind creatures that may guide us. If you and your team collaborate, there may be a way to navigate through Grief Island together.

You may visit Grief Island again in the future, but with every visit, it may get a bit easier to navigate. You may have to face scary monsters again, but with experience, it may get less daunting.

Rules

Everyone starts with 3 items of their choice. They can choose from **food**, **materials**, and **tools**. Find the environment card that is labeled Grief Island. Place the card, face up, next to the shuffled deck. Shuffle the deck and place down to begin. Players begin with no cards. Youngest player goes first.

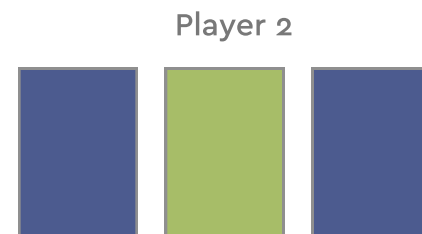
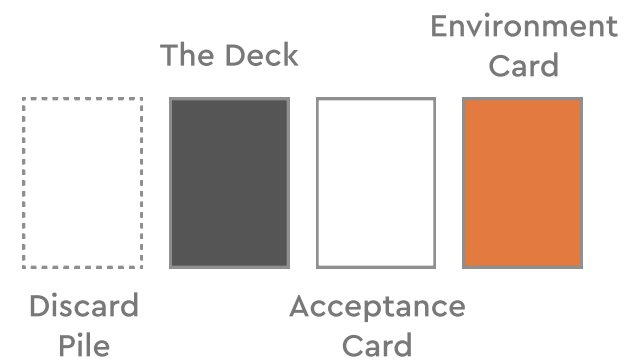
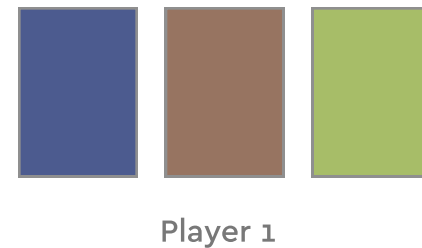
Each turn, players draw and immediately place the cards in front of them – this counts as 1 move. Trading with other players also counts as 1 move.

Food, **materials**, and **tools** items are placed down in front of the player and are now in the player's possession.

If an **acceptance card** is drawn, place the card next to the deck, face up. This becomes the goal for the game. When all the items are collected as a team, they gain an exit off of Grief Island and win the game. At any point when a new acceptance card is drawn, it automatically becomes the new goal. If the goals are met on the new card, everyone wins. Place the previous acceptance card to the discard pile.

If an **environment card** is drawn, place the card next to the deck and acceptance card, face up. This tells players which part of Grief Island they are currently on. It dictates how many moves players can take and how many items they can hold. When a new environment card is drawn, the effects go immediately into play for all players. Place the previous environment card to the discard pile.

If an **event card** is drawn, players must proceed with what the card states, unless they have items that benefit them. Place the event card in the discard pile after completing the action.



If a **monster card** is drawn, players must work together to conquer it and their turn after defeating it. When a monster is defeated, it is placed in front of the player and now in their possession. The monster is only fully defeated when the correct items are discarded in the discard pile and the question is answered. If players are unable to defeat the monster, the card is placed in the discard pile. Players may still ask others the question on the card even if they cannot fully defeat it. Once a monster is defeated and in possession of a player, it cannot be discarded.

If a **creature card** is drawn, players must engage in the question prompt before proceeding. Once the question has been answered, the card returns to the bottom of the deck.

When the deck runs out, shuffle the discard pile and continue the game from there.

Tips

Pay attention to which food, materials, and tools you have – a combination of them can help you navigate Grief Island.

Be careful about which items you want to trade. What would happen if 1 teammate held onto all tools or materials?

If at any point there is a condition that the rules do not state, discuss among players to determine what will allow the game to continue. (e.g. does ___ item count as a weapon? can ___ item + ___ item create ___?)

<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 10 Monster remains 5 pieces of food 3 tools</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 5 Monster remains 20 pieces of food 10 tools</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 8 Monster remains 10 pieces of food 12 tools</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 5 Monster remains 12 pieces of fruit 10 tools 4 materials</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 15 Monster remains 2 pieces of fruit 5 tools 5 materials</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 7 Monster remains 8 pieces of fruit 9 tools 2 materials</p>
---	--	--	---	--	---

<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 5 Monster remains 10 pieces of fruit 10 herbs 5 materials</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 15 Monster remains 2 herbs 8 tools</p>	<p>Acceptance</p> <hr/> <p>Acceptance will grant you a way to get off Grief Island if have proven your travels through Grief.</p> <p>Give her: 7 Monster remains 10 herbs 9 tools 2 materials</p>
---	--	--

<p><u>Grief Island</u></p> <p>Each player can make 3 moves during their turn.</p>	<p><u>The Grasslands</u></p> <p>Each player can make 4 moves during their turn.</p> <p>Players can only hold onto 4 food items.</p>	<p><u>The Forest</u></p> <p>Each player can make 5 moves during their turn.</p> <p>If the last card drawn was a food item, draw an additional card.</p> <p>There are ponds and lakes in this area.</p>	<p><u>The Swamp</u></p> <p>Each player can make 2 moves during their turn.</p> <p>Players can only hold onto 3 tools.</p> <p>There are lakes in this area.</p>	<p><u>The Desert</u></p> <p>Each player can make 3 moves during their turn.</p> <p>If a player has a canteen, they may make an additional move (if they choose to).</p>	<p><u>The Tundra</u></p> <p>Each player can make 1 move during their turn.</p> <p>If a player has a source of warmth, they may make an additional move (if they choose to).</p>
<p><u>The Rainforest</u></p> <p>Each player can make 5 moves during their turn.</p> <p>At least 1 turn must involve trading with another teammate.</p>	<p><u>The River</u></p> <p>Each player can make 2 moves during their turn.</p> <p>Players with fishing rods cannot lose food in this area.</p> <p>Players can only hold onto 5 materials.</p>	<p><u>The Lake</u></p> <p>Each player can make 3 moves during their turn.</p> <p>Players with fishing rods cannot lose food in this area.</p> <p>Players can only hold onto 5 materials.</p>	<p><u>The Storm</u></p> <p>Each player can make 1 move during their turn.</p> <p>If shelter is available to the team, every player can make 3 moves during their turn.</p>	<p><u>The Beach</u></p> <p>Each player can make 5 moves during their turn.</p> <p>Players may revisit 1 creature from the discard pile. Once revisited, the creature cannot be visited again. Lay card aside.</p>	<p><u>The Garden</u></p> <p>Each player can make 4 moves during their turn.</p> <p>Every player must discard their most dangerous weapon before entering.</p>

<p>Monster of Guilt</p> <p><i>The Monster of Guilt tries to take everyone's items away. They claw at you and some members get scratched.</i></p> <p>To appease the Monster of Guilt, one player must give up all their items.</p> <p>In order to fully conquer the Monster of Guilt, ask a teammate the following question:</p> <p>What is your relationship to guilt and grief?</p>	<p>Monster of Regret</p> <p><i>The Monster of Regret reaches up from the ground and starts to reel you in. You're getting sucked into the ground.</i></p> <p>To appease the Monster of Regret, everyone must give up 1 supply item.</p> <p>In order to fully conquer the Monster of Regret, ask a teammate the following question:</p> <p>How does regret affect grief?</p>	<p>Monster of Anger</p> <p><i>The Monster of Anger scares your group from behind. It grows bigger from every scream.</i></p> <p>To appease the Monster of Anger, everyone must give up any fruits.</p> <p>In order to fully conquer the Monster of Anger, ask a teammate the following question:</p> <p>When have you felt anger from grief?</p>	<p>Monster of Sadness</p> <p><i>The Monster of Sadness tugs at the bottom of your clothes. It doesn't want to let go.</i></p> <p>To appease the Monster of Sadness, one player must give a piece of food.</p> <p>In order to fully conquer the Monster of Sadness, ask a teammate the following question:</p> <p>How does sadness feel to you?</p>	<p>Monster of Anxiety</p> <p><i>The Monster of Anxiety jumps in front of the group. They only get louder and go out of control.</i></p> <p>To appease the Monster of Anxiety, someone needs to provide an herb.</p> <p>In order to fully conquer the Monster of Anxiety, ask a teammate the following question:</p> <p>Have you felt moments of anxiety after loss?</p>	<p>Monster of Discouragement</p> <p><i>The Monster of Discouragement starts stealing items away from the group. It seems impossible to catch them.</i></p> <p>To appease the Monster of Discouragement, everyone must give 1 supply & 1 food item.</p> <p>In order to fully conquer the Monster of Discouragement, ask a teammate the following question:</p> <p>When have you felt discouraged?</p>
<p>Monster of Loss</p> <p><i>The Monster of Loss tries to take items away. They manage to snag a few items.</i></p> <p>To appease the Monster of Loss, one player must give up all their tools.</p> <p>In order to fully conquer the Monster of Loss, ask a teammate the following question:</p> <p>When have you felt lost?</p>	<p>Monster of Anguish</p> <p><i>The Monster of Anguish reaches up from the ground and starts to reel you in. You're getting farther from your team.</i></p> <p>To appease the Monster of Loss, you must skip your next turn.</p> <p>In order to fully conquer the Monster of Anguish, ask a teammate the following question:</p> <p>How do you personally define anguish?</p>	<p>Monster of Apologies</p> <p><i>The Monster of Apologies scares your group from behind. It gets quieter, yet their presense grows.</i></p> <p>To appease the Monster of Apologies, one player must give up their materials.</p> <p>In order to fully conquer the Monster of Apologies, ask a teammate the following question:</p> <p>When have you felt anger from grief?</p>	<p>Monster of Stress</p> <p><i>The Monster of Stress creates chaos in the group. However, they have no means of stealing items.</i></p> <p>To appease the Monster of Stress, one player must give up 1 tool.</p> <p>In order to fully conquer the Monster of Stress, ask a teammate the following question:</p> <p>When you think back to grief, when have you felt stressed?</p>	<p>Monster of Discomfort</p> <p><i>The Monster of Discomfort attacks like an infectious disease. It's hard to control.</i></p> <p>To appease the Monster of Discomfort, player(s) must provide 2 herbs.</p> <p>In order to fully conquer the Monster of Discomfort, ask a teammate the following question:</p> <p>What moments of discomfort have you felt?</p>	<p>Monster of Doubt</p> <p><i>The Monster of Doubt attacks like an infectious disease. It's hard to control.</i></p> <p>To appease the Monster of Doubt, you must give 2 tools.</p> <p>In order to fully conquer the Monster of Doubt, ask a teammate the following question:</p> <p>When have you felt doubt during times of grief?</p>
<p>Monster of Gloom</p> <p><i>The Monster of Gloom tries to take items away. They manage to snag a few items.</i></p> <p>To appease the Monster of Gloom, you must give up 2 items.</p> <p>In order to fully conquer the Monster of Gloom, ask a teammate the following question:</p> <p>What is your relationship with feeling gloomy?</p>	<p>Monster of Weakness</p> <p><i>The Monster of Weakness sucks everyone's energy away.</i></p> <p>To appease the Monster of Weakness, all players must give up 2 items.</p> <p>In order to fully conquer the Monster of Weakness, ask a teammate the following question:</p> <p>What is your most recent experience with weakness?</p>	<p>Monster of Contradiction</p> <p><i>The Monster of Contradiction picks a fight with all players.</i></p> <p>To appease the Monster of Contradiction, one player must give up 2 weapons.</p> <p>In order to fully conquer the Monster of Contradiction, ask a teammate the following question:</p> <p>When have you contradicted yourself?</p>	<p>Monster of Hesitation</p> <p><i>The Monster of Hesitation separates the group and everyone gets lost.</i></p> <p>To appease the Monster of Hesitation, the map and compass must be discarded.</p> <p>In order to fully conquer the Monster of Hesitation, ask a teammate the following question:</p> <p>How do you handle moments of hesitation?</p>	<p>Monster of Stubbornness</p> <p><i>The Monster of Stubbornness won't budge out of the way.</i></p> <p>To appease the Monster of Stubbornness, all rocks must be discarded.</p> <p>In order to fully conquer the Monster of Stubbornness, ask a teammate the following question:</p> <p>When do you feel yourself getting stubborn and how do you get out of it?</p>	<p>Monster of Loneliness</p> <p><i>The Monster of Loneliness drags you away from your group and you're left in darkness.</i></p> <p>To appease the Monster of Loneliness, you must discard a light source.</p> <p>In order to fully conquer the Monster of Loneliness, ask a teammate the following question:</p> <p>What is your relationship with grief and loneliness?</p>

<p>Creature of Hope</p> <p><i>The Creature of Hope guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Hope, ask a teammate the following question:</p> <p>When do you feel moments of hope?</p> <p>Only 1 player views the next 3 cards from the deck. Discuss with your team whether to shuffle the deck or not.</p>	<p>Creature of Thankfulness</p> <p><i>The Creature of Thankfulness guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Thankfulness, ask a teammate the following question:</p> <p>When have you felt thankful after loss?</p> <p>Every player can retrieve 1 food or supply item from the discard pile.</p>	<p>Creature of Optimisim</p> <p><i>The Creature of Optimism guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Optimism, ask a teammate the following question:</p> <p>How do you stay optimistic?</p> <p>1 player can make 1 extra move during their next turn.</p>	<p>Creature of Composure</p> <p><i>The Creature of Composure guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Composure, ask a teammate the following question:</p> <p>What are some ways practice composure?</p> <p>1 player can take any card from the discard pile.</p>	<p>Creature of Bravery</p> <p><i>The Creature of Bravery guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Bravery, ask a teammate the following question:</p> <p>What are some ways practice composure?</p> <p>During 1 round, players can conquer monsters without losing items.</p>	<p>Creature of Certainty</p> <p><i>The Creature of Certainty guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Certainty, ask a teammate the following question:</p> <p>What is your relationship with certainty?</p> <p>One player may decide to view the next 2 cards in the deck.</p>
<p>Creature of Promise</p> <p><i>The Creature of Promise guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Promise, ask a teammate the following question:</p> <p>What's an important promise you have made?</p> <p>View the next card from the deck.</p>	<p>Creature of Confidence</p> <p><i>The Creature of Confidence guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Confidence, ask a teammate the following question:</p> <p>When do you feel confident?</p> <p>Only 1 player views the next 3 cards from the deck. Discuss with your team whether to shuffle the deck or not.</p>	<p>Creature of Cheerfulness</p> <p><i>The Creature of Cheerfulness guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Cheerfulness, ask a teammate the following question:</p> <p>What makes you cheerful?</p> <p>2 players can each take 1 card from the discard pile.</p>	<p>Creature of Encouragement</p> <p><i>The Creature of Encouragement guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Encouragement, ask a teammate the following question:</p> <p>What keeps you encouraged?</p> <p>1 player can take any card from the discard pile.</p>	<p>Creature of Calmness</p> <p><i>The Creature of Calmness guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Calmness, ask a teammate the following question:</p> <p>What is your relationship with being calm?</p> <p>You can trade 1 item with another player.</p>	<p>Creature of Stability</p> <p><i>The Creature of Stability guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Stability, ask a teammate the following question:</p> <p>When do you have moments of stability?</p> <p>During 1 round, players can conquer monsters without losing items.</p>
<p>Creature of Peacefulness</p> <p><i>The Creature of Peacefulness guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Peacefulness, ask a teammate the following question:</p> <p>When do you feel the most at peace?</p> <p>Trade an item with another player.</p>	<p>Creature of Comfort</p> <p><i>The Creature of Comfort guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Comfort, ask a teammate the following question:</p> <p>What is your relationship with feeling comfortable?</p> <p>Make an extra move during your next turn.</p>	<p>Creature of Trust</p> <p><i>The Creature of Trust guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Trust, ask a teammate the following question:</p> <p>What makes you trustworthy?</p> <p>Take 1 card from the discard pile.</p>	<p>Creature of Responsibility</p> <p><i>The Creature of Responsibility guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Responsibility, ask a teammate the following question:</p> <p>How do you keep yourself responsible?</p> <p>Take 1 item card from the discard pile.</p>	<p>Creature of Maturity</p> <p><i>The Creature of Maturity guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Maturity, ask a teammate the following question:</p> <p>When do you think you reached maturity?</p> <p>Revisit an undefeated monster in the discard pile.</p>	<p>Creature of Freedom</p> <p><i>The Creature of Freedom guides you in the direction to Acceptance.</i></p> <p>To acquire help from the Creature of Freedom, ask a teammate the following question:</p> <p>When do you feel free?</p> <p>During 1 round, players can conquer monsters without losing items.</p>

<p>—————</p> <p>The team can't decide which direction to take.</p> <p>Shuffle the deck and continue your turn.</p> <p>This can be avoided with a map.</p>	<p>—————</p> <p>You get lost and can't find your way.</p> <p>Skip your next turn but complete your current turn.</p> <p>This can be avoided with a compass.</p>	<p>—————</p> <p>You find travelers and they provide your team some supplies.</p> <p>Draw an additional card and continue your turn.</p>	<p>—————</p> <p>You trip on a sharp rock.</p> <p>Discard 2 food items.</p>	<p>—————</p> <p>You hurt your hands while cooking for the group.</p> <p>Discard half of your tools.</p> <p>This can be avoided with gloves.</p>	<p>—————</p> <p>Everyone is dehydrated.</p> <p>Everyone loses 1 item.</p> <p>This can be avoided with a canteen.</p>
<p>—————</p> <p>The team can't decide which direction to take.</p> <p>Shuffle the deck and continue your turn.</p> <p>This can be avoided with a map.</p>	<p>—————</p> <p>You get lost and can't find your way.</p> <p>Skip your next turn but complete your current turn.</p> <p>This can be avoided with a compass.</p>	<p>—————</p> <p>You find travelers and they provide your team some supplies.</p> <p>Draw an additional card and continue your turn.</p>	<p>—————</p> <p>You trip on a sharp rock.</p> <p>Discard 2 material cards.</p>	<p>—————</p> <p>You hurt your hands while cooking for the group.</p> <p>Place all your material cards down.</p> <p>This can be avoided with gloves.</p>	<p>—————</p> <p>Everyone is dehydrated.</p> <p>Everyone loses 1 item.</p> <p>This can be avoided with a canteen.</p>
<p>—————</p> <p>A cold storm is coming.</p> <p>Skip a turn to make it through the cold winds.</p> <p>This can be avoided with a blanket or shelter.</p>	<p>—————</p> <p>Food is running low and you're on the brink of starvation.</p> <p>Skip a turn to save energy.</p> <p>This can be avoided with enough food.</p>	<p>—————</p> <p>It's getting dark and the path is getting hard to see.</p> <p>Skip your next 2 turns.</p> <p>This can be avoided with a light source.</p>	<p>—————</p> <p>Thieves approach the group and try to take all your food.</p> <p>Without a weapon to threaten them, they take everyone's food items.</p>	<p>—————</p> <p>Thieves approach the group and try to take all your food.</p> <p>Without a weapon to threaten them, they take everyone's food items.</p>	<p>—————</p> <p>You fall into a deep pit. It's impossible to get out without some help.</p> <p>Skip a turn unless your or another player has rope to get you out.</p>

A cold storm is coming.
Skip a turn to make it through the cold winds.

This can be avoided with a blanket or shelter.

Food is running low and you're on the brink of starvation.
Skip a turn to save energy.

This can be avoided with enough food.

It's getting dark and the path is getting hard to see.
Skip your next 2 turns.

This can be avoided with a light source.

Thieves approach the group and try to take all your food.
Without a weapon to threaten them, they take everyone's food items.

Thieves approach the group and try to take all your food.
Without a weapon to threaten them, they take everyone's food items.

You fall into a deep pit. It's impossible to get out without some help.
Skip a turn unless your or another player has rope to get you out.

There is a thick patch of vines that is blocking the group.
If 2+ players have a sharp weapon you can cut through the vines.
If no one has a sharp weapon, 1 person needs to skip a turn.

There is a thick patch of vines that is blocking the group.
If 2+ players have a sharp weapon you can cut through the vines.
If no one has a sharp weapon, 1 person needs to skip a turn.

Leather

If player has leather, hammer, & nails, they can create armor. They don't need to give away any items to monsters.

Lumber

If player has lumber & an axe, they can build shelter. When it's cold, they don't need to skip a turn.

Rocks

If player has 2 rocks, their backpack is getting heavy. If they lose an item, they must actually lose 2 items.

Branch

If a player has a branch & string, they may attempt fishing. When they are in an environment with water, they can make an extra move.

Stick

If a player has 2 sticks, they have a fire starter. They will never get lost when it gets dark.

Stick

If a player has 2 sticks, they have a fire starter. They will never get lost when it gets dark.

Leather

If player has leather, hammer, & nails, they can create armor. They don't need to give away any items to monsters.

Lumber

If player has lumber & an axe, they can build shelter. When it's cold, they don't need to skip a turn.

Rocks

If player has 2 rocks, their backpack is getting heavy. If they lose an item, they must actually lose 2 items.

Branch

If a player has a branch & string, they may attempt fishing. When they are in an environment with water, they can make an extra move.

Stick

If a player has 2 sticks, they have a fire starter. They will never get lost when it gets dark.

Stick

If a player has 2 sticks, they have a fire starter. They will never get lost when it gets dark.

Cloth

If player has 2 pieces of cloth, they can create a blanket. With a blanket, the cold won't affect them.

Rocks

If player has 2 rocks, their backpack is getting heavy. If they lose an item, they must actually lose 2 items.

Rocks

If player has 2 rocks, their backpack is getting heavy. If they lose an item, they must actually lose 2 items.

String

If a player has a branch & string, they may attempt fishing. When they are in an environment with water, they can make an extra move.

String

If a player has a branch & string, they may attempt fishing. When they are in an environment with water, they can make an extra move.

Cloth

If player has 2 pieces of cloth, they can create a blanket. With a blanket, the cold won't affect them.

Hammer

If player has leather, hammer, & nails, they can create armor. They don't need to give away any items to monsters.

Axe

If player has lumber & an axe, they can build shelter. When it's cold, they don't need to skip a turn.

Knife

If player has a knife, it acts as a weapon.

Machete

If player has a machete, it acts as a weapon.

Sword

If player has a sword, it acts as a weapon.

Compass

Find your way if you get lost.

Canteen

Prepare for dehydration with a canteen of water.

Canteen

Prepare for dehydration with a canteen of water.

Gloves

Protect your hands from being burned.

Gloves

Protect your hands from being burned.

Map

This will help the team pick a direction.

Map

This will help the team pick a direction.

Rope

Useful for when you or a teammate gets stuck in a pit.

Blanket

Stay warm from the cold.

Lighter

This acts a light source when it gets too dark.

Oil Lamp

This acts a light source when it gets too dark.

Pot

This is not the most effective weapon.

Fishing Rod

Take an extra turn everytime you are in an environment with water.

Apple

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Peach

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Berries

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Grapes

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Banana

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Plum

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Orange

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Lychee

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Pineapple

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Kiwi

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Strawberry

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Cherries

If a player has 5 fruits, they will never starve. Never skip a turn under starvation conditions.

Sage

If a player has 5 herbs, they will never need to give away herbs to monsters.

Basil

If a player has 5 herbs, they will never need to give away herbs to monsters.

Lavender

If a player has 5 herbs, they will never need to give away herbs to monsters.

Fennel

If a player has 5 herbs, they will never need to give away herbs to monsters.

Mint

If a player has 5 herbs, they will never need to give away herbs to monsters.

Rosemary

If a player has 5 herbs, they will never need to give away herbs to monsters.

Thyme

If a player has 5 herbs, they will never need to give away herbs to monsters.

Tumeric

If a player has 5 herbs, they will never need to give away herbs to monsters.

Cardomom

If a player has 5 herbs, they will never need to give away herbs to monsters.

Coriander

If a player has 5 herbs, they will never need to give away herbs to monsters.

Lemongrass

If a player has 5 herbs, they will never need to give away herbs to monsters.

Dandelion

If a player has 5 herbs, they will never need to give away herbs to monsters.