The sun is blazing with no clouds in sight and after 2 hours in the sun, you must find cover.

Think fast! In 1 minute find a place where you could take cover from the sun and go to that location.
It’s been raining for a week straight. The rain has finally let up, but more rain is expected in 10 minutes.

Use the materials available around you to build a shelter for an animal the size of your fist that can withstand another player pouring a half a cup of water on it.

Test each shelter by pouring a half of a glass of water to see if it withstands the storm.
A few miles back, you dropped your water pack because it was too heavy. It hasn’t rained in several days.

Think fast! In 1 minute find a place where you could source water and share the option with another player.

Refer back to the 2nd Quest activation cards if needed.
Heavy winds are building and likely to touch ground in the next 10 minutes.

Using the materials available around you make a shelter for an animal smaller than a pinky nail that can withstand another player blowing on it.

Tour the other players’ shelters.

Test each shelter by blowing on it to see if it withstands the storm.