

# Fort Istra - Index - Stash

The Fort Istra Stash stores inventory not currently held by the Guards. When visiting Fort Istra you may choose to store any cards that are in the Guards' satchel slots in the Stash. Stored cards are returned to the supply, and then recorded in this index. You may also store Sil currently held by the Guards.

Cards and Sil stored in the Stash can only be accessed by moving the Guards to a node within Fort Istra. They are not accessible for use when visiting other locations around Isofar.

Each Campaign has a separate Stash which means Guards in other Campaigns cannot access cards and Sil in the Stash from previous Campaigns. However, in Campaign 5 the Stash contents from the previous four Campaigns are combined and the Guards will be able to use all of the contents freely. Note that the contents are always limited by the availability of the components that represent them.

## How to Use:

Move the Guards to any node within Fort Istra. To store cards in the Stash, remove the cards from the Guard's satchel slots and return them to the supply. Then record the numerical value in this index for the current Campaign by marking the boxes with an "X" using a pencil. You will need to write the names of Weapons, Armor and Accessories. When removing cards from the Stash, modify the recorded value in this index by erasing the "X", and place the card back in the Guard's satchel slot.

To store Sil in the Stash, reduce the Sil value on the Sil Dual Dial, and record the numerical value in this index. When removing Sil from the Stash, modify the numerical value in this index and adjust the Sil Dual Dial accordingly.

When using actions at other Fort Istra buildings the cards and Sil stored at the Stash are available for use. When this happens, modify the numerical value in the Stash.

In addition to the pages in this book, you can find printable pdf files and alternate options on our website at:

[www.thestoneboundsaga.com/theisofarianguard](http://www.thestoneboundsaga.com/theisofarianguard)

If you would prefer to use a digital resource to track your campaign (including the Fort Istra Stash contents), we have this information on the RulePop site below. Simply scan the QR code to be taken to the resource.



## Example:

 <b>Sil</b>	<b>65</b>			
 <b>Harvesting</b>				
<b>Pine</b>	X	X		
<b>Rosewood</b>				
<b>Ash</b>	X			
<b>Autumn Blaze</b>				
<b>Dogwood</b>				
<b>Cedar</b>	X	X	X	
<b>Cherry</b>				
<b>Ancient Oak</b>				

# Fort Istra - Index - Stash



**Sil**



**Harvesting**

Pine

Rosewood

Ash

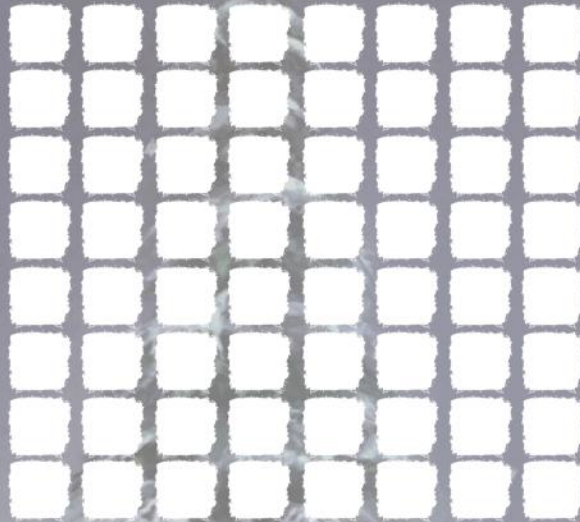
Autumn Blaze

Dogwood

Cedar

Cherry

Ancient Oak



**Mining**

Iron Ore

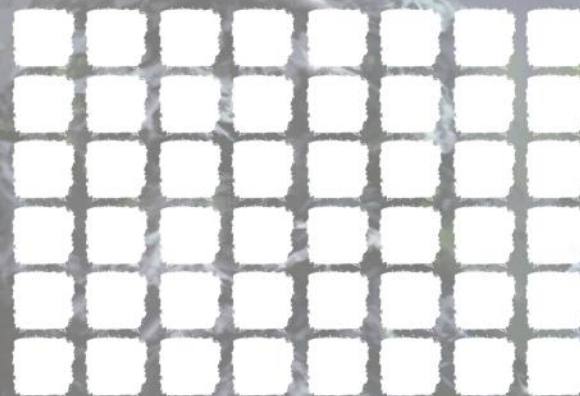
Silver Ore

Gold Ore

Agate Ore

Crystal Ore

Diamond Ore



**Enemy Drops**

Metal Fragments

Wolf Pelt

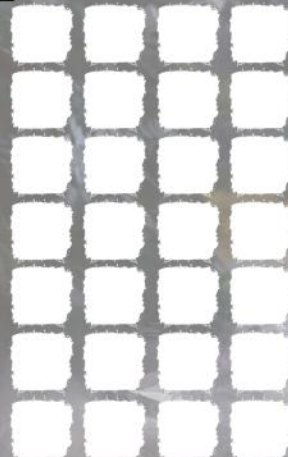
Bone Fragments

Feathers

Animal Hide

Bear Pelt

Claw



Rough Leather

Horn

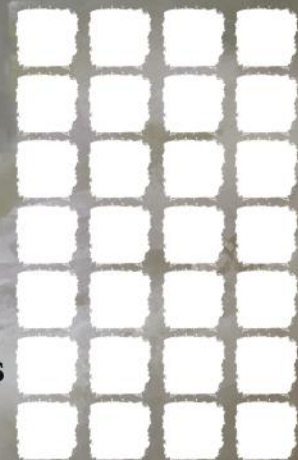
Spines

Scales

Carapace

Tenebris Shards

Tenebris Skull



# Fort Istra - Index - Stash - Continued

## Items

Aged Drink

Amethyst Trout

Barrier Tonic

Bottled Courage

Clayhorn Steak

Coastal Bluecaps

Cooked Fish

Dusk Tuna

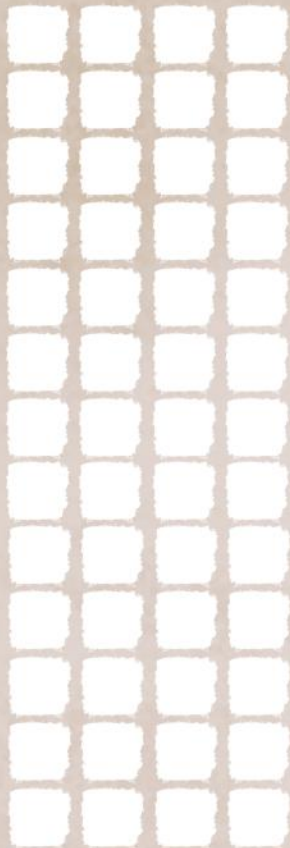
Emerald Koi

Falmundian Rosehips

Foxtail Carp

Golden Potato

Health Potion



Invigorating Potion

Midnight Hydrangea

Mir Bread

Purifying Dust

Purifying Seed

Raven's Beak Flask

Ruinous Dust

Ruinous Seed

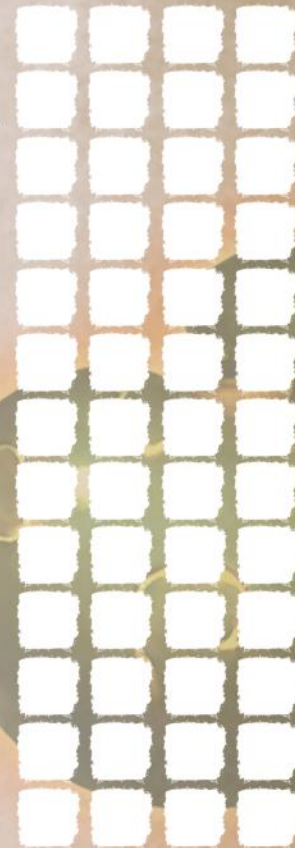
Ryba Blue Fins

Smoke Bomb

Spicy Stew

Tent

Zoya's Elixir



## Accessories



# Fort Istra - Index - Stash - Continued

## Weapons



## Armor



## Speaking Stones

Adamant				
Ancient Roots				
Aquamarine				
Aventurine				
Black Diamond				
Carnelian				
Coral				
Diamond				
Garnet				
Gold				
Jacinth				
Jade				
Lapis Lazuli				
Obsidian				
Onyx				
Orichalcum				
Pearl				
Peridot				
Rainbow Obsidian				
Star Fragment				
Star Quartz				
Topaz				

## Tools

Wood Chopping Axe	
Pickaxe	
Fishing Pole	
Master Angler	
Expanded Satchel	

## Stash Notes

