

1

CHOOSE ONE ACTION

You will always succeed when performing an action; the challenge is to avoid losing time (⌚), morale (★), and health (♥).

LOCATION ACTION

Each location lists several options (often 6 total).

If you previously performed a location action here, you cannot perform another.



CARD ACTION

Many non-location cards include action options. These include actions on cards in your grid, your supply, or the center.



DEPART ACTION

Move away from your location in 1 of 4 cardinal directions to another location.



2

READ THE COST AND ACTION (NOT THE RESULT)

A player finds the entry for the card number in the skill-specific storybook, then reads only the cost and the bolded text. For any action with cost (X), choose a number from 1-6.

If the depart action you chose is to go to an adjacent listed location (i.e., the number is on the compass), there is no description and the **move** cost is 1.

3

REDUCE THE COST BY 1 PER MATCHING SKILL OPTIONALLY PAID BY ANY PLAYER

Skills represent insights and advice.

Example: If the cost of a **look** action is 2 but you or another player pay a  skill token, the cost is reduced to 1.

SKILLS



4

ROLL DICE FROM THE CHALLENGE POOL EQUAL TO THE REMAINING COST

If there are not enough available dice, first refresh all challenge dice from the center and cards in grids.



5

PLACE ROLLED DICE ON SLOTS IN YOUR CARD GRID (6 ⚡ SLOTS IN ANY GRID)

Most slots have a category to indicate whether a challenge die can be placed there, depending on the skill type, ability, composition, dice face, etc. Impact (⚡) slots and powers can benefit any player.

6

SUFFER PENALTIES FROM ROLLED-BUT-UNPLACED CHALLENGE DICE

Lose time (⌚), morale (★), and health (♥) and/or place these dice and blank dice (—) in the penalty section of the center. Refresh setbacks (↻) to the challenge dice pool.

7

READ THE ACTION RESULT

The storybook will describe the consequences and benefits of the action (for a depart action to an adjacent listed location, just find that location card). In multi-option lists, make a choice before learning or viewing the benefit.

8

DID THE RESULT SAY TO "CONTINUE"?

YES

You must perform another action (any type). Ignore the location action restriction. If the result says, "You may continue," it is your choice.

NO

End your turn.

COMPOSITIONS



BOOST

At any time on any player's turn, you may use boost (⚡) powers on cards in your grid to benefit yourself.

- ▶ Boost gained/paid on a location goes to/from your character.
- ▶ Boost gained/paid on a non-location card goes to/from that card.

YOUR VANTAGE

Only you can view your current location and the Book of Vantages (when prompted). You can read all text aloud and describe what you see.

- ▼: mandatory upon arrival
- 🗨: speech for the Traveler

Challenge dice slot (move)

one of your challenge dice can be placed here (for a **move** action); gain 1 boost after placing a die here

Coin value (displayed as  on some cards)

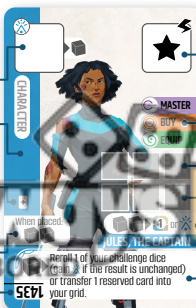
Reserve capacity

quantity of vertical cards you can keep beyond your grid (1 extra)

"When placed" benefit

gain when placing this card into your grid for the first time (2 boost)

Card number



Challenge dice slot (impact)

as an impact ⚡ slot, you can place any player's challenge dice here (morale ★)

Card actions

when you perform one, refer to the storybook entry for this card (1435)

Boost capacity

quantity of boost this card can hold (6)

Boost power, use at any time (by paying 2 boost from this card)

Boost power, use at any time (by paying 1 boost from this card)