

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 ⚡ 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)