RYAN LAUKAT

NEAR AND FAR



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RULE BOOK



The Wastes of Arzium



Across the wasted terrain of Arzium, deep in the hidden lands, lies the Last Ruin: a city that legends say contains an artifact that will grant the greatest desires of the heart.

A lost love, redemption, acceptance, glory, a family rejoined--these are the fires that fuel those who seek the hidden city. Eight wanderers have set forth, travelling near and far, seeking clues to the location of the ancient ruin. But can they overcome their own greed and inner demons on the way?





In this frontier filled with the ruins of a dead civilization, travelers must rely upon those that have made their home here and learned to survive. Nomads trade and know the safest paths. Outlaws seek lost treasures and employ deadly force when needed. Mystics gather ancient knowledge and heal deep wounds. Lizardfolk build and repair broken machines, and are the oldest dwellers of the frontier.

Welcome to Near and Far

Travel through a world of ancient ruins, hidden treasures, and forgotten wonders!



***Near and Far* is a storytelling game**, and a sequel to the board game *Above and Below*. Though it takes place in the same world, you do not need to have played *Above and Below* in order to start your journey through *Near and Far*. Like *Above and Below*, you will read from a book of stories as you play. Each story has specific choices and challenges, giving you mastery of your own destiny.

***Near and Far* is an atlas game.**
Instead of only one board, the game includes a book of maps, called the game atlas. Each time you play you will use a different map with new challenges and encounters, giving you an entire world to explore over many game sessions.



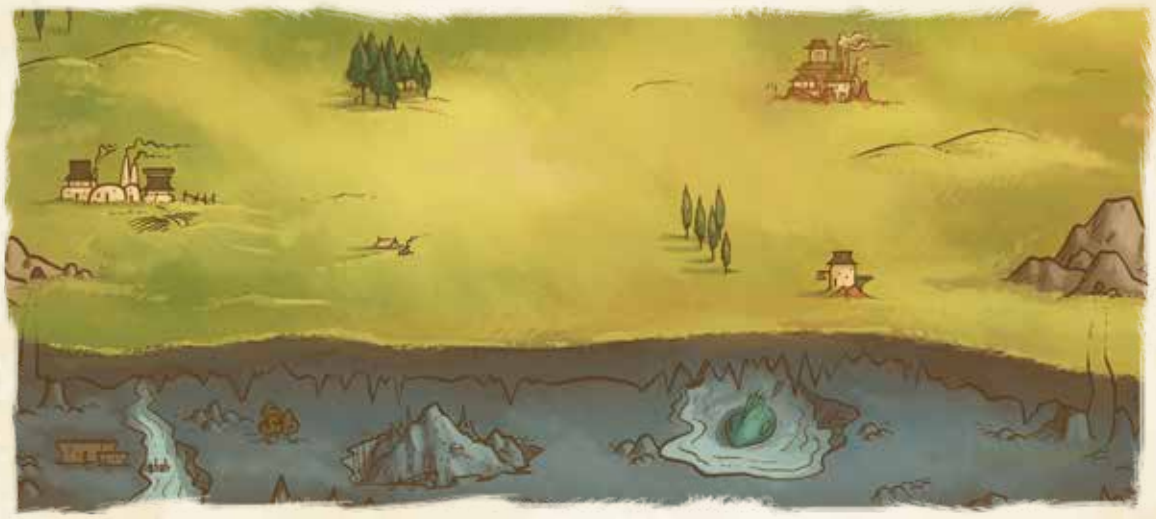


***Near and Far* is a campaign game.**
As you grow comfortable with the game, you will create a character and can start a campaign that stretches over many game sessions. Each character has a unique tale with twists and turns, branching quest lines, and multiple endings, all decided by the players. Keep track of quests and experience, then purchase talents—permanent special abilities used in every game session of the campaign.

Your experience is endless as you explore the world and its characters across an expansive collection of maps!

How do I play Near and Far?

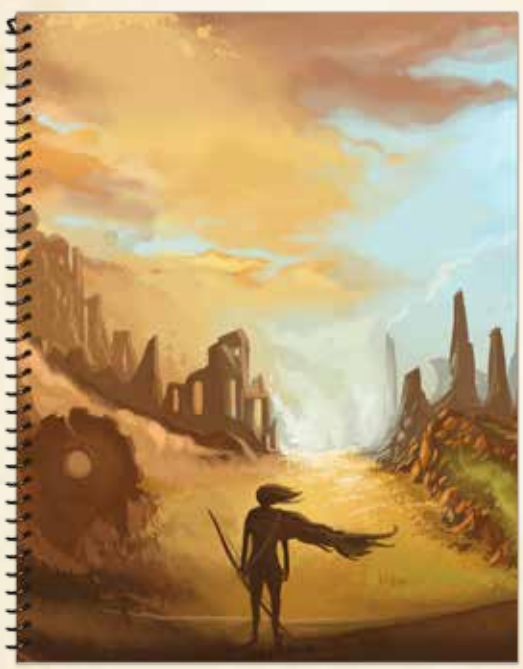
Near and Far *can be played in four different modes, allowing you to customize the depth and scope of your adventure.*



First Adventure

***Recommended for any groups who are new to* Near and Far**

- The First Adventure introduces the basic mechanics and stories of the game and is the best way to get comfortable with the rules.
- Play using Map 1 in the game atlas: Glogo Caverns
- Read quests from Map 1 in the story book.
- Read the basic rules to play this mode. Ignore rules in the shaded boxes—these rules will be used in other modes.



Campaign Mode

A sweeping story across each map in the* Near and Far *game atlas

- Campaign Mode takes players through the entire world of Near and Far.
- Play through each map consecutively, starting on Map 2: Broken Plains, and ending on Map 11: The Last Ruin.
- Read the map-based quests from the story book.
- Keep track of experience points, talents, keywords and side quests on character cards.
- Use the basic rules AND all of the rules in shaded boxes labeled *Campaign Mode*.

Arcade Mode

A short game with fast-paced choices and no campaign elements



- In Arcade Mode, adventures are short and action-based.
- Choose any map (1-11).
- Play using Arcade Mode cards instead of reading quests from the storybook.
- This mode is useful if you don't feel like reading the quests or you have read the quests many times and want to keep the game fresh.
- Use the basic rules AND all of the rules in shaded boxes labeled *Arcade Mode*.

Character Mode

Develop your character's stories and abilities as they seek the Last Ruin



- In Character Mode, each player takes one of eight unique characters on an epic journey to find the mysterious Last Ruin.
- Play through a selection of 3 or more maps (these should be chosen from Maps 2-10).
- Your final session will be on Map 11: The Last Ruin. *You will play your final session on The Last Ruin when all characters have completed their first 8 quests.*
- Read the character-specific quests from the story book.
- Use character cards to keep track of quests, experience points, talents, and keywords.
- Use the basic rules AND all of the rules in shaded boxes labeled *Character Mode*.

Game Components



4 Dice



4 Heart Markers



4 Chief Cards



1 Town Board
(Double-sided)



4 Player Boards



5 Animal Companions
(4 dog/cat, 1 platypus)



36 Adventurer Tokens
(Double-sided)



30 Gem Tokens
(+30 Plastic Gems)



30 Coin Tokens
(24 ones, 6 fives)



18 Quest Tokens



21 Food Tokens
(12 Bread, 6 Fish, 3 Bacon)



33 Faction Tokens
(8 in each color)
(1 blank)



40 Arcade Mode Cards



12 Pack Birds
(Double Sided)



8 Reputation Markers

Not Pictured:

- Cloth Bag (for Adventurer Tokens)
- Rule Book
- Pencil
- Pad of Character Sheets
- Symbol Card



Camps
(20 in each color)



31 World Cards



4 Boss Cards
(Used in Campaign Mode for Map 11. See page 39.)



4 Player Aid Cards



8 Character Standees
and 8 Plastic Stands



55 Artifact Cards
(17 Advanced, 38 Basic)



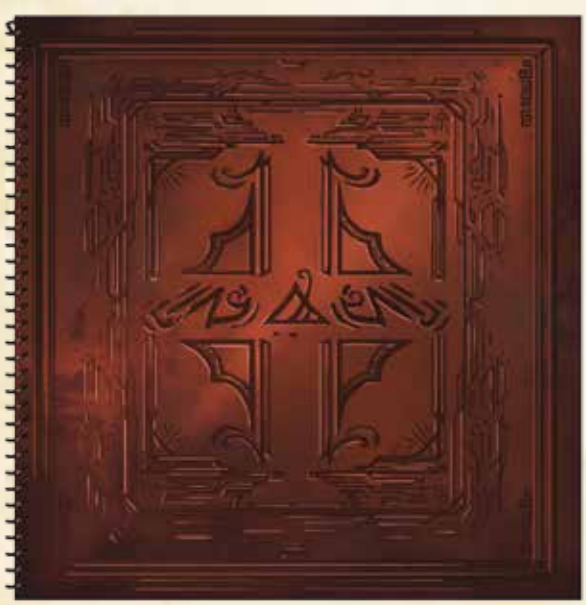
32 Character Cards
(8 characters, 4 cards each)



36 Treasure Cards



12 Threat Cards



1 Atlas



1 Storybook



1st Player Token

Setting up the Game

1a. Place the town board on the table, "dusk" side face up. Place 3 pack birds per player on the stables. Shuffle the treasure cards and place the stack face down on the Mystic's Hut.

1b. Separate the animal companion tokens from the adventurers. Put the adventurers in the cloth bag and place it next to the town board. Draw 5 adventurers and place them face up in the adventurer spaces on the upper left of the town board. Place the 4 chief cards near the town board, face up.





Double-sided Adventurers: Adventurer tokens have different icons on each side. One side is used for *Near and Far*. The other side is used in the *Above and Below* board game (see page 37). This token is showing the *Near and Far* side. Use this side when playing *Near and Far*.



2. Turn the atlas to Map 1: Glogo Caverns and place the atlas below the town board.

Arcade Mode
Choose any map from Map 1-11. ***For special map rules, refer to page 39.***

Character Mode
Choose any map from 2-10 until all players' characters have completed their first 8 quests. Then play the final game on Map 11: The Last Ruin. ***For special map rules, refer to page 39.***

Campaign Mode
Play through all the maps consecutively from 2-11. Start on the next map in order each time you play. ***For special map rules, refer to page 39.***



3. Place quest tokens on the map. The number of quest tokens used in each game is equal to 3 per player plus 1, so:

***If playing with two players,** use 7 quest tokens.*
***If playing with three players,** use 10 quest tokens.*
***If playing with four players,** use 13 quest tokens.*

Place these tokens randomly, ***only*** on map spaces with open book icons above the circle. *(A space may not contain more than one quest token and not all spaces with open book icons will receive quest tokens.) Place each quest token above the circle so that it does not cover the icon in the circle (it can cover the numbered/lettered book icon).*
Suggestion: Try to spread the quest tokens evenly throughout the map so that there are some that are close to the town space and some that are far away.

Campaign Mode

If this is your first time through the campaign: If a space has a name (on the map, labelled just below the space), make sure that it is one of the spaces that is chosen to have a quest token (as long as it has an open book icon).

Each player places their animal companion in any one of the slots in the top left corner of their player board. These 4 slots represent the player's active party.





Use the heart marker to keep track of hearts.

Place 14 tent markers so that they cover each tent symbol.

4. **Each player takes a player board, 1 heart marker, 1 player aid card, 1 animal companion (dog or cat), 3 coins, and 14 tent markers of one color.** Each player places their 14 tents so that they cover all of the tent symbols at the bottom of their player board (additional tents should be placed in the game box until they are needed later). Each player places their heart marker on the "0" heart space. Each player also chooses a character and takes that character's standee (and plastic stand) and reputation marker. Place this reputation marker on the 0 reputation space of the reputation track on the town board (this space is marked with a fire symbol). *For platypus rules, see page 37.*



Character Mode, Campaign Mode

Each player takes their chosen character's card or a character sheet from the character pad. If using a character sheet in **Character Mode**, write the name of the character selected on the character sheet.
(See page 31-32 for a detailed description of the character cards in each mode.)
Starting a new character late in the campaign? See page 37.

Character Mode Recommendation

Shardling and Rin: These characters have stories that are much longer and more elaborate than the other characters. If playing Character Mode, these characters work best when used in 2-player games because of the heavy amount of reading involved.

Eyim and Rin: Because of their story connections, these characters should not be used in the same game (if playing Character Mode).

Character Introductions: If starting a new character in Character Mode, read that character's introduction aloud (found at the beginning of that character's section in the storybook.

5. Choose a 1st player and give that player the 1st player token.

6. Place the world cards, faction tokens, food tokens, coins, gems, and dice near the town board. Place the storybook nearby. ***(The world cards need not be shuffled or put in any particular order.)***

If coins, gems, food tokens, character cards, faction tokens, or camps run out (camps beyond 14 are used for end of game purposes), use something else to keep track. All other components in the game are limited by quantity.



World Cards



Gems



Coins



Faction Tokens



Food Tokens



Storybook

Arcade Mode
Place the storybook back in the box. Shuffle the arcade mode cards and place the deck next to the atlas.



Arcade Mode Cards

6a. Stack the threat cards in numerical order from 4 to 15 (according to the number next to the sword) and place the stack on the threat space on the map. The stack should be face up so that the first threat card (level 4) is showing.



7. Shuffle the two decks of artifact cards (basic and advanced) and deal 2 face-down advanced cards to each player. Deal 5 basic cards to each player (also face-down). Place the remaining artifact cards in two face-down decks next to the town board. Each player may look at their dealt hand of cards. Players now draft their cards according to the rules on page 12.

Place any unused tokens or cards in the box. You will not need them unless specified.



Basic



Advanced

8. If playing with **2 players**, place 1 unused character on the town hall. *In the game, if a player wants to visit this building, the player must always duel, as specified on page 17.*

For examples and videos of how this game is played, visit:
www.redravengames.com/nearandfar

Place bag of adventurers here.







Threats



















First Player Marker



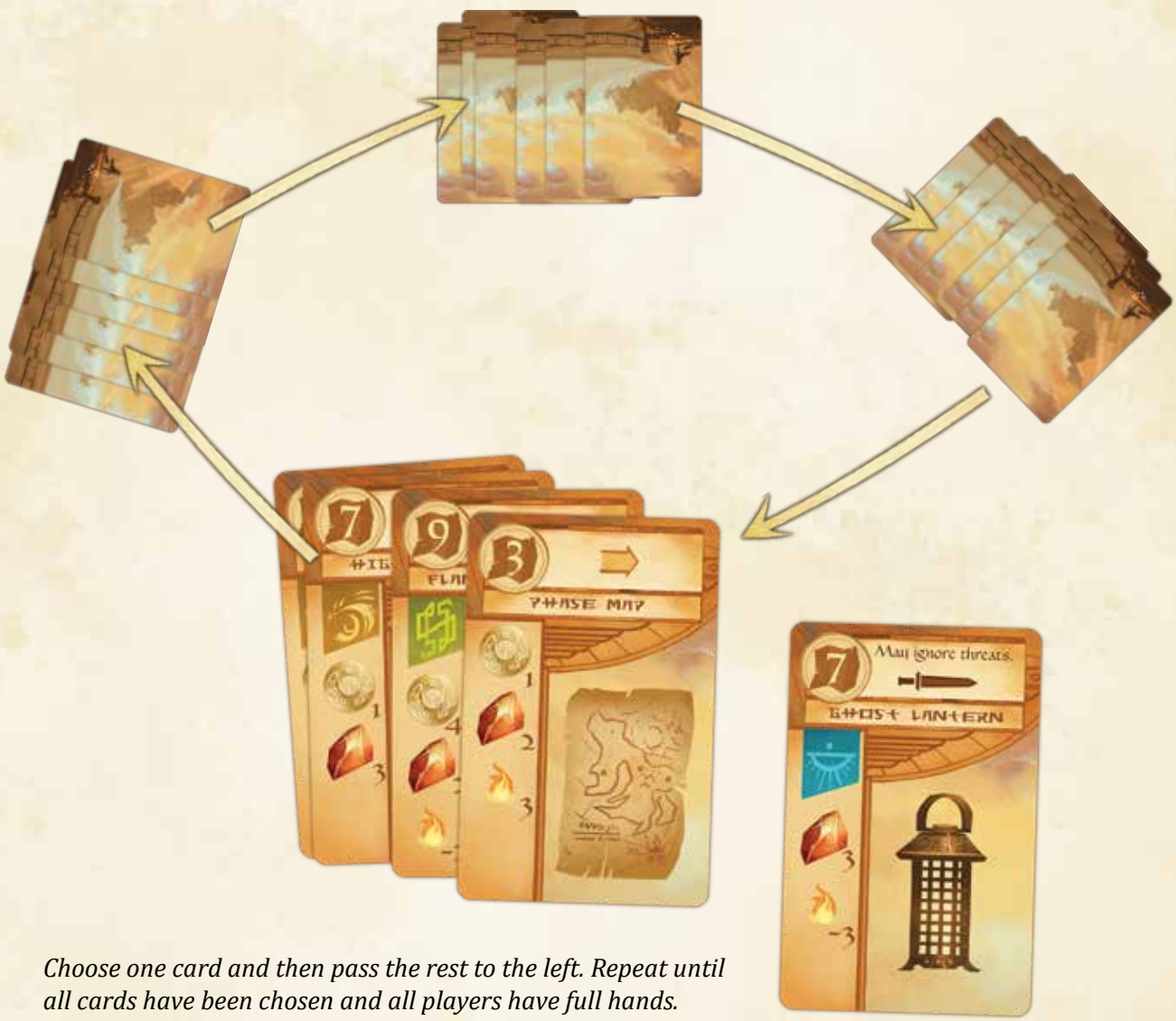
Drafting Artifact Cards

Each player takes their 5 basic artifact cards (keeping the 2 advanced artifacts separate). From these 5 they select 1 card for their hand. After selecting the card, each player passes their 4 remaining basic artifact cards to the player on their left, who then selects 1 card, and passes the stack again, repeating this process until all cards have been selected.

Each player should be left with 5 basic artifact cards.

At this time, each player ***must*** discard 1 of their 2 advanced artifact cards (but may discard both). The player may discard any or all of their basic artifact cards, or keep all of them.

Note: *Artifact cards remain in your hand until you can pay the cost and meet any requirements to buy them (shown on the left side of the card). Completed artifact cards are worth journey points at the end of the game, but any artifact cards remaining unpurchased in your hand at the end of the game give a -1 journey point penalty.*



Choose one card and then pass the rest to the left. Repeat until all cards have been chosen and all players have full hands.
Note: Players are then free to discard cards before the game starts.

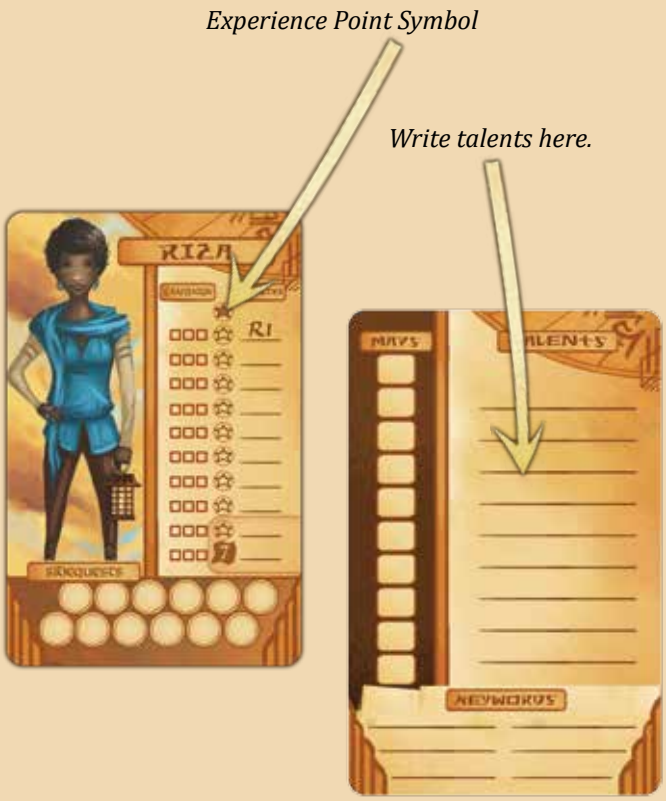
Character Talents

After completing a game and before starting the first turn in the next game, players may purchase talents (permanent abilities used over multiple games in a campaign) by spending experience points. ***(In Story Mode, players start at 1 experience and gain 1 experience for each completed character quest. In Campaign Mode, players start with 1 experience and gain 1 experience for every three completed quests.)*** Experience points spent are permanently lost. Players mark experience and talents with pencil on their character cards/sheets.

When a player gains an experience point, they fill in the star symbol with pencil on their character card/sheet. When a player spends experience points, they should fill in the circle around the experience points they are spending with pencil. ***An experience point is a filled-in star. A spent experience point is a filled-in star and surrounding circle.***

Players keep track of purchased talents on the back of their character card. Players may want to write a short reminder of the effect of each purchased talent in addition to the name of the talent.

From the moment a player purchases a talent, the effect of the talent applies to the player for any remaining game sessions.



AVAILABLE TALENTS (and experience cost)

- **Bounty Hunting (cost 3):** When you pass a threat symbol, you may roll against any one of the remaining cards in the threat deck, instead of only the top-most card.
- **Bribing (cost 2):** You may pay a coin to visit an occupied building at town without dueling.
- **Cooking (cost 3):** You start each game session with +2 food.
- **Fishing (cost 1):** You start each game session with +1 food.
- **Gem Trading (cost 2):** You may spend gems as if they were coins (but not coins as gems).
- **Lore (cost 3):** You may ignore negative points from up to 3 unpurchased artifacts at the end of the game.
- **Martial Arts (cost 2):** +1 to duel rolls. (Stacks with other talents and abilities.)
- **Meditation (cost 4):** You may spend food as if it were hearts. One food equals one heart.
- **Pack Bird Breeding (cost 3):** If you have at least two pack birds, you gain one coin when you visit the Stables. Additionally, you may return any number of your pack birds to the supply on your turn to gain 2 hearts each (from any location).
- **Persuasion (cost 2):** Draw +1 artifact card when you visit the General Store. You may keep or discard it.
- **Piano Playing (cost 4):** Gain 1 food when you visit the Saloon.
- **Politics (cost 3):** You may buy talents mid-game when you visit the Town Hall. You may visit the Town Hall even if it is occupied.
- **Potion Making (cost 2):** Gain 1 food when you visit the Mystic's Hut.
- **Scrounging (cost 3):** You may keep one treasure card without a pack bird (or tortoise). Keep the card off to the side of your player board. If on the side of your player board, this card does not count toward the 5 journey point bonus for having three treasure cards at game end.
- **Spelunking (cost 4):** When you visit the Mine, roll a die. On a result of 4-6, gain an extra gem.
- **Storytelling (cost 3):** +2 journey points if you have the highest reputation at game end.
- **Taunting (cost 2):** +1 to duel rolls. (Stacks with other talents and abilities.)
- **Treasure Hunting (cost 3):** Draw +2 artifact cards at the start of the game. Draw these cards after you draft your normal hand of cards. You may keep or discard them.

Playing the Game

Goal of the Game

Each player searches for the legendary Last Ruin, a ruined city said to contain the greatest desire of the heart. Players must journey through forgotten, dangerous lands, recruiting the help of four factions: Outlaws (green banner), Mystics (blue banner), Lizards (red banner), and Nomads (yellow banner). Players will, of course, only find the Last Ruin on Map 11, but each map in the atlas is a piece of their epic journey.

A player's search for this city, accompanying adventures, and influence with the four factions is measured in ***Journey Points***. At the end of each game, the player with the most journey points wins.



Journey Point Symbol

Overview

Players take turns choosing one of two actions: **visit town** or **adventure.**

Throughout the game, the players will go adventuring on the board. This includes moving, attempting quests, and building camps to search for coins and gems.

Players will also defeat threats, collect treasures, and complete trade routes.

In town players will stock up on supplies, look for help in their journey, and duel other players for reputation.

Throughout the game, players will also have opportunities to buy artifact cards.

Hearts



Each player has a heart track on their player board. Hearts represent the morale, courage, stamina, and general health of a player's adventuring party. A player's current hearts are marked with a heart marker. Any time a player "gains" hearts, the player should move the marker up to reflect the new total. Any time a player "spends" or "loses" hearts, the player should move the marker down to reflect the new total.

Hearts can be spent to add to any die rolls in the game including rolls in town (exception: in a duel, the defender cannot spend hearts). Each heart spent increases the die result by one. Hearts are spent after the player rolls the die. There is no limit to the number of hearts that can be added to a die roll. *Example: Virginia rolls a 4 on the die, then spends 8 hearts, giving her a final result of 12.*

Players may only spend hearts to affect their own die rolls. A player may not spend hearts to modify other players' rolls.

Hearts will also be spent to ***build camps*** on spaces and to move past empty, unexplored spaces (spaces without camps). It costs 1 heart to move past an unexplored space and 3 hearts to build a camp on a space. Note: reaching 0 hearts has no immediate penalty or effect.

Reputation



Each player has a reputation marker on the reputation track. When a player gains or loses reputation, the player moves their reputation marker to reflect the new total. "Gaining" reputation means moving the marker to the right. "Losing" reputation means moving the marker to the left. A player cannot gain reputation past 12 or lose reputation past -6.

A Player's Turn

A player may do **one** of two things on their turn:
visit town OR adventure.

Visit Town

A player may visit town by moving their character standee to one of the buildings on the town board and taking the action on that building. *Players should place their character on **the picture** of the building so that it doesn't cover up the action symbols of the building.*

- *You may go to any building, but if it is occupied by another player, you must duel them for the right to take that location's action. You may always visit the Saloon without dueling if you choose. See page 17.*
- *A player can remain in town for multiple turns but cannot remain in the same building—if a player is already in town at the beginning of their turn, they must either go adventuring or move to a new, unoccupied building and perform that new building's action.*
- ***Important: Players can return to town from any space on the map regardless of distance.***
- ***Note: All players must visit town during the first round of the game.***

The building actions are described below:

Town Hall



Perform any/all of the 3 actions. Each action may only be performed once. They may be performed in any order. From left to right the actions are:

• **Trade:** Pay up to 5 goods to gain 1 good, or pay 1 good to gain up to 5 goods. When trading, the value of the various goods is listed in the table to the left. The sum value of the good(s) gained must have a sum value no great than the good(s) paid. A player may only trade the goods shown in the table. The banners refer to banners on faction tokens. Adventurers and chiefs cannot be traded. ***Example 1:*** *Tom pays 1 gem, 1 coin, and 1 food (for a total value of 5) and gains a red faction token.* ***Example 2:*** *Kim pays 1 blue faction token (value 7) and gains 3 coins and 1 food.*

• The player may discard 1 unpurchased artifact card from their hand.

• The player may pay any amount of coins/gems to gain ***or*** lose 1 reputation for each one spent. The player adjusts their reputation marker on the reputation track.

Saloon



•The player may recruit one new adventurer from the adventurer row on the town board. The player must pay the coin cost listed on the bottom right corner of the chosen adventurer token.

After paying the coin cost, the player claims the adventurer token and may place the new adventurer in one of the slots in their active party. The active party can only have one of each faction of adventurer at a time, and never more than four adventurers at once (including the animal companion). If there is already an adventurer of the same faction in the party, the player must decide which of the two will remain in the active party. Any party members a player owns not currently in the active party are stored to the side of the player's player board. The player may swap their adventurers and reorganize their active party at a later time, but only when *leaving town* (page 19). The player may move the animal companion to a different slot when recruiting to make room for a new recruit. After a player recruits, they should draw from the adventurer bag and refill the empty slot at the Saloon.

Adventurer discount: Each faction banner that a player owns reduces the cost of an adventurer of the same color by 1 coin. This includes banners on previously purchased adventurers (active and inactive), and banners on faction tokens. Each chief counts as 1 banner, even though it requires 4 to claim. You cannot reduce the price of adventurers to below 0 and gain coins for recruiting. ***Important:*** *Do not count banners on purchased artifact cards!*

No Character Limit: A player may always visit the Saloon, even if it is occupied by other players (the symbol of 4 people at the top is a reminder of this). Players may duel at the Saloon to increase/decrease their reputation.

Refresh Adventurer Row: When a player visits the Saloon, they may refresh the row of available adventurers by paying 1 food. They remove the current adventurers on the town board and replace them all with new adventurers drawn from the bag. A player may only do this once per turn. The discarded adventurers are not returned to the bag immediately (place them off to the side). The player may recruit after refreshing the row (as long as they have not yet recruited on their turn).

Adventurer Bag Empties: If the adventurer bag becomes empty, place all the discarded adventurers in the bag and shuffle.

For more about the adventurer party, see page 18.

Stables



•The player may pay 1 food to gain 1 pack bird. The player places it on one of the pack bird spaces on their player board. ***(A player may only have 3 pack birds at a time as indicated on the player board.)***

Each pack bird a player owns increases a player's movement by 1 (e.g., each player's starting movement is 2, but with 2 pack birds, a player could move up to 4 spaces in one turn when adventuring).

Each pack bird also allows a player to own 1 treasure card. *A player is limited to 1 treasure card per pack bird they own. If a player gains a treasure card and has no pack bird, the player may not draw the card.*

A player may only purchase 1 pack bird per visit to the Stables.

Note: A player may return one of their pack birds to the supply in order to ignore one threat on the map. A player may only do this when attempting to cross a threat icon. If a player discards a pack bird, they retain the +1 movement granted by the pack bird until the end of their turn.

General Store



•The player gains 1 coin.
•***OR*** the player draws 4 cards from the artifact decks. The player may draw any combination of 4 cards from either the basic or advanced deck, but they must choose how many cards to draw from each deck before looking at the cards.

The player reviews the new artifact cards and chooses to keep or discard any of the newly-drawn cards. If a player chooses to keep any of the artifact cards, they are added to the player's hand and cannot be discarded later (except at the Town Hall).

Farm



• The player gains 1 food per skill symbol in their active party, and from any skill symbols on treasures, completed artifacts, or world cards they own.

Mystic's Hut



•If the player has at least 1 pack bird, the player draws 1 treasure card.

After examining a newly drawn treasure card, if the players has an empty treasure card space under a pack bird, they may place the treasure there. If all available treasure card spaces are full, then after examining the new card the player may replace any treasure cards they already have with the one they just drew, or they may discard the newly drawn one.

A player may keep 1 treasure card per pack bird they own.

Treasures are discarded face up. Players can look through the discard pile at any time.

Mine

•The player may dig in the mine, which consists of placing a camp at the mine and gaining rewards.

The mine consists of 12 numbers, each representing an untouched area of the mine. The player must select one of these numbers on which to dig.

The player must have skill symbols in their active party and purchased artifacts/ treasure cards equal to or greater than the selected number.

If no previously-placed camps are in the mine, the player must select the underlined number furthest to the left in the top row (this is the entrance to the mine). Otherwise, the selected number must be orthogonally adjacent to a previously-placed camp (of any color). The chosen number must not be occupied by a camp.

If these requirements are met, the player takes the next unused camp from their player board and places it on the number in the mine.

After this, the player gains rewards. These can include coins and/or gems. To determine the reward, the player looks at the symbol at the top of the column where the number is located and gains the pictured reward. The player ***also*** looks at the symbol at the far left of the row and gains the pictured reward.



No Reward for this column.

Column Reward

Row Reward

Number of skill required.

Dueling

If a player wishes to visit a building occupied by another player in town, the player may attempt a duel.

Winning a duel allows the active player to gain or lose 1 reputation as well as take the action of the building occupied by their opponent.

How duels work: First, the active player declares who they are challenging and whether they are fighting ***dirty*** or ***honorably***. *(If a building contains more than one player, the active player chooses any one of the opponent characters to duel.)* Fighting dirty gives +1 to the active player's die roll and represents their choice to lose 1 reputation if they win the duel. Fighting honorably gives no die roll bonus and represents the choice to gain 1 reputation if the active player wins the duel.

Both players then roll a die. Each player adds their total number of swords and any combat modifiers to the roll. *Players count swords from adventurers in their* ***active party (not inactive),*** *bought artifacts, treasure cards, and world cards they own.* The active player may also, after all rolls and modifiers are counted, add any hearts they wish to win the duel. **The defender may not spend hearts.**

The player with the highest combat number wins the duel. The defender (or inactive player) wins a tie.

If the active player wins: The active player gains 1 reputation if they fought honorably and loses 1 reputation if they fought dirty. The active player also performs the action of the building occupied by the loser.

If the active player loses: the duel ends and the active player places their character standee in the Jail space on the town board below the reputation track. The active player neither gains nor loses reputation.

If a player's character standee is in the Jail space at the start of their turn, they may visit any building in town, even if occupied, and choose not to duel.



Dueling Action (Honorably or Dirty)

Jail

If playing with 2 players: The Town Hall will always be occupied by an unused character, and a player must always duel when visiting the Town Hall. If the opponent's character is on the Town Hall, the player must duel that player's character. If not, the player duels the unused character. The opponent player rolls for the unused character, and may not add any swords or hearts.



Player Camps. A player takes camps from here when defeating a threat, building a camp, or digging at the mine. Camps should be taken first from the top row from left to right, followed by the bottom row from left to right. On some of these camp symbols are a coin or a gem. If a player reveals one of these by removing a camp, the player immediately gains the coin or gem. At the end of the game, each camp that a player has on the board, on a threat card, or on the mine is worth +1 journey point. Additionally, if the player places at least 14 camps (uncovering the symbol at the final camp token), the player gains an additional +2 journey points.

Note: This active party has 4 hands, +1 movement, 3 search, and 2 combat , so this player would receive +4 to skill rolls, and collect three resources when building a camp. The player would also receive +2 to combat rolls. The player would move up to 4 spaces per turn (2 basic +1 for the adventurer +1 for the pack bird).

Skill: Each skill in a player's active party gives +1 to skill rolls when attempting quests. Additionally, skill is used at the Farm and Mine buildings in town.

Combat: Each combat in a player's active party adds +1 to combat rolls, including duels. Combat is also added to rolls to defeat threats on the map.

Movement: Each arrow symbol in the active party gives +1 movement.

Caution: If the player has at least 1 shield in the active party, they may ignore any threat symbols when moving on the map.

Search: Each search symbol in a player's active party gives +1 to the number of coins/gems collected when building a camp on a coin location or a gem location.

Heart: Each heart symbol adds +1 to a player's heart total when the player leaves town.

Animal Companions

Each player starts the game with one animal companion (dog or cat). This companion is treated as an adventurer except that it has no faction affiliation and can occupy any one of the four active party slots. The companion can be placed in the inactive party area when not in the party. While the animal companion is in a party, it gives the player 1 eye (*search*), 1 skill, and 2 hearts.

Adventure

Adventuring includes two steps: leaving town and moving. A player can perform both of these steps in one turn. If a player's character is the on the map at the start of their turn, ***they cannot*** leave town and skip step 1 (to leave town, a player's character must be in town at the start of their turn).

1. Leave Town: If in town, the player leaves by arranging their party, resetting their hearts, and placing their character on the town space on the map.

If the player's character is already on the map, skip this step.

At this time, the player is free to rearrange any members of their party, switching out active and inactive party members. Remember: only one adventurer from each faction can be in the active party at the same time. Animal companions can occupy any spot in the active party. There may only be four active party members (including the animal companion) at any time.



The player counts up hearts from their active party members, purchased artifact cards, owned treasure cards, and owned world cards, and marks the total on their heart track. A player may never leave town with more than 13 hearts. A player only resets hearts when leaving town. (Leftover hearts from previous turns are not added to this total.)

The player moves their character standee from the town board to the town space on the map. The town space on the map is the large circle with the heart symbol *(this symbol is here to remind the player that, if leaving town, they should reset their hearts)*.

Note: If a player is already on the map and travels to this space, they do not reset their hearts. Only reset hearts when leaving town!

Note: For the purposes of movement, this space is not considered empty and does not cost an extra heart to cross.

2. Move

A player moves their character on the map, chooses where to stop, may attempt a quest *(if the space on which they stop contains a quest token)* and may choose to build a camp.

Movement



Circular icons on the map are called spaces. Most spaces depict a coin or gem icon. Each space can hold any number of characters. Spaces are connected by dotted-line paths. Characters can travel from one space to the next following the paths. It costs 1 movement to move a character to an adjacent connected space.

Some spaces depict one of the four trade route icons (peppers, machine parts, ichor stone, and tea leaves).

Icons in between spaces represent threats and treasures and do not count as spaces. Characters may not end movement on these icons.

Each player starts out with a base movement of 2. *The two arrows in the adventure symbol (picture on the journal on the player boards) are meant as a reminder of this.*

Each pack bird a player owns gives +1 movement. Each active party member with an arrow symbol also gives +1 movement.

A player's total movement represents the maximum number of spaces a player can move on their turn, but they can choose to move fewer spaces. ***They may also move across the same connection more than once in one turn, but must pay any required heart costs again (as detailed in the next paragraph).***



When moving, a player must pay 1 heart for each ***empty space*** (a space with no faction camp of any color) they leave, except for the space they start on. This is called "passing an empty space." *Note: The town space does not count as empty and does not cost one heart to leave.*

Example: Tom starts on an empty space. He leaves it, but doesn't pay a heart because he started there. He moves two spaces and the middle space is empty, so he pays one heart for passing it. Tom would not pay any heart if the middle space was occupied by a faction camp, or if Tom moved one space and ended his movement.

Threats



If a path is marked with a threat symbol, then the player must deal with the active threat in order to pass. (***They may also move across the same threat more than once in one turn, but must defeat another threat and pay any required heart cost each time.)***

The threat symbol becomes inactive once a camp has been built on each of the two adjacent spaces on the map. The threat pictured above is an active threat because one of the spaces beside it does not contain a camp. The threat pictured to the right is no longer active because there is a camp on both adjacent spaces.



Reminder: The town space is always considered to have a camp for purposes of determining if adjacent threat symbols are active.

The active threat is the threat card on the top of the threat deck on the map. These threats increase in difficulty starting at 4 swords and continuing incrementally to 15 swords.

Fighting a Threat



To fight a threat, the player moves to the threat symbol on the board, halfway to the next space (*paying one heart if required because they are leaving an empty space that they didn't start on at the beginning of their turn*). The player must roll to see if they can defeat the threat and complete the movement to the next space.

Each threat card has a difficulty level equal to the number pictured next to the sword icon. If a player can match or exceed the difficulty number then the threat is defeated.

The player rolls a die and adds the result to the sum of their swords from active party members, treasure cards, purchased artifact cards, and world cards. If the total still does not meet or exceed the difficulty of the threat, the player may spend any available hearts from their heart track on their player board to increase their result by one for each heart spent.

If the player successfully defeats the threat, they take the defeated threat card and place it above their player board. The player also takes their next unused camp from their player board and places it on the tent symbol on the threat card. The next card in the threat deck then becomes the new active threat. The player may now complete their movement to the next space.

Example fighting a threat:
A player reaches a threat icon when the active threat is a Bandit (difficulty of 4). The player has a purchased artifact card with 1 sword, and a party member with 1 sword, so they have a total number of 2 swords. They roll a die which lands on 1. In order to defeat the threat, the player spends 1 heart from their heart track. The threat is defeated. The player takes the threat card, places their next camp on it, and places the card next to their player board.

Defeated threat cards that a player owns are worth journey points at the end of the game. Players should tuck defeated threat cards beneath the top edge of their player board so that only the journey point icon and tent at the top of the card are showing.

If a player attempts to pass a threat and fails, the player's turn immediately ends, and the player's character returns to the space they were on before attempting to fight the threat.

Passing a Threat

There are several ways to pass by a threat without fighting it. In all of these instances, no one takes the threat card and the card remains active.

1) Sacrifice a pack bird. A player can return a pack bird to the supply in order to pass a threat without fighting it.

2) Have a party member with a shield (caution). If a player has an active party member with a shield then they can freely ignore threats, passing them without fighting it.

3) Have a treasure card or purchased artifact card which allows the player to ignore threats. If a player has a treasure card, world card, or a purchased artifact card which allows them to "ignore threats," then they may pass any threats without fighting. If there is a cost listed on the world/artifact/treasure card, the player must pay the required cost to ignore the threat.

If All Threats are Defeated

If all of the threats are defeated, any remaining threat symbols on the board are ignored. Players cannot fight any more threats.

Treasures



If a path is marked with a treasure symbol, the player draws a treasure card when they pass. (***They may also move across the same treasure more than once in one turn, but must pay any required heart costs again. The player would draw 1 treasure card each time they crossed the symbol.)***

Reminder: A player needs a pack bird for each treasure card.

The treasure is considered claimed and no longer available if a camp has been built on each of the two adjacent spaces on the map. The treasure pictured above is unclaimed and available because spaces beside it do not contain a camp. The treasure pictured below is claimed and no longer available because there is a camp on both adjacent spaces.

Note: The town space is always considered to have a camp for purposes of determining if adjacent treasure symbols are active.



Quests



Quest Number

If a player ends their movement on a space with a quest token, then the player may attempt a quest. When successful, that player will claim rewards associated with their quest.

The player to their left is the reader. The reader turns to the quest in the storybook matching the number (or letter) listed above the space on the open book icon.

The reader then reads the story paragraph (normal text just below the quest number). After this, the reader reads the choices. Each choice has its own box. The reader reads the **bold text** at the top of each choice box, which includes the skill or combat required to succeed along with a one-sentence description. The reader does not yet read the reaction paragraphs (normal text in each choice box) or the rewards (in bold at the bottom of each choice box).

The map space pictured above links to quest 41, which looks like this:

35
The path leads you to the bottom of a cliff with an old-looking rope stretching up towards the top. You tug on the rope a few times and it seems to be fairly solid. According to your map you need to keep going in the same direction.

Skill 5
FIND A WAY AROUND.
You spend the better part of two days wandering but you eventually find your way again. Along the way you come across a blackberry bush and decide to help yourself.
5: yellow faction
7: coin

Skill 7
CLIMB THE CLIFF.
It takes all your strength but you manage to get to the top of the cliff without the rope giving way. On the top of the cliff you find the pathway again, and a pack someone left behind. “For weary travelers,” says a note on the pack.
7: green faction, 2 food
9: gem

~ Brenna Asplund

After the reader has finished, the active player selects one of the choices and states their choice out loud. The player then rolls one die and adds any modifiers in an attempt to reach or exceed the skill or combat required to succeed.

For skill rolls, the player adds the total skill from their active party (represented by hand symbols) and/or any hands bonuses from cards they own. After rolling, they may also choose to spend hearts from the heart track on their player board. Each heart spent equals +1 skill.



For combat rolls, the player adds the total swords from their active party and any swords and/or bonuses from cards they own. After rolling, they may also choose to spend hearts from the heart track on their player board. Each heart spent equals +1 combat.



If the total roll plus all modifiers is equal to or greater than the required skill or combat, then the player succeeds. The reader then reads the reaction paragraph for the choice and the active player receives the listed rewards.



If the total is 2 or more above the required skill or combat, then the player also receives a bonus reward (listed under the base rewards).

For example, if Jenny rolled a skill 7 for the choice "Find a way around." in encounter 41, she would gain a yellow faction and a coin.

The player removes the quest token from the board and returns it to the supply. It will not be used for the remainder of the game.

If the final total is less than the required skill or combat, then the player fails. The reader does not read the reaction paragraph, the active player receives no reward, and they must discard the quest token (return it to the supply). *This is the same for side quests.*

Note: Some quest choices require a payment of some kind in addition to a skill or combat roll. For example, if an encounter says "-1 coin" then the player must pay 1 coin to select this choice, before rolling a die for any required skill or combat rolls.

For quest clarifications, turn to page 35. Also, see page 3 of the Story Book.

Possible Quest Rewards:

- +/- Reputation
- Faction Tokens
- Treasures
- World cards
- Coins
- Gems
- Food
- Hearts
- Adventurers
- Pack Birds

Hearts: If a quest rewards hearts, a player's heart total may exceed their party's current heart value.

Reputation: When a player gains or loses reputation as a reward from a quest, the player ***must*** gain or lose the reputation (they cannot choose to ignore it).

World cards are cards that can only be gained through certain quests. World cards are played immediately after they're received and remain in play for the rest of the game.

Campaign Mode

Side Quests

Sometimes a regular quest will trigger a side quest. The side quest will be listed among the rewards (E.g.: Q2). The player should mark the side quest number in one of the circles on their character card labeled “side quest.”

The next time the player attempts a quest, the player to their left will look up the side quest number and read that quest ***instead of*** the quest marked on the map. When complete, the side quest number should be crossed out and the book token on the map should be discarded.

The side quest encounters are near the back of the story book, after the map-based quests. All side quests have a "Q" in front of the number.

Character Mode

Character Quests

When playing Character Mode, read the character quests ***instead of*** regular quests or side quests.

In this mode, players experience a full story from start to finish, playing as a character trying to reach the mystical Last Ruin. The story will change based on player decision and lead to several distinct endings for each character.

Each player's first quest will be the first character quest at the top of the list on their character card (e.g.., R1). Based on their choice in that quest, they will receive a new number (e.g., R3). The player should write down this number in the next empty line below. The next time they attempt a quest, it will be this quest number.

Each time a player completes a quest in Character Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point.

Important: In this mode, if a player fails an encounter, they do not receive any rewards, but the reaction paragraph is still read, and the player marks the next character quest on their character card. They receive an experience point even if they fail.

Players may only read their final 2 character quests when playing on the Last Ruin map (map 11) during the final game of Character Mode. If a player needs a quest read to them but they have reached their last 2 character quests and they are not playing on the Last Ruin map, an Arcade Mode card may be used. Players do not gain an experience point for Arcade Mode cards used in Character Mode.

Character Mode, Campaign Mode

Tracking Experience Points

Each time a player completes a quest in Character Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still gain 1 experience.*

Each time a player completes 3 quests in Campaign Mode (filling in one row of 3 boxes with pencil), they also fill in the star next to that row of boxes on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still fill in a box with pencil.*

If a player fills in all available experience on their card, they can no longer gain experience points, but they can still complete quests.
Note: Read more about character cards on page 31.

Arcade Mode

Arcade Mode Cards

Arcade Mode is an alternative to reading quest paragraphs.

Shuffle the Arcade Mode cards and place them near the board. When a player attempts a quest, the player to their left draws an Arcade Mode card and reads the title on the card, along with the two choices and the required skill or combat number.

The active player declares their choice and rolls a die, adding the appropriate hands or swords and/or hearts. If the player succeeds, they gain the reward. If they have at least 2 above the required skill or combat then they also receive the bonus reward.

If the player fails, they get nothing (and must return the quest token to the supply).

Either way, the Arcade Mode card is discarded.

Character Mode, Campaign Mode

Keywords

Some character quests will give **keywords** as a reward. The player should write a given keyword on the back of their character card. These keywords grant additional choices in some quests.

See pages 35.

Building Camps

If a player ends their movement on a space that has no camp, they may, after attempting any available quests, build a camp there. They may also choose to ignore any available quest if they wish.



The player must pay 3 hearts to build a camp. They then take their next camp from their player board and place it on the space on the map.

When a player builds a camp on a space with a coin or a gem symbol, the player gains gems or coins equal to the number of **search symbols** in the player's active party.

Example of building a camp:



Janice spends 1 heart to skip the empty coin space (and returns a pack bird to the supply so that she can skip the threat). She then spends 3 hearts to build a green camp on the empty coin space. Her active party has 3 search symbols (eye), so she gains 3 coins.

A player cannot move again on the same turn after building a camp.

Trade Routes

Eight spaces do not have gems or coins, but instead show one of four other pictures. These are trade routes.



Each of the four trade routes is made up of two spaces on the map (an example is pictured on page 25). There must be a camp on each of the two spaces in order for the trade route to be complete. ***Note: Players gain no coins or gems for building on a Trade Route space.***

If a player builds one of their camps on both spaces, that player controls the trade route.

If the two trade route spaces are occupied by camps from different players, then the two players jointly control the trade route.

At the end of the game, the player(s) that control(s) the trade route earn(s) journey points from that trade route. The amount of points given for each completed trade route is listed at the top of the map. The larger number represents the number of points given if the route is controlled by one player. The smaller number represents the number of points given to each of the two players if the trade route is owned jointly. No points are given if the trade route is not complete.



The map above shows the tea leaves trade route. Right now, the player with the blue camps controls one tea leaf space. If blue builds a camp on the other tea leaf space, they will control the entire trade route. If red builds on the other space, blue and red will jointly control it. If no one builds on the other tea leaf space, the trade route is incomplete and no one receives points for that trade route.

Free Action

Buying Artifact Cards

At any point ***during a player's turn*** they can choose to buy an artifact card from their hand. While buying an artifact card is a free action, the player must wait until it is their turn. When in hand, artifact cards grant no abilities or points. When purchased, the player places the card face up on the table next to their player board. Purchased artifact cards give abilities and journey points.



Journey Points at Game End

Abilities

Required Payment Column

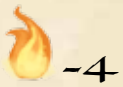
To buy an artifact card, the player must pay the required coins, gems, faction tokens, and food (listed on the left side of the card) to the supply. *A faction token symbol with no number next to it means: 1 token.*

Note: Banners on purchased artifact cards do not add to the total of a player's banners when claiming chiefs or applying coin discounts when recruiting.

Some artifacts have extra requirements:

These are requisite for purchasing the card but are not spent when the card is purchased.

An artifact with a flame indicates that player must reach a certain reputation (positive or negative) before being able to buy the card. *In this case, the player would need to be at -4 reputation or lower. If the number next to the flame said "4", the player would need to be at 4 reputation or higher.*



Purchased artifact cards are worth journey points at the end of the game, indicated on the upper left of the card. *For example, the card pictured on the left is worth 7 journey points.*

Purchased artifact cards also give abilities during the game. These abilities are written on the top of the card. *For example, the card pictured on the left allows a player to ignore threats and grants the player +1 sword for combat rolls.*

Artifact cards left in hand at the end of the game give -1 journey point. For every artifact card left unpurchased in your hand you will lose 1 journey point at the end of the game.

Artifact cards can be discarded without penalty immediately after you draw them or by visiting the Town Hall.

Swords on the top of artifact cards act like swords in a player's active party. They provide +1 to all combat.

Hearts on the top of artifact cards act like hearts in a player's active party.

Chiefs

At the start of the game, the four chief cards are placed near the town board. There is one chief for each faction: Outlaws (green), Nomads (yellow), Mystics (blue), and Lizardfolk (red).

Each chief is worth 5 journey points at the end of the game to the player that owns the card.

The first player to own 4 of one color of faction banners (at one time) immediately claims the chief of the corresponding color. *Players count banners from adventurers they own and also from faction tokens.*

Once a player has claimed a chief, no other player may take it from them. If a player spends or loses their faction tokens that they used to claim the chief, they do not lose the chief.

A chief counts as one faction banner (not four) when determining discounts for recruiting adventurers at the Saloon.

A chief is not an adventurer.



Game End

The game end is triggered when one player has placed their 14th camp, either at the mine, on a threat card, or on the map. If at this time a player has run out of camps and needs more, the extra camps can be retrieved from the game box. If a player runs out of camps and needs more, use something else to keep track. Play continues until the current game round ends (play ends with the player to the right of the first player so that players have an equal number of turns.) At that point, the game ends and players count up journey points to determine the winner.



Journey points are gained from:

- **Placed Camps**
- **Trade Routes**
- **Artifacts**
- **Threats**
- **Other Card Bonuses**
- **Coins/Gems/Faction Tokens/Chiefs**
- **Reputation**
- **Player Board Bonuses**

Placed Camps

Each camp a player has placed on the map, the mine, or a threat card is worth **1 journey point**.

Trade Routes

The number of points given for each completed trade route is listed at the top of the map. The larger number represents the number of points given if the route is controlled by one player. The smaller number represents the number of points given to each of the two players if the trade route is owned jointly. No trade route journey points are given if the trade route is not complete (has only one camp).

Artifacts

Players add up the journey points from all the artifact cards they have purchased. The number of points each card is worth is indicated on the card in the top left corner.

Each artifact card in hand (unpurchased) at game end gives a -1 journey point penalty.

Threats

Players add up the journey points from all the threat cards they have defeated. The number of points each card is worth is indicated on top of the card.

Other Card Bonuses

Some artifact, treasure, and world cards give bonus journey points under certain conditions. These conditions are listed on the top of the cards.

Coins/Gems/Faction Tokens/Chiefs

Players gain **1 journey point for every 2 coins/gems** they own at the end of the game. Players gain **1 journey point** for every unused faction token they own at the end of the game. Players gain **5 journey points** for each chief they own. *Example: Kyle owns 3 gems and 1 coin, so he gains 2 journey points. Mary owns 1 blue faction token and 1 red faction token, so she gains 2 journey points.*

Note: Adventurers and Food are worth no points.

Reputation

Players gain journey points based on where they are on the reputation track at the end of the game. If at 4-5 reputation, a player gains 2 points. At 6-7 reputation, a player gains 3 points. At 8-9 reputation, a player gains 4 points. Etc. ***(Note: Gain only one point value, do not add values together.)***

Player Board Bonuses

As pictured on the player board, if a player removes all of their camps by the end of the game, that player gains **2 journey points.** Additionally, if a player owns 3 treasure cards at the end of the game, that player gains **5 journey points.**

Once all points have been added together, the player with the highest number of journey points is the winner. Ties go to the player with the highest reputation, (unless a player has a card that allows them to win ties. Any card power overrides the reputation tie breakers.) If tied for reputation, the player with the most coins/gems wins.

For an example of play, turn to page 30.

Game Modes

A summary of rules specific to certain game modes.

First Adventure

- Play through one game on Map 1: Glogo Caverns.
- Play with map quests (marked on spaces on the map, see pg. 21).

Campaign Mode

- Play through all game maps in order (exluding Map 1, Glogo Caverns).
- Players will play 10 games, starting with Map 2: The Broken Plains and ending with Map 11: The Last Ruin.
- Players must play the same character for all 10 games.
- Play with map quests (marked on spaces on the map) and side quests (see pg. 23).
- Players gain 1 experience point per 3 completed encounters. Experience points can be used to purchase character talents (see pg. 14).

Character Mode

- Choose any maps from maps 2-10 until all players have completed 8 character quests. Then play your final game on Map 11.
- Players must play the same character for all games.
- Play only with character quests (no map quests or side quests, see pg. 23). The final 2 character quests can only be played on The Last Ruin map.
- Players gain 1 experience point per completed quest. Experience points can be used to purchase character talents (see pg. 13).

Arcade Mode

- Play through 1 game on any map.
- Play with the deck of arcade mode cards instead of quests (see pg. 23).

Campaign/Character Mode End

When players complete their final game in Campaign or Character Mode on Map 11: The Last Ruin, each player adds together their total journey point score from all maps. The player with the highest score from all maps is the "champion" (winner) of the campaign.

Example of Play

The following is an example of a few turns taken by one player at the start of a game:

Tom is the first player and starts the game. He takes his character standee from his player board and places it on the Saloon building on the town board. He pays two coins to gain one red-faction adventurer (with 1 search, 1 combat, and 2 hearts), placing it on his player board in the active party area.

Tom's opponents take their turns, placing character standees on the Farm and Mine buildings. Tom starts his second turn. He does not yet want to leave town, so he places his standee on the Mine building, choosing to have a duel with the player on the Mine. He chooses to fight honorably. Tom rolls a 4 and adds 1 because his adventurer has 1 sword. His opponent rolls a 3 and adds 1 because her cat has 1 sword. Tom wins because he has the higher number, a 5. Because Tom dueled honorably he gains 1 reputation. He also takes the action on the Mine, placing 1 camp on one of the numbers and collecting the reward. By placing his first camp on the mine, Tom reveals a coin symbol on his player board, so he takes one extra coin.

On Tom's third turn, he leaves town. He places his character standee on the town space on the map. In his party he now has the lizardfolk adventurer and his dog (his dog is on the blue-banner slot). He moves his heart marker on his heart track up to reflect the total hearts in his party: 4 (because the dog has 2 and the adventurer has 2).

Now Tom moves on the map. He can move 2 spaces (because he has 2 basic movement), but decides to move only 1.

Between the two spaces is a threat symbol. Tom rolls a die which lands on 2. His active party has 1 sword, so he must spend one heart to defeat the threat which is a level 4. He claims the card, placing it above his player board, and putting one of his camps on the card. By placing his second camp on the threat card, Tom reveals a second coin symbol on his player board, so he gains 1 coin.

Tom stops his movement on a gem space. There is no quest token there, so he cannot attempt a quest. He decides to build a camp, paying 3 hearts. He gains 2 gems because he has 2 search symbols (eye) in his party.

On Tom's fourth turn, he could continue adventuring on the map, but he decides to return to town. He takes his character standee from the map and places it on the Farm, gaining 1 food because he has one skill symbol in his party (hand).

Tom continues like this until one of the players places their 14th camp, triggering the game end.

Character Cards

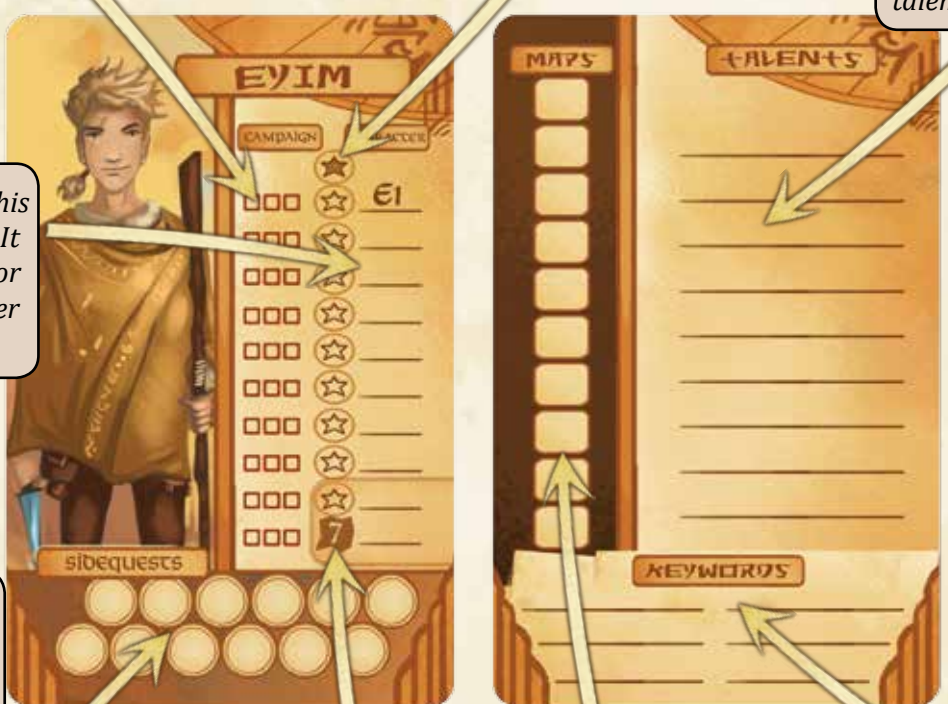
Campaign Mode

The diagram below shows how to use character cards in Campaign Mode.

Each time you complete a quest, fill in a box with the pencil (1 row at a time, starting with the top row).

Each time you complete 3 quests (by filling in with pencil a row of 3 boxes), also fill in the star in the same row-- this gives you 1 experience point. The first star comes filled in (you start with 1 experience point). When you spend an experience point, fill in (with pencil) the circle surrounding the star so that the star disappears; this will help you remember that it was spent.

When you buy a talent, write it here.



Ignore this column. It is used for Character Mode.

Write sidequest numbers here. If there is a number here and it is time for a quest, read this sidequest instead of the quest listed on the space on the board. After the sidequest is completed, cross out the number. If a new sidequest is given, write the new number.

If you fill in every encounter box on your card, you gain 7 journey points at the end of the game on the Last Ruin map (Map 11).

Each time you complete a game, mark your journey points in a square. At the end of the campaign, add your journey points together for a final score.

If a quest gives you any keywords, write them here. If a quest asks for any keywords, check here.

Character Mode

The diagram below shows how to use character cards in Character Mode.

Each time you complete a quest, fill in the star in the same row-- this gives you 1 experience point. The first star comes filled in (you start with 1 experience point). When you spend an experience point, fill in (with pencil) the circle surrounding the star so that the star disappears; this will help you remember that it was spent.

Each time you complete a quest, write the next quest that you will read here.

When you buy a talent, write it here.



Ignore these rows of boxes. They are used for Campaign Mode.

If you complete every character quest on your card, you gain 7 journey points at the end of the game on the Last Ruin map (map 11).

Ignore sidequests in Character Mode.

This shaded box around the last two lines in the character mode column is to remind you that you cannot complete your last 2 character quests unless playing on the Last Ruin map. If you need quests read to you and have completed 8 character quests and you are not playing on the Last Ruin map, use arcade mode cards instead. When all players have completed their first eight quests, you play the final game on the Last Ruin map (map 11).

Each time you complete a game, mark your journey points in a square. At the end of the campaign, add your journey points together for a final score.

If a quest gives you any keywords, write them here. If a quest asks for any keywords, check here.

Artifact Card Clarifications

Artifact cards give players special abilities and journey points when built. When in hand, they give no abilities or points. A player must pay the cost and meet the requirements along the left side of the card to build an artifact card. When a player builds an artifact card, they place the card face up on the playing surface next to their player board.

Any time a card ability conflicts with the rules of the game, follow the card ability.

Note on "Visit" Abilities: A player can visit a building and choose not to perform the action there. In this case, the player would still receive "Visit" bonuses given from artifact or treasure cards.

Ancient Compass: If a player ties for the most coins they would not earn the +4 points.

Cloak of Stars: A player gains +1 journey point per blue-faction adventurer they have at the end of the game. A blue faction chief does not count. Blue faction tokens do not count.

Cooking Spices: *Example: If a character moved three spaces, crossing over two "empty" spaces, they would pay 1 heart instead of 2.*

Crown of Cruelty/Nightmare Amulet: If several characters are on a space when your character visits it, then all players occupying the space must give you a coin.

Gambling Dice: A player gains +1 journey point per green-faction adventurer they have at the end of the game. A green faction chief does not count. Green faction tokens do not count.

Goods Wagon: When a player trades at the Town Hall, that player gains 1 extra trade value. *Example: Tom pays a blue faction token. His trade value is 8. He gains 4 coins.*

Jade Flute: The player may gain the food before or after buying a pack bird. *Example: Tom visits the Stables but has no food. He gains 2 food. He pays one of the food to buy a pack bird.*
The player need not buy a pack bird.

Lock Picks/Gold Magnet: The coin is taken from the supply.

Mercenary Contract: When the player buys this card, the player immediately places one camp on any empty space on the map. The player collects coins or gems if it is a coin/gem space as if they were building a normal camp. They do not remove the quest token if there is one present.

Merchant Coat: When visiting the Town Hall, a player may perform the "trade" action twice. Each trade must be performed separately.

Merchant Contract: When using this ability, the additional adventurer of the same color can be placed in any of the other three faction spaces. A player is still limited to 4 total adventurers.

Mirror Hat: The "ignoring threats" part of this ability works the same as a "shield" on adventurer tokens.

Scroll of Legend: A player gains +1 journey point per red-faction adventurer they have at the end of the game. A red faction chief does not count. Red faction tokens do not count.

Unearthed Treaty: A player gains +1 journey point per yellow-faction adventurer they have at the end of the game. A yellow faction chief does not count. Yellow faction tokens do not count.



Treasure Card Clarifications

Treasure cards give players special abilities. They are drawn randomly from a face-down deck. A player may have 1 treasure card per pack bird they own. A player may never own more than 3 treasure cards at one time.

Any time a card ability conflicts with the rules of the game, follow the card ability.

- When a player gains a new treasure card, they decide whether to keep it and discard one of their currently owned treasure cards, or to discard it and keep their current card(s).

- When a player gains a treasure card, they must read the ability aloud and keep the card face-up on their player board.

Note on "Visit" Abilities: A player can visit a building and choose not to perform the action there. In this case, the player would still receive "Visit" bonuses given from artifact or treasure cards.

Bounty Contract: If you are tied for most, gain +2 points. If you are tied for second, gain no points.

Coin Purse: At game end, if you are tied for most coins with another player, you do not gain the 2 journey points.

Fire Bomb: You may use this once each time you duel, attack a threat, or have a combat roll in a quest.

Noose Trap: When visiting the Mystic's Hut on the "Day" side, you only gain 1 food even though you draw 3 treasure cards.

Old Journal: You may keep or discard the artifact card when you draw it. You cannot discard it later.

Old Recipe: At game end, if you are tied for most food with another player, you do not gain the 2 journey points.

Old Shovel: Gain this coin/gem in addition to the normal coins or gems you gain when building a camp.

Rusty Bell: This treasure allows you to use the recruit action from the Saloon when visiting the Mine. You may recruit a new adventurer (by paying the normal coin cost) AND dig in the same visit. You may do these in any order.



Keywords

Campaign Mode, Character Mode

Some character quests give Keywords as a reward. If a player gains a Keyword, that player should write the word on the back of their character card.

Keywords open up new choices and change later quest outcomes. If a player has a keyword, that player **MUST** be read the choice in the quest with the matching keyword (unless stated as "optional" in the quest choice).

See the example below:

347 □

A robed figure with burning eyes approaches as the storm threatens to break.

If Keyword BURNING
The figure nods. "I knew you'd agree to our bargain. Here is the promised weapon," he says in a scratchy whisper. He hands you a dark sword, the blade of which is unbearably cold to the touch.
+3 Reputation, gain the "Cold Blade" card, Q178

OTHERWISE, COMBAT 8
ATTACK THE ROBED FIGURE.
As you draw your weapons, the robed figure roars, spewing a mighty fireball from its mouth. Your hair singed, you escape into a nearby canyon. Cowering in a cave, you find a skeleton and a bag filled with treasure.
8: -3 reputation, green faction, 3 coins
10: gem

OTHERWISE, SKILL 6
CONVERSE WITH THE ROBED FIGURE.
"I'm selling some hard-to-find artifacts," he says in a scratchy whisper, opening up a bag to reveal an array of intricate weapons, ancient parchments, and sinister-looking necklaces. You purchase a necklace carved in the image of a banshee.
6: -1 coin, heart, gain the "Banshee Necklace" card
8: 2 hearts

~Ryan Laukat

If a player has the keyword "BURNING", that player MUST be read the first choice (they cannot roll for the other choices). The player would not roll for this choice because it has no skill/combat difficulty number. They would simply receive all rewards listed. In this case, the player would gain 3 reputation, gain the "Cold Blade" world card, and write Q178 on their character card.

If the player does not have the keyword "BURNING", the player would be able to choose between the other choices (beginning with the word "Otherwise"), rolling for the specified choice as normal.

Some choices require 2 or more keywords to be read. In these cases, the player must have BOTH keywords. Often, a quest will give a choice that requires 2 keywords, and if a player only has 1 of the keywords, there will be another choice for that occurrence. The quest reader should check all choices in the quest and read the one that most-closely matches the player's keywords.

Advanced Town (Day)



Once you have played one or two games, you may wish to try the Advanced Town (or "Day Town") pictured above. Any changes from the standard "Dusk Town" are explained below. You may want to alternate sides each time you play for added variety. The Advanced Town can be used in any mode.

Stables

Each pack bird token has a pack tortoise on the opposite side. When a player visits the Stables, they may gain one pack bird as normal, or they may pay one gem to gain a pack tortoise.

A pack tortoise takes up one pack bird space on a player board (which means that a player could not own more than 3 pack animals at one time).

This is the ability of the pack tortoise: each turn, a player need not pay a heart for one empty space that they pass while moving. A pack tortoise also gives a player one extra movement. Multiple pack tortoise effects stack. *Example: A player owns 2 pack tortoises, so they can pass up to 2 empty spaces on the map without paying any hearts.*

A pack tortoise can be returned to the supply to ignore a threat (the same as with a pack bird). Also, each pack tortoise allows a player to own one treasure card.

A player may own both pack birds and pack tortoises at once.

Both pack birds and pack tortoises work with talents like "Pack Bird Breeding".

Mystic's Hut

When a player visits the Mystic's Hut, they draw 3 treasure cards and choose 1 of them to keep.

Mine

Some of the numbers have small reputation symbols next to them. When a player digs at one of these numbers, the player also gains 1 reputation (the reputation gained here is positive—it cannot be negative).

Reputation

If a player has negative reputation at game end, they may lose journey points. If a player is at -3 or -4 reputation, the player loses 1 journey points. If a player is at -5 or -6 reputation, the player loses 2 journey points.

Jail

If a player fails a duel and goes to jail, that player gains 1 food.

Platypus Animal Companion

If you would like to use the platypus animal companion, use this rule: The player who had the lowest score last game can decide to start with the platypus token instead of the standard dog/cat.

The platypus acts like a normal animal companion in all other respects.

Adventurers in Above and Below

To use adventurers in Above and Below, place the bag of adventurers near the play area when setting up a game of Above and Below. Draw 4 adventurers and place them in a row above the standard row of Above and Below villagers. Place these adventurers so that their Above and Below side is face up.

A player may choose to train a Near and Far adventurer as if they were training a normal villager with one change: the coin cost of the adventurer is on the adventurer token. The adventurer row is refilled when the villager row is refilled.

Near and Far adventurers have a few differences from Above and Below villagers. First, each has their own bed (like the Above and Below robot) because they are used to roughing it. Additionally, when Near and Far adventurers explore, they do not roll a die for lanterns—they simply gain the lanterns shown on the bottom area of the token.

Some Near and Far adventurers show bread and bacon symbols. These symbols represent the adventurer's ability to make bacon or bread. At the end of the game, a player gains village points for each set of bacon and bread symbols (bacon sandwiches!). Each combination of 1 bacon symbol and 1 bread symbol a player owns is worth **5 village points** at game end.

Starting a character mid-campaign

You've played some game sessions with the same character and your friend comes and wants to play with a new character. What do you do? Do you have to start over?

In most cases, no.

In **Campaign Mode**, you can start a new character late in the campaign with extra experience. Give the new player a character card and have the player fill in one row of boxes for each game session that the player missed. The player can use the added experience to purchase talents before the game session as normal.

In **Character Mode**, it works best not to add players in later sessions, but if you must, you do not give the player experience for games that they missed. You simply give them a new card and let them start with fewer experience points. As you play, other players will likely reach their eighth quest, at which time they will use arcade mode cards until the new player catches up over multiple sessions. When all players have reached their eighth quest, the next game session can be Map 11: The Last Ruin.

Extra Stories Variant

Use this variant if you want to have more quests on the map and more story reading. This increases the game length.

During setup, place **4 quest tokens** per player on the map.

If playing **Campaign Mode**, characters will gain experience at a faster rate, so you will have to skip three maps of your choice in the campaign. There will be a total of seven maps instead of ten.

If playing **Character Mode**, you will most likely only play two maps before all of the characters are ready for Map 11: The Last Ruin.

Long Game Variant

Use this variant if you want the game to run a bit longer. Give each player two additional camps at the start of the game. The camps are placed at the front of the top row of camps on each player board, and each player must use these two camps before using any of their other camps.

This variant is useful if your group of players aggressively attacks threat cards on a regular basis.

Maps

1) Glogo Caverns: The land of Above and Below.

2) Broken Plains: Grassy lands with many broken ruins half-buried in the ground. In ancient times, a mad king made of stone ruled the land.

3) Crimson Forest: A wood of red-leafed trees. A strange white flower grows here.

4) Meteor Mountain: A mountain filled with craters and strange ores.

5) Toxic Desert: A very hot place where much of the water is poisoned. Massive, tentacled beasts live in caves below the surface.

SPECIAL RULE: When a player's character lands on or passes a space with an attached water symbol, the player loses one heart *because the water here is toxic. This applies even if a camp is built on the space. If a player cannot pay a heart when they land on a space that requires a heart payment, they must move back to the space from which they most recently moved.*

6) Cloudy Valley: A valley filled with thick, yellow clouds. The ground below the clouds is rocky, wet, and covered in moss. People say that lost spirits wander here.

7) Dried Sea: A sea has dried up, leaving sandy canyons and rocky islands. The bones of massive fish sit half-buried in the sand.

8) Fire Delta: A live volcano sends rivers of molten rock through a hellish landscape. War has overtaken the land.

9) Rocktooth Isles: A rocky archipelago in a stormy sea.

10) Mammoth Jungle: A thick, hot jungle, home to giant mammoths with short, brown hair and six eyes.

SPECIAL RULE: Any player that fails to build a camp on a space with a mammoth symbol loses 8 journey points at game end. *The ancient mammoths here have great knowledge about the past and give clues about the location of The Last Ruin.*

11) The Last Ruin: The hidden location of the Last Ruin, the remnants of the Arzian Empire, an ancient and powerful civilization. Will it contain the greatest desires of the heart, or something else entirely?

Campaign Mode: THE LAST RUIN BOSS CARDS

Four powerful villains have made their way to The Last Ruin so that they can use its legendary power to rule the world! Players must stop them or the land will be covered in war once again!

MAP 11 SPECIAL RULES: At the start of the game session, place the 4 boss cards near the board. If playing with 3 players, remove "Zag the Treasure Hunter" and place it in the box. If playing with 2 players, remove "Zag the Treasure Hunter" and "Captain Shreya" and place them in the box.

During the game, when a player must fight a threat, that player may choose to fight the threat card at the top of the threat deck as normal OR the player may fight one of the four available boss cards.

If a player defeats the boss card, the player claims the card and gains the listed Journey Points at the end of the game. The player places a camp token on the card as if it were a normal threat. When a boss card is defeated, the player also immediately reads the paragraph number listed on the card from the storybook.

If any of the boss cards remain undefeated when the game ends, all players lose the game! If players fail, they may repeat the game session until they succeed.

Credits

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Player Turn

Player Actions

Choose one action per turn.

Visit Town

Visit a building in town and perform the action there.



Adventure

1. If leaving town, organize party, reset hearts, and place character on the town space on the map.

2. Move, attempt a quest, and/or build a camp. In that order.

Free Action: Buy an Artifact

Can be done at any time in a player's turn, can be done more than once in a player's turn.

Symbols

Skill: +1 to skill rolls. Also use at the Mine and Farm.

Combat: +1 to duels, fighting threats, and combat rolls in quests.

Movement: +1 movement.

Caution: If in party, may ignore threats.

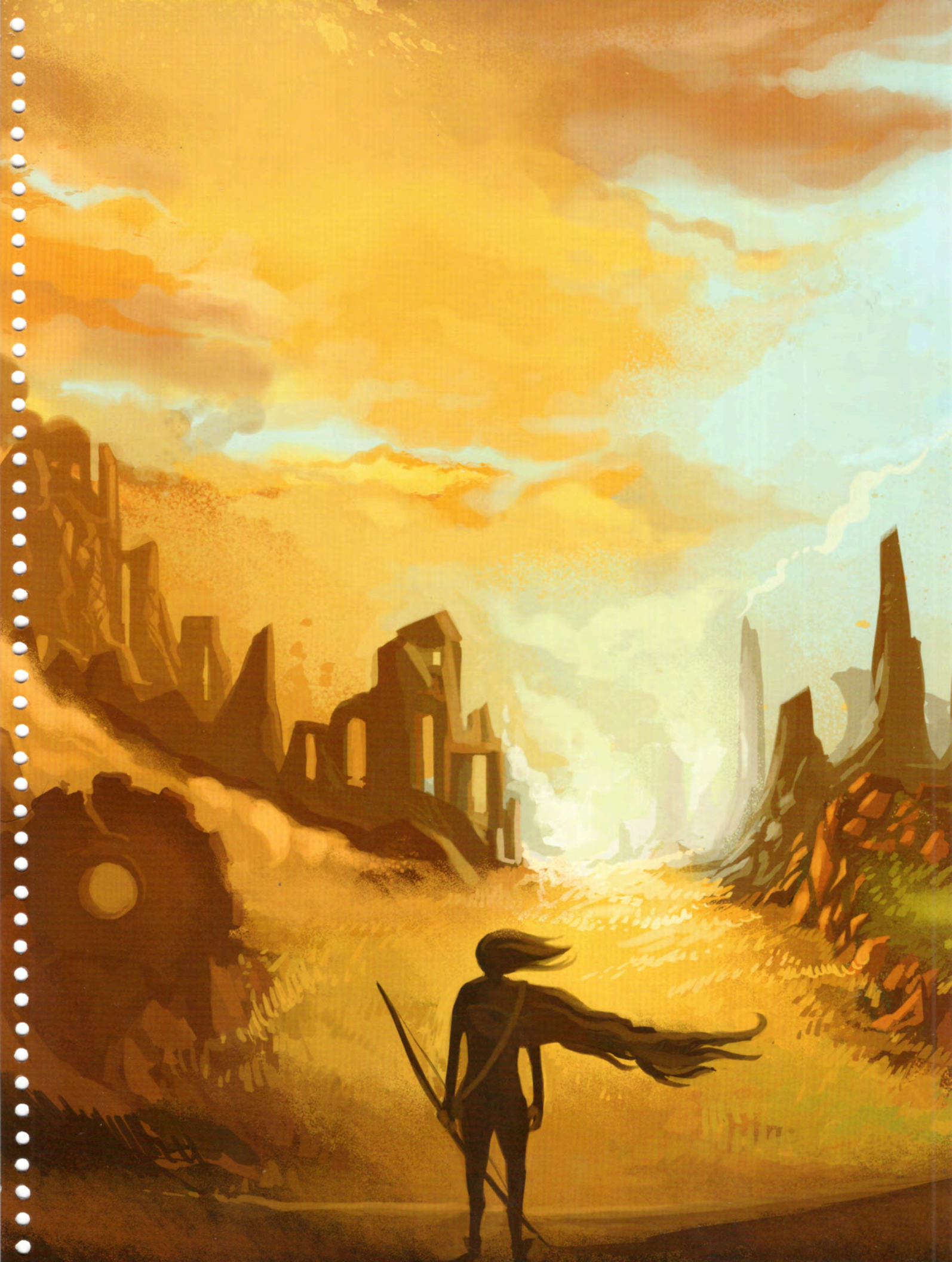
Search: +1 coin/gem when you build a camp.

Town on Map: When you leave town, this reminds you to reset your hearts. This only applies when you leave town. Note: This space counts as having a camp for determining if threat or treasure symbols are active.

Journey Point: You must have the most at the end of the game to win.

Reputation: A requirement to buy certain artifact cards.

Heart: Represent stamina and morale. Use to build camps, move past empty spaces, and increase die roll results.



NEAR AND FAR

Storybook

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Written by Ryan Laukat, Brenna Asplund, Alf Seegert, and Malorie Laukat

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(First Adventure)
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CHARACTER MODE:

Eyim
Eyim is haunted by his past dark deeds, seeking redemption in the hidden city, even as he battles his own inner demons.
~ By Brenna Asplund

Kiku
Kiku craves the love and respect of a distant father, a famous historian who never had time for his daughter.
~ By Ryan Laukat

Riza
Riza wants to mend the rifts in her family and bring her parents back together again.
~ By Ryan Laukat

Tanian
Tanian travels with an old friend to fulfill an ancient prophesy.
~ By Ryan Laukat and Malorie Laukat

Vera
Vera seeks the power to overthrow the corrupt governor of her land, either to bring justice to her people, or simply to take his place.
~ By Brenna Asplund

Grear
Grear, an ancient robot, looks for a way to repair himself.
~ By Brenna Asplund

Shardling ***(Recommended for 2-player game only)***
Shardling discovers the unseen through a mysterious shard of glass.
~ By Alf Seegert

Rin ***(Recommended for 2-player game only)***
Rin journeys to overcome her own grief at losing someone she loved.
~ By Brenna Asplund

Faction Attributes
Each faction values specific attributes. When making choices, you may gain influence with one of the four factions through your actions.
Outlaws (Green): Fighting, Bravery, Stealing, Chaos, Hunting
Mystics (Blue): Cleverness, Intelligence, Healing, Knowledge, Truth
Nomads (Yellow): Trading, Traveling, Loyalty, Respect, Freedom, Exploration, Persuasion
Lizardfolk (Red): Avoidance, Crafting, Repairing, Cooking, Machinery

Using this Book

Do not read any encounters in this book before playing!

This book contains quests for use with ***Near and Far.*** The game will be more exciting and enjoyable if you discover these encounters as you play.

HOW TO READ A QUEST:

When a player ends their turn on a location with a quest token, the player may attempt a quest. If they do, the player to the left of them takes the story book, turns to the quest matching the number (or letter) on the open book icon above the location, and reads the quest.

Start by reading aloud the story paragraph (normal type) followed by each choice and skill or combat number (in bold). **Do not read the rewards (also in bold) or the reaction text aloud until after a player successfully completes a quest.**

Once the active player makes a choice, they will roll a die and attempt to reach the skill or combat number required by adding their roll to any modifiers they may have. If they are successful they will receive a reward. They may also get a bonus reward by reaching an amount +2 above the choice's basic skill/combat requirement.

SKILL

If the choice requires skill, the player's die roll is added to all hands the player has on any of their active party, treasure cards, or purchased artifacts. Any bonuses for quests included on cards (example: +1 to all quest rolls) are added as well. If the player has not yet met the skill requirement, they may choose to spend hearts from the heart track on their player board. They may use these to meet the skill requirement and the bonus requirement.

COMBAT

If the choice requires combat, the player's die roll is added to all swords the player has on any of their active party, treasure cards, or purchased artifacts. Any bonuses for quests included on cards (example: +1 to all quest rolls) are added as well. If the player has not yet met the combat requirement, they may choose to spend hearts from the heart track on their player board. They may use these to meet the combat requirement and the bonus requirement.

SUCCESS

If the player is successful, read aloud the reaction paragraph (below the choice) and the reward(s). ***Read the bonus reward only if the player reaches +2 above the basic requirement***. The quest token is then returned to the box and the player completes the rest of their turn.

FAILURE

If the player is not successful, do not read the reaction or the reward. ***(Exception: read the reaction text even after failure if playing Character Mode.)*** The quest token is then returned to the box and the player completes the rest of their turn.

REWARDS:

- **Reputation:** Move your character's reputation marker up or down on the reputation track on the town board according to the reward given.
- **Faction:** Take 1 faction token in the color awarded.
- **Coins/Gems/Food:** Take the specified good(s). If a reward lists an item, without a specific amount, you receive 1 of that reward: i.e. "coin", "gem", "food".
- **Hearts:** Move your token up on the heart track on your player board according to the reward given. If the reward says "heart" without a specified amount, you receive 1 heart.
- **Treasure:** Take the top card from the treasures deck on the Mystic's Hut. (Note: you must have a pack bird in order to have a treasure card. Each pack bird carries only 1 treasure.)
- **Gain a card:** (see "World Cards" below)
- **Side Quest/Next Quest/Keyword:** Write the side quest or next character quest or keyword on your character card.
- **Other:** Some rewards give pack birds, artifact card draws, or other special bonuses.

WORLD CARDS: Some quests reward specific, named cards. (*Example: "gain the Algae Sword card".)* In these cases, search through the world card deck to find the specified card. Take the card and keep it near your player board. Each world card you own gives you an ability or a negative effect for the remainder of that game session, as listed on the card.

KEYWORDS: Unless specifically stated, if a quest gives a choice with a Keyword, that choice ***MUST*** be read. If the choice is optional, it will look like this:
"If Keyword BLUE (OPTIONAL)"

Completionist Boxes: All quests have a check mark box at the beginning that looks like this: ☐
If you want to keep track of the quests that you have read, you can check each box when you complete it. For a real challenge, mark the choice that was selected each time a quest is read and see if you can read every encounter and every choice in this book!

AUTHORS: Authors of quests are noted below each encounter in small text.

Map 1: *Glogo Caverns*

First Adventure

A □

You traverse a deep cavern to a serene lake. You sit by the shore, catching sight of a yellow glow below the surface which grows brighter with each moment. Suddenly, a massive fish emerges from the water, its bright eyes lighting up the cavern. "Travelers, I am Zorhim," he says in a voice that rumbles the rock beneath your feet. "The soul of my wife is trapped within this gemstone." He nods at a bright, red crystal near the edge of the water. "She wishes to visit her sister in another passage. Could you take her there?"

Skill 6
TAKE THE GEM AND SELL IT AT THE MARKET.
The fish's wife carries on a relentless chatter, and you sigh in relief when you trade the stone for a few coins.
6: -2 reputation, yellow faction, 2 coins
8: coin

Skill 7
TAKE THE GEM TO HER SISTER.
The fish's wife carries on a relentless chatter, and you sigh in relief when you finally find her sister, a huge, silver fish with four eyes in another underground lake.
7: +1 reputation, blue faction
9: 2 hearts

~ Ryan Laukat

B □

You find the mystical fortress of the glogos, an underground mountain surrounded by a deep trench. The sound of battle fills the cavern, and you find a swarm of stone-skinned glogos at the gate in a desperate battle with a huge salamander glowing like a hot coal. "Release my son!" screams the salamander as he charges the ranks.

Combat 5
HELP THE GLOGOS FIGHT OFF THE SALAMANDER.
After a brutal skirmish, the monster retreats, bleeding a glowing, molten substance which you gather to sell later. The glogos offer no thanks, only suspicious looks, but at least they let you go on your way.
5: -1 reputation, green faction, coin
7: gem

Combat 7
HELP THE SALAMANDER FIGHT THE GLOGOS.
You charge into the glogo fortress until you find another smoldering salamander trapped beneath a great stone pot, a heat source for the glogo smelter. You free the creature and escape. In thanks, the father serpent gives you a few of his gemstone teeth. "Don't worry, they grow back quickly," he says.
7: yellow faction, gem
9: +2 reputation

~ Ryan Laukat

C □

You find a shop at the top of a small hill. A mustached shop owner erupts with enthusiasm. "You're just in time! This stuff is practically flying off the shelves. Another minute and I would've had nothing left!" A massive pile of junk lies behind him, and the shelves are lined with second-hand, rusty tools and shoddy goods.

Skill 7
BARTER FOR SOMETHING.
You find something that is mostly intact within the junk piles.
7: yellow faction, coin
9: +2 reputation

Skill 6
HELP THE MAN FIX UP HIS SHOP AND ORGANIZE THE MESS.
The shop owner thanks you, but seems disappointed when you don't buy anything.
6: +2 reputation, red faction
8: coin

~ Ryan Laukat

D □

You visit the town of Above, a pleasant place with beds and cider to spare. At the local inn sits a blue cat, a mechanical man, and a mayor with a huge mustache. "Traveler, perhaps you could help us," says the mayor. "Now that we have become so prosperous, there's a growing movement to build an army and exact revenge upon the barbarians that burned our last village and drove us here. Would you convince them to forget the past and move on?"

Skill 7
CONVINCE THE TOWNSFOLK TO FORGIVE AND FORGET.
You continue on your journey, satisfied that the town will remain a pleasant place with beds and cider to spare.
7: +3 reputation, red faction
9: 2 food

Skill 4
HELP THE TOWNSFOLK PLAN THEIR ATTACK ON THE BARBARIANS.
You watch the army march to war, their banners held high, eager for revenge.
4: -2 reputation, green faction, coin
6: gem

~ Ryan Laukat

E □

Near the town of Above, you come upon some townsfolk that have captured a skinny boy wearing animal furs. "He's a savage! His kind burned our last village," says a fierce-eyed woman. "I am not a savage," says the boy. "We do what we must to survive, just as you do. How many glogos have you robbed since you founded your village here?"

Combat 6
FIGHT THE VILLAGERS TO FREE THE BOY.
You chase away the townsfolk and share a meal with the boy before sending him on his way.
6: -1 reputation, green faction, 3 food
8: coin

Skill 5
CONVINCE THE TOWNSFOLK TO LET THE BOY GO AS A FIRST STEP TOWARD PEACE.
They send the boy on his way. "Be sure to tell your people what happened here," says the fierce-eyed woman grumpily.
5: +1 reputation, yellow faction
7: +2 reputation

~ Ryan Laukat

F □

You enter a grove of trees, the air thick with the smell of pine and dried leaves. A fat, furry creature crawls from some tall grass and stands before you. "No more tourists!" he says. "We're closed! Didn't you see the sign? A group of juvenile toadfolk left a huge mess at their campsite. It's going to take a week to clean it up!"

Skill 5
OFFER TO HELP CLEAN UP.
The little furry creature invites you to a dinner of spicy vegetable stew as a reward.
5: red faction, food
7: +2 reputation

Skill 7
HUNT DOWN THE TOADFOLK AND MAKE THEM RETURN TO CLEAN UP THEIR MESS.
You find the toadfolk fishing at a nearby river, and after a quick scuffle, they concede and return to help clean their campsite.
7: +3 reputation, green faction
9: coin

~ Ryan Laukat

G □

You find the statue of a person half-buried in a grassy hill. The face has an expression of shock and terror.

Skill 5
DIG UP THE STATUE AND SELL IT AT TOWN.
"Oh, it's so grotesque and edgy," says the buyer, a wealthy merchant. "I love it! I'll put it in my wife's room."
5: yellow faction, coin, -1 reputation
7: coin

Skill 7
DIG UP THE STATUE AND TAKE IT TO THE LOCAL MYSTIC.
The mystic makes a potion of lizard skulls and bitter roots. She pours it over the statue and the stone breaks away into a thousand pieces, revealing a living person. "A flying eye turned me to stone!" they say.
7: gain 1 adventurer of your choice from the row for free
9: +2 reputation

~ Ryan Laukat

H □

You enter a well-trodden cavern, a popular entrance to the lands of Below. Descending a cracked staircase, you follow cries for help until you find a caged woman. "Please! Help!" she says, again and again. Her eyes dart about unnaturally, and there's an unnerving strain to her voice. When you examine the metal bars of the cage, you notice that they shudder occasionally, like the cage itself is alive.

Skill 5
OPEN THE CAGE DOOR AND FREE THE WOMAN.
As you open the door, the cage and the woman suddenly disappear into a cloud of spores. What you thought were stalactites in the ceiling are actually teeth. You are standing in the mouth of a giant cave creature! You leap for the entrance as the ceiling closes down upon you. Barely escaping, you flee to the surface. You mark the place on your map and warn others when you return to Thorne.
5: yellow faction, gain the "Fear of Caves" card
7: +2 reputation

Combat 8
ATTACK THE CAGE.
As you attack, the cage and the woman suddenly disappear into a cloud of spores. What you thought were stalactites in the ceiling are actually teeth. You are standing in the mouth of a giant cave creature! You cut your way free and collapse the entrance, warning others when you return to Thorne.
8: green faction, 2 coins
10: +2 reputation

~ Ryan Laukat

I □

You find a wiggling boulder in the grass. Curious, you decide to push it over, and it unfolds into a stone-skinned glogo. "Argh! I got stuck out here in the sunlight and cannot make it back to the caves. It is too much! I cannot see!"

Skill 7
GUIDE THE GLOGO BACK TO AN ENTRANCE TO THE CAVERNS.
"Thank you for being my eyes," he says. "I don't know how you people can stand it up here in the daytime."
7: +1 reputation, yellow faction
9: coin

Skill 5
ROB THE SUN-BLINDED GLOGO.
"Curse you and your tribes forever!" screams the glogo as you leave him in the bright, baking sun.
5: -1 reputation, green faction, coin
7: gem

~ Ryan Laukat

J □

You find a house with a sign offering hot soup and sandwiches. Hungry, you knock on the door, and a thin, sunbaked woman answers. "Soup? No, my husband is gone. He usually cooks. But come see my invention." She puts on a pair of spectacles, and you notice that the glass is tinted a dark green. "Glogos, as you know, hate the bright sun, but these would help them travel in the daylight! I need you to deliver a letter so that I can set up a trade contract with them."

Skill 7
DELIVER THE LETTER.
You find a glogo outpost in a cavern nearby. "Deliver this to your king," you tell them.
7: +1 reputation, yellow faction
9: gem

Skill 5
DECLINE THE OFFER AND COOK THE FOOD YOURSELF.
Soon the common room is full of satisfied patrons gobbling up your delicious dishes.
5: red faction, food
7: coin

~ Ryan Laukat

K □

Just north of the town of Above, you come across a group of ancient, delicately-carved pillars surrounded by cats. Lots and lots of cats. It's hard to pick out individuals in the sea of cats, but a few stand out. An orange tabby lays on an old stone tablet, basking in the sun. A tortoiseshell and a calico wrestle in the grass. A black cat approaches you, meows, and then sits, starting up at you patiently.

Skill 7
FOLLOW THE BLACK CAT.
The cat leads you to a litter of kittens, just big enough move around, learn to hunt, and eat solid food. The black cat brings one of the kittens over to you. "This one is the runt," says the cat in a clear voice. "If she stays here she will be tormented by the others, but she is my child and I love her. Please take her with you and give her a good home."
7: yellow faction, gain the "Adorable Kitten" card
9: +2 reputation

Skill 5
IGNORE THE CAT AND SEARCH THE RUINS.
You try not to step on any tails as you loot the place.
5: -1 reputation, green faction, gem
7: coin

~ Brenna Asplund

L □

While exploring Below, you hear someone call your name. Turning around, you see nothing but a set of eyes staring at you out of the darkness. As a deep fear begins to creep into your bones, the voice speaks again: "Hey, man, can I borrow a few coins for the ferry?"

-2 Coins
GIVE HIM SOME MONEY.
You toss a couple coins into the darkness. "Thanks, I appreciate it," says the voice. "Here, take these, I won't need them where I'm going."
4: yellow faction, 3 food
6: gem

Skill 4
TELL HIM YOU DON'T CARRY CASH.
"Alright, that's fine. I get it," says the voice. "Thanks anyway." The eyes disappear and you no longer sense a presence in the darkness.
4: red faction
6: 2 food

~ Brenna Asplund

M □

You hear crashing noises and screaming ahead. As you near their source, you see dozens of panicked lizardfolk fleeing their clifftop mining village, accompanied by a loud *tick tick tick tick* noise chasing after them. Its source appears to be an enormous rusted robot, which drops the hut it has in one monstrous hand and glares down at you with piercing red eyes. The *tick tick tick tick* grows louder as it moves towards you, feet and fists smashing the ground...

Just before it pummels you with violent fury, the *tick tick tick tick* stops, and the robot ceases in mid-stride, as if frozen.

You hear echoing curses and banging noises from somewhere inside the machine, followed by a shrill "A HA, THAT'S IT!" The *tick tick tick tick* starts again, faster this time, and the colossal robot once again descends on you, ready to strike. Your only options, it seems, are to run for the cliff, or escape to the nearby mining quarry.

Skill 4
RUN FOR THE CLIFF EDGE AND TRY NOT TO FALL OFF.
You race to the edge of the cliff as *pound pound pound* the ticking robot chases after you. Just before it reaches you, you grab onto vines and brush and dangle below the edge. Moments later the pounding ceases, and all you hear is a *tick tick tick tick* as the robot careens over the edge and plummets to the ground far below you....
4: red faction
6: coin

Skill 6
RUN FOR THE QUARRY.
The lumbering, ticking robot pounds after you and you hear deranged cackling from the operator inside. Your feet begin to slip as you reach the sandy entrance to the quarry. As the robot pursues you, its feet slip too, and as it stirs up sand and gravel, its gears begin to grind. You are able to jump out of the way just as the mighty robot seizes up, its gears paralyzed. It loses its balance, falls over, and its ticking ceases. Dozens of angry lizardfolk villagers return and surround the robot, carrying away the cursing creature hiding inside it – it's a rabbit! Some strange rabbit-lizardfolk feud is apparently at work here.
6: blue faction
8: gem

~ Alf Seegert

N □

Rusted iron rails lead you to the mouth of a massive cavern. Its entrance is propped wide with iron and wood, but the shaft has collapsed and is now filled with rubble. As you get a closer look, your foot smashes open a small rock, and a high crystalline musical note hangs in the air for a long moment. You have heard tales of ancient songstones – this abandoned mine must be full of these fabled treasures!

Skill 6
SIFT THROUGH THE RUBBLE TO FIND ANY REMAINING PRECIOUS SINGING STONES ON THE SURFACE.
You find a few larger pebbles that pop musically when smashed open, but nothing much bigger than that.
6: red faction, gem
8: gem

Skill 8
DIG THROUGH THE RUBBLE TO FIND A WAY INTO THE ANCIENT MINE ITSELF.
You shove aside as many large stones as you can and squeeze your way in. Crawling slowly, you create a merry little tune in the dark as you smash song-filled pebbles with your body. But when you reach the main mining tunnels and can stand again, your torches show nothing apart from gears and scraps of metal. It seems that the uncollapsed part of the mine has been picked clean of full-sized songstones, but the miners left some of their posessions behind.
8: blue faction, food
10: coin

~Alf Seegert

O □

As you sit down to enjoy a meal at your favorite cave tavern, a young woman runs in, screaming for help. "Glogos have taken my boat and my son is asleep on board!"

Skill 5
IGNORE THE WOMAN AND FINISH YOUR MEAL
You keep your eyes on your food, avoiding eye contact with the woman or any other tavern guests. "Let her take care of her own problems," you think to yourself as you eat your stew.
5: -2 reputation, red faction, coin
7: 2 food

Skill 7
HELP THE WOMAN RETRIEVE HER BOAT.
You rush to help the woman, following her out into the caves. A boat is sailing away across the underground river, but isn't far from the dock and you are able to jump aboard. Instead of a helpless boy kidnapped by glogos you are surprised to find a pair of rugged thieves. They take what they can and dump you back in the river.
7: +2 reputation, yellow faction, -1 coin
9: 2 hearts

~ Malorie Laukat

P □

At a small village you meet an animal handler who claims he's tamed a giant snail. "Care to ride the beast?" he asks with a playful smile. "He needs the exercise."

Skill 5
DECLINE BUT BARTER FOR SOME SMALL GAME.
The man has no interest in such tame pursuits and, bored by your mousiness, wanders away.
5: -1 reputation, yellow faction
7: 2 food

Skill 7
RIDE THE GIANT SNAIL
The snail, while giant in comparison to the common, garden variety, is about the size of a sheep. As you attempt to approach, it lashes a gooey tentacle at you. After a few more stings from its slimy feelers, you climb aboard. The animal handler and his friends laugh heartily as the creature slips around its pen and you cradle your burning sores.
7: +1 reputation, green faction, coin
9: coin

~ Malorie Laukat

Map 2: *Broken Plains*

1 ☐ You find a square door inside a shallow cave. Massive chains cross the face, as if someone were protecting a great treasure. You spend the day cutting at the chains until finally you break through. Inside, in the pale beams of your lanterns you find, not a pile of gold, but a lone man sitting on a rock. As he stands, a red cape falls at his back, and he draws a hefty stone sword. His face is not flesh, but stone, and his eyes are empty and glowing. "I am the Red King. I have been unfairly trapped here for many years, ever since the great Arzian wars. Help me out of this place and I will remember you when I rule this land again."

Skill 7
ATTEMPT TO SHUT THE DOOR AND KEEP THE RED KING LOCKED INSIDE.
You leap out of the chamber, throwing your weight against the door but it's too late! The door bursts open in a gust of wind, throwing you backwards. The Red King climbs the stairs, leaving you in the cave with a feeling of overwhelming dread. At least you find a few treasures in the now-empty room.
7: +1 reputation, red faction, coin, Q1
9: gem

Skill 5
GUIDE THE RED KING TO THE SURFACE.
"Perhaps one day you will have the honor of becoming an Arzian," says the Red King, thanking you. "Before the world fell we had many great machines that could change any living creature into an Arzian. I must find those machines again." He bids you farewell.
5: -3 reputation, yellow faction, gem, Q1
7: gem

~ Ryan Laukat

2 ☐ In an abandoned quarry near the sea cliffs, a metal man sits beneath an overhang of hewn stone, his legs rusted beneath him. He cradles a pile of ancient books in his arms. A faint light shines in his eyes, but he doesn't respond as you approach.

Skill 7
TRY TO TALK TO HIM.
A full minute after you address him, the robot looks up and greets you. He tells you in a creaking voice that he came here long ago to be closer to the stone from which he was born. He puts his books down and opens a compartment in his chest, removing an even more ornate tome with a jewel-encrusted cover. "I can no longer walk," he says. "I am happy here, but could you please return this book to a friend of mine? She lives in a town nearby. I'll pay you for the trouble."
7: blue faction, coin, Q16
9: +2 reputation

Skill 4
TAKE THE BOOKS.
You take the books and the robot's arms go limp by his sides. You sell the books the next time you return to Eastrey.
4: -2 reputation, green faction, coin
6: coin

~ Brenna Asplund

3 ☐ As you sit on the side of the road for a rest, you spot a few wiggling fingers sticking out of the dirt. You rush to dig, and soon unearth a green-skinned woman. She gulps in air, brushing dirt from her decayed skin and torn clothes. "Goodness! I've been under there for a long time," she says, picking maggots from a protruding arm bone. "Could you deliver a message to my family in Eastrey? I don't want them to see me in my current state, but they need to know that Nizra the Witch did this to me."

Skill 5
DELIVER THE MESSAGE TO HER FAMILY.
You leave as quickly as good manners allow—the smell was starting to get to you.
5: +1 reputation, red faction
7: gem

Skill 7
HELP THE WOMAN CONFRONT NIZRA.
You track down the witch to her camp in some ancient ruins. She stands near her cooking fire, donning a tall, purple hat. You draw your weapons. "I will have my revenge," says the witch narrowing her eyes at you. With a wave of her hand she transforms the undead woman into her living self again, and you escort the woman back to Eastrey.
7: +1 reputation, yellow faction, gain keyword NIZRA
9: coin

~ Ryan Laukat

4 ☐ At a trading post, a gnarled merchant in a wide, leather hat stops you. "I need to deliver these supplies to a camp of Copper Empire soldiers. Can I hire you to guard my caravan? Their leader, Captain Shreya, is holding my daughter hostage until the delivery is complete."

Combat 5
GUARD THE CARAVAN.
You help take the supplies to the imperial camp. Rows of tents line the hill and fly the rust-colored banner of hammer and nail. "I've heard whispers that they've travelled here seeking the power of an ancient, lost city," says the merchant, unloading packages from his row of irritable pack birds. "But don't laugh if any of them tell you that."
5: +1 reputation, green faction
7: coin

Skill 8
RESCUE THE MERCHANT'S DAUGHTER.
You sneak into the imperial camp in the dark of night and untie the young woman, escaping before anyone notices. When you return to the merchant, he embraces you with tears in his eyes. "I've heard whispers that the soldiers travelled here seeking the power of an ancient, lost city," says the merchant. "Surely madness has taken them."
8: +2 reputation, yellow faction, gain keyword COPPER
10: gem

~ Ryan Laukat

5 ☐ You find a group of angry farmers tying up a wiry young man. "This boy is a thief!" says a woman in a straw hat. "He was caught stealing livestock and must die!"

Skill 7
CONVINCE THEM TO RETHINK THEIR DECISION.
You ask a few questions and discover that the woman in the straw hat is the boy's mother. She breaks into a sobbing fit. "He's joined Zag the Treasure Hunter!" she says. "He already swore an oath. Many young people around here have done the same. Zag promises them riches. Says they'll find some lost city filled with gold. Once Zag has them they're as good as dead." The farmers let the boy live, but vow to keep a close watch on him.
7: +1 reputation, yellow faction
9: gem

Combat 8
FIGHT FOR THE BOY'S FREEDOM.
You chase off the farmers and cut the boy's bonds. "I'll tell Zag the Treasure Hunter what you've done here tonight. I just started working for him, and I'm sure he'll appreciate it," says the boy with a wild grin before trotting away into the night. The farmers left some of their belongings, and you take them.
6: -2 reputation, green faction, 2 coins, food, gain keyword ZAG
8: gem

~ Ryan Laukat

6 ☐ You find an abandoned house. Two yellow eyes glow in the darkened window, and out of the front door emerges an ancient robot, red with rust and age. "I seek the builder," he says, beckoning you into his shack. Inside, the air has a thick, oily smell. "I seek the builder," repeats the robot—clearly there is something wrong with his wiring. His iron fingers scratch the broken floor tiles as he opens a hidden door at your feet, revealing a cave filled with ancient machinery and drippy pipes.

Skill 5
SEARCH THE CAVE.
You follow the pipes and discover an ancient laboratory in shambles. Everything is covered in green corrosion, wrecked by the wrath of time. One small light still blinks in an otherwise featureless, obsidian cylinder. You pick it up, and the robot follows you when you leave.
5: blue faction, Q11
7: gem

Skill 8
ATTEMPT TO REPAIR THE ROBOT'S MECHANICAL BRAIN.
You pry open a panel on the back of the robot's head and begin to tinker with the tangled mechanisms, removing a thick spider web that's clogging up some gears. Suddenly the robot's eyes turn a bright red, and it whirls around, gripping you with both hands. "You will take me to my child!" it screams, clawing at your face. Your party forces it into the cave and you slam the trap door, blocking the hatch with some rubble. You leave quickly, but not before searching the house for valuables.
8: red faction, 2 gems, Q12
10: coin

~ Ryan Laukat

7 ☐ You find the head of a statue, half-buried in the green grass, the eyes huge, round, and glittering with gems.

Skill 4
CUT OUT THE GEM EYES.
As soon as you cut out the left eye gem, a blast of wind throws you backward, and a great bellow rings in your ears. The stone head bursts from the dirt and rises up by an unseen force. "How dare you cut away my eye!" it yells. "May you suffer the curse of the Arzians and be destroyed!" You run away, terrified, tightly clutching the eye.
4: -2 reputation, green faction, gem
6: gem

Skill 7
DIG OUT THE STATUE HEAD.
You dig around the statue for hours. Suddenly a blast of wind throws you backward, and a great bellow rings in your ears. The stone head bursts from the dirt and rises up by an unseen force. "Good day!" it yells. "I've been buried since the Ivory Queen tried to conquer the world. It's been hard to keep track of time in the dirt, but that was thousands of years ago! I can't really die so it doesn't matter anyway." The head follows you around, babbling ancient sayings and bits of wisdom.
7: blue faction, gain the "Stone Head" card
9: +1 reputation

~ Ryan Laukat

8 ☐ You delve into a network of caves beyond a cool waterfall and find an old fisherman holding a net over a cavern pool.

Skill 5
HELP THE MAN CATCH SOME FISH.
You make a net and catch some of the three-eyed cave fish, swapping tales with the fisherman. "I've seen soldiers from the Copper Empire camped not far from Eastrey," he says, spitting. "I wish folks would just leave us alone out here. We've got nothing they want." He looks you in the eye. "You should stay away from them if you can. They're none too friendly."
5: red faction, food
7: 2 food

Skill 9
DIVE INTO THE CAVERN POOL AND KEEP SEARCHING.
You suck in a huge breath and dive, swimming in darkness. You don't know if you can go much further. You need a breath! You burst out of the water, emerging in a cave with glowing crystals. A ghostly woman floats in the center of the cavern. "Take this letter to my husband," she says. "Then I can rest peacefully."
9: +2 reputation, yellow faction, Q28
11: gem

~ Ryan Laukat

9 ☐ A row of tents sits on the horizon, and you spot trails of cooking fires and rust-colored standards fluttering in the evening wind. Nearby, a boy leads an old, blind woman on the dusty path. "Soldiers from the Copper Empire raided our farm. They took everything," says the boy, ragged and dirty. "That's their camp on the hill."

Skill 6
HELP THE BOY AND THE WOMAN TO SAFETY.
You carry the old woman on your back and find a nomad to take the boy and his grandmother to Eastrey.
6: +2 reputation, red faction, Q4
8: coin

Skill 7
SPY ON THE CAMP.
You sneak around the camp and find a woman in leather armor and fur boots bound to a dead tree. "They want me to be their guide, but I'd rather die," she hisses. You cut her bonds and sneak away.
7: +1 reputation, yellow faction, Q24
9: coin

~ Ryan Laukat

10 ☐ In the center of your path is a massive tree with shimmering, yellow leaves. A shriveled man with a white beard and white eyes sits at the base, carving at a river stone. "Care to help me? I'm cutting some eyestones for this tree." He holds out the stone, and the rough carving of an eye blinks at you.

Skill 7
HELP THE MAN MAKE EYE STONES.
You spend the day carving stones, and each time you set one into the tree, the leaves shake with gratitude. "You know, this tree is ancient," says the old man. "It tells me about the past, when the Arzians built the Last Ruin. And this tree knows of your quest. I can't stop you, but I offer you warning: The Last Ruin destroyed the world. It carries with it a false promise of happiness and riches. Think on this carefully as you travel." You thank him for his advice and continue your journey.
7: +1 reputation, blue faction
9: gem

Skill 6
DIG UP A FEW ROOTS TO SELL AT HOME.
"You know, this tree is ancient," says the old man. "It tells me about the past, when the Arzians built the Last Ruin. And this tree knows of your quest. I can't stop you, but I offer you warning: The Last Ruin destroyed the world. It carries with it a false promise of happiness and riches. Think on this carefully as you travel." While the bearded man is busy carving, you dig up some roots and run off before he catches you.
6: -2 reputation, yellow faction, coin
8: coin

~ Ryan Laukat

11 ☐ You find a large, long-beaked, fuzzy bird caught in a net trap. It chirps frantically when it sees you, flapping flightless wings in an effort to escape.

Skill 8
FREE THE BIRD.
You carefully cut the net free. The bird chirps gratefully when you don't eat it, and seems happy to follow you around when you give it a piece of fruit.
8: +2 reputation, yellow faction, gain a pack bird
10: treasure

Skill 7
WAIT FOR THE TRAPPER TO TAKE THE BIRD AWAY AND STUDY HIS TRAP WHEN HE IS GONE.
The bird screams at the arrival of the trapper, a grizzled man with a long, black beard and straw hat. He ties the bird to his horse and leads it away, but not before resetting his trap.
7: -1 reputation, blue faction, food
9: 2 food

~ Ryan Laukat

12 ☐ A lizardfolk traveler with a patched hat stops you on the road. A red gash runs along his forehead and his hand is bloody. "A snargbeast attacked our camp and kidnapped many members of my clan!"

Combat 7
HUNT DOWN AND RESCUE THE KIDNAPPED CLAN MEMBERS.
You follow the trail to a cave underneath an old tree. The beast roars, leaping from behind a rock, but you chase it off and free the clan members.
7: +3 reputation, red faction
9: 2 food

Skill 7
CHARM THE BEAST INTO LETTING THE CLAN MEMBERS GO.
You sing an ancient sleeping song outside of the cave, and the beast—and all of his captives—fall into a deep sleep. You drag the clan members out before the beast awakens.
7: +1 reputation, blue faction
9: gem

~ Ryan Laukat

13 ☐ You journey through bubbling springs, the air thick with bitter-smelling steam. The pebble path leads down a hill where you find a wooden inn. The walls are overgrown with fuzzy, green moss, and mushroom shelves hang from rusty pipes. An old treasure hunter named Lamri sits in the common room, wrapped in a patched, yellow cloak, smoking from a bone pipe. He brandishes a deck of playing cards. "Winner takes all?"

Skill 6
PLAY A GAME WITH LAMRI.
You play a few hands, and it soon becomes obvious that Lamri is an expert at the game. By sheer luck you manage to hold your own.
6: green faction, coin
8: coin

Skill 9
CONVINCE LAMRI TO JOIN YOU ON YOUR JOURNEYS.
You offer to buy supper and tell Lamri of your quest. "Since I'm heading east, I'll help you out for a spell," he says.
9: blue faction, gain the "Lamri" card
11: +2 reputation

~ Ryan Laukat

14 ☐ You find a herd of buffalo with massive horns grazing in the hills. With a wild yell, dozens of hunters suddenly leap from behind a rock and descend upon the terrified animals, loosing arrows and throwing knives.

Combat 7
PROTECT THE HERD FROM THE SLAUGHTER.
After a quick skirmish, the hunters flee with a bewildered look on their faces. The largest buffalo of the herd, a beast at least twice your height, approaches slowly. "Keep to your own affairs, human," he growls. You pick through some bags that the hunters left in their hurry to get away.
7: red faction, coin
9: +2 reputation

Skill 6
TAKE DOWN YOUR OWN BUFFALO IN THE CHAOS.
You sneak away with a load of fresh meat.
6: -1 reputation, green faction, 2 food
8: 2 food

~ Ryan Laukat

15 ☐ The sunset is firing red and orange streaks across the horizon as you move along the coast. You stop to eat at the side of a cliff. Peering over the rocks, you notice a chest, smashed on the shore. There is no path down; you'll have to climb.

Skill 5
FINISH YOUR MEAL—THE CHEST IS PROBABLY EMPTY.
You pull out your binoculars and decide that the chest looks empty. No need to risk injuring someone just to find some old, beat-up, empty chest.
5: red faction, heart
7: 2 food

Skill 8
RAPPEL DOWN THE ROCKS TO SEE WHAT'S IN THE CHEST.
You grab your best rope and start down to the beach. Crabs scurry away as you approach the chest. You imagine all the treasure it might hold as you break it open, but are disappointed to find a soggy book instead. You read one of the few legible passages: *Day 30- Captain Shreya continues to defy my commands, and the soldiers are on her side. Even after her humiliating defeat in the invasion of Rockslide, she holds the respect of the troops. I must return to the Copper City and tell his majesty of this.*
8: +2 reputation, yellow faction
11: coin

~ Malorie Laukat and Ryan Laukat

16 ☐ Relieved to have any chance to rest your weary feet, you approach a mill on the side of the road and knock at the door. An old man answers—he's scrawny and withered, but has a sharp light in his eyes. "You're here!" he says and pulls you through the door. Inside, inventions of every sort fill the rooms to the rafters. The man hands you a hammer and chisel and assigns you to a workstation in the corner.

Skill 8
GET TO WORK.
You pick up a piece of wood and start tapping away. You've never done anything like this before, but it's relaxing and you soon fall into a rhythm. You lose track of time and when you finally look up from your bench the man is gone and there is a pile of coins sitting next to you.
8: red faction, 2 coins
10: +2 reputation

Combat 5
TIE UP THE MAN AND STEAL HIS INVENTIONS.
The man, while small, is extremely nimble and as you attempt to raid his workshop, he adeptly disarms you and your party. "Now get out of here while you can," he laughs. On your way out you manage to pocket a few, mostly worthless items.
5: -2 reputation, green faction, coin
7: coin

~ Malorie Laukat

Map 3: *Crimson Forest*

17 ☐ In the forest, you meet a squat, fur-covered creature with small, black eyes. It speaks in a low mumble, which at first you don't understand, but, after listening, sounds somewhat familiar.

Skill 7
ATTEMPT TO SPEAK TO THE CREATURE.
You sit and chat for a while. Most of the words are gibberish, but you understand more the longer you listen. The creature seems to like you and decides to join your party.
7: red faction, gain the "Marmig" card
9: +2 reputation

Combat 5
ATTACK THE CREATURE.
You take a small, smelly bag of trinkets. The creature cries as you walk away.
5: -1 reputation, green faction, gem
7: coin

~ Ryan Laukat

18 ☐ You meet a scaled, white, deer-like creature with long, thin horns of red. The creature limps, and you notice that its front leg is cut and bleeding.

Skill 7
CHARM THE CREATURE INTO LETTING YOU HELP IT.
You clean and dress the leg. The creature nods and seems ready to join you on your journeys for a time.
7: blue faction, gain the "Ikra" card
9: +2 reputation

Combat 5
TAKE THE CREATURE FOR MEAT.
At least you know you'll be well-fed for a time.
5: -2 reputation, green faction, 3 food
7: coin

~ Ryan Laukat

19 ☐ A woman invites you into her cottage for tea. "I have a problem," she says, sipping nervously from a red stone cup. "My husband found a strange flower in the forest, and it had such a lovely scent that he decided to make tea from it. But when he drank, he transformed into this." The woman digs beneath the table and produces a cage. Within the rusty mesh sits a small, crimson rabbit, which you recognize as a high-priced delicacy in some places.

Skill 5
OFFER TO BUY THE RABBIT SO YOU CAN SELL IT AS AN EXOTIC FOOD.
When you make your offer, the woman shrugs, handing over the cage. "He never did much around here anyway," she says.
5: -2 reputation, yellow faction, coin
7: coin

Skill 7
MAKE AN ANTIDOTE USING THE SAME FLOWER.
The rabbit suddenly grows, bursting out of the cage, and within seconds it turns back into the woman's husband, though now his hair is an unusual deep red color.
7: +1 reputation, blue faction
9: gem

~ Ryan Laukat

20 ☐ A robed mystic stops you on the road. "A great evil walks this land again," she says. "Have you seen him? His skin is stone and he wears a tattered, red cape. He attacked my encampment and none could stop him."

Skill 7
TELL THE MYSTIC EVERYTHING YOU KNOW ABOUT THE RED KING.
"I have heard tales of the days when the Arzians ruled the land. There was a general among them that transferred his life force to stone so that he could live forever. Perhaps this general has returned. I must consult with the elders," says the mystic, thanking you.
7: +2 reputation, blue faction
9: 2 food

Combat 6
BIND THE MYSTIC AND MAKE HER TELL YOU WHAT SHE KNOWS.
She is unwilling to talk, except to subtly mutter a curse. You feel a great cloud come over your mind and you let her go, but not without first searching her bag.
6: -2 reputation, green faction, 2 gems
8: coin

~ Ryan Laukat

21 ☐ You meet Barthow—a huge man with a bristling mustache—and his caravan of traders. "We're lost," he says. "Could you help point us in the right direction? We're on our way to the Bay of Stars."

Skill 6
HELP THE CARAVAN MARK A FEW LANDMARKS ON THEIR MAP.
You've heard of the Bay of Stars, so you make a rough map to get them going again. Barthow thanks you and sets off toward the mountains.
6: +1 reputation, yellow faction
8: coin

Skill 8
ROB THE CARAVAN OF VALUABLES.
You sneak away before any of them notice.
8: -2 reputation, green faction, 2 gems, gain a pack bird
10: treasure

~ Ryan Laukat

22 ☐ In the mists of early morning, you find an ancient, iron crawler rusted in its tracks and overgrown with vines near the edge of the forest.

Skill 8
CUT IT FREE AND ATTEMPT TO REPAIR IT.
You spend the day clearing the vines and working in the engine room. It soon becomes clear that you do not have the knowledge to make the machine run again. As you're about to leave, a bird-like traveler with brown feathers approaches. "There are some toadfolk I know that might be able to fix this," he says.
8: +2 reputation, red faction, coin, Q6
10: gem

Skill 6
STRIP THE ANCIENT CRAWLER OF USEFUL MATERIALS.
If the machine wasn't dead before, it is now.
6: red faction, coin
8: coin

~ Ryan Laukat

23 ☐ You stop at a roadside kitchen where an aproned gourmand has a collection of crimson rabbits in cages, stacked in an unstable pyramid against the side of his brick house. "Welcome to my house of delicacies. Care for some rare red rabbit? It is the tastiest meat you'll ever eat."

Skill 8
BREAK OPEN THE CAGES AND FREE THE POOR CREATURES!
You push the gourmand aside and work in a frenzy to open all of the cages. Each time a rabbit escapes, it turns into a person. One of them, a young milk maid, scrambles to her feet and points at the gourmand. "He tricked me into drinking tea that turned me into a rabbit!" More rabbits turn back into travelers and surround the gourmand. You decide to leave before things turn ugly. You grab a bit of food from the kitchen before hitting the road.
8: +2 reputation, green faction, 2 food, Q7
10: coin

Skill 5
HELP THE GOURMAND COOK A DISH OF RED RABBIT.
The gourmand thanks you and pours you some tea. Just as the oven is heating and you've selected one of the rabbits, it turns into a young man with a thin mustache. The young man leaps to his feet and slaps the tea out of your hand. "If you drink that you'll turn into a rabbit!" he says before dashing out the kitchen door. You turn on the gourmand, who shrugs sheepishly and dashes out of the house toward the red forest. As you free the remaining rabbits, they turn back into their former, human selves, thanking you for saving them.
5: +1 reputation, red faction, Q7
7: coin

~ Ryan Laukat

24 ☐ In a clearing near the forest you find a small camp where an aproned gourmand roasts some rabbit on a fire. "Come, have some tea with me," he says, beckoning you. There is something a bit too eager in his tone for your liking.

Skill 8
TRICK THE GOURMAND INTO DRINKING YOUR CUP OF TEA.
When no one is looking, you swap your tea with the gourmand's. The hefty man sips loudly and suddenly shrinks into a fat, crimson rabbit. Realization dawns and you stare, wide-eyed, at the other rabbit—the one roasting over glowing coals. You plunder the camp and leave quickly.
8: +2 reputation, blue faction
10: coin

Skill 5
TIE UP THE GOURMAND AND LOOT THE CAMP.
Before leaving, you have a tasty meal of roast rabbit.
5: -2 reputation, green faction, 3 food
7: gem

~ Ryan Laukat

25 ☐ You meet a masked traveler in a yellow cape from a distant land, wielding an iron spear and curved sword.

Skill 7
CONVINCE THE MAN TO JOIN YOU.
The traveler is intrigued by your cause, and agrees to join you for a time. "The Copper Empire is sending soldiers into these lands, so perhaps it is safer to travel together," he says.
7: +2 reputation, heart, gain the "Masked Warrior" card
9: coin

Combat 6
ATTEMPT TO ROB THE TRAVELER WHEN HE CAMPS.
"I probably need this more than he does," you say to yourself as you take a small purse from the traveler's tent. The leather purse has the image of a laughing face on it, and where you've touched the leather, your skin burns. You try washing, using ointment, and rubbing mud on it, but nothing works.
6: green faction, 3 coins, gain the "Burning Skin" card
8: gem

~ Ryan Laukat

26 ☐ You arrive at an ancient bridge. A massive head-statue sits at the entrance, and when you come close, it suddenly opens its eyes and mouth. "It's been ages since I've seen anyone! Cut me free, won't you?"

Skill 7
CUT THE STONE HEAD FROM ITS BASE.
"Excellent!" the statue bellows, rising up in the air by an unseen force. "I shall join your adventures!" It floats behind as you travel, constantly babbling, even in the middle of the night.
7: blue faction, gain the "Stone Head" card
9: +2 reputation

Skill 4
GATHER INFORMATION FROM THE HEAD BUT DO NOT CUT IT FREE.
"WAIT!" it yells after you when you cross the bridge. "Don't leave me! I could be of great help to you!"
4: -1 reputation, green faction
6: coin

~ Ryan Laukat

27 ☐ You follow the road to Starbed Lake and a roaring waterfall. Near the lake edge is a clay hut, the door hanging wide open. Papers and books lie strewn across the doorstep, and a trail of dried blood leads through the grass and into the forest.

Skill 7
FOLLOW THE TRAIL OF BLOOD.
You follow the blood to a huge, leafless tree, where two hairy, red-eyed beasts have an old man tied up to a branch. You chase them off and help the man back to his house. Thankfully, his injuries are minor, and he gives you some supplies in thanks.
7: +1 reputation, yellow faction
9: food, heart

Skill 5
SEARCH THE HOUSE FOR VALUABLES.
5: -1 reputation, green faction, gem
7: coin

~ Ryan Laukat

28 ☐ You enter a cave in the woods. The place is well-furnished, complete with carpets, chairs, a kitchen, and a roaring fireplace. A toadfolk settler jumps when he finds you examining his cutlery. "You're finally here! The chess tournament has already started." He ushers you to the back porch near a rushing river where a group of humans and toads sit at various games of chess, each player in deep concentration.

Skill 4
KNOCK OVER ALL OF THE GAME BOARDS AND PICK SOME POCKETS IN THE CHAOS.
You kick and push the little game tables with wild glee, slipping away with a bag of coins before anyone can gather their wits.
4: -2 reputation, green faction, coin
6: coin

Skill 7
ATTEMPT TO WIN THE TOURNAMENT.
You defeat all but one—an ancient toad in a blue robe. Within six moves she defeats your pathetic attempt at a strategy, but at least you receive the second-place prize.
7: +1 reputation, blue faction
9: gem

~ Ryan Laukat

29 ☐ You find an old man living in a treehouse, his hair matted and his skin dirty. He calls down to you. "Can you find my rabbit? He's an old friend of mine and he ran away, but I can't get down to search." You offer to help him down, but he declines. "I'd rather stay up here."

Skill 7
TRACK THE RABBIT.
You follow the rabbit's trail to a small spring where you find, confusingly, a naked old man. He says, "Hey, Donnie, the tea wore off! Wait, you're not Donnie." You help him back to his friend's tree and he quickly scrambles up to the treehouse. The two men toss you an apple to show their gratitude.
7: yellow faction, food
9: +2 reputation

Skill 5
TRAP THE RABBIT.
You set up a non-lethal rabbit trap and wait nearby. You catch four different rabbits overnight but the old man rejects them all. "None of those are my friend," he tells you. "But thanks for trying." At least you had a successful night hunting.
5: red faction, food
7: 2 food

~ Brenna Asplund

30 ☐ You are walking through the woods when you hear the faint sound of a flute. Following the music, you come across an elegant pavilion with a host of beautiful men, women, and lizardfolk feasting inside.

Skill 5
JOIN THE PARTY.
You nervously approach the pavilion, not sure how the people will react to your presence, but they welcome you eagerly with mysterious drinks and plates piled with food. You have a great time with your new friends, talking and laughing long into the night. In the morning you wake with a pounding headache, lying face down in the wet grass. You find a small package wrapped in golden silk by your side, the only hint that the pavilion or its beautiful occupants had ever existed at all. The package is labeled "Gift Bag."
5: red faction, food
7: coin

Skill 8
STEAL FROM THE REVELERS WHILE THEY'RE DISTRACTED.
You sneak around the outside of the pavilion and manage to find the place where the party-goers have stored their bags. You take your time rummaging through each bag until you find enough treasure to satisfy you.
8: -1 reputation, green faction, 2 gems
10: coin

~ Brenna Asplund

31 ☐ Allured by the late-day buzzing of bees, you are drawn into a wide, rubble-strewn clearing in the wood, filled with white flowers. In the center, large stones jut out of the ground like broken teeth. Wandering the glade, you begin to make out a distinct pattern in the stones' arrangement.

Skill 5
EXAMINE INDIVIDUAL STONES MORE CAREFULLY.
Looking closely, you see that many of the stones are marked with drops of candle wax. One bears strange markings: a white flower and the tracery of enormous rabbit ears. As your fingertips follow the outlines, the stone begins to light up, and you feel warmth against your hand. The candle wax begins to melt, redolent of honey and flower blossoms. Before the stone's light fades, you gather some of the wax to bring with you.
5: red faction, heart, gain keyword BEESWAX, Q29
7: coin

Skill 7
CLIMB A NEARBY HILL TO GET A BETTER LOOK AT THE STONES AS A WHOLE.
You make it to the top of the steep slope just as the sun sets. Looking down, you see if you can find a pattern in the stones. Without a doubt, the standing stones do make a shape—of an enormous rabbit! As the day's brightness fades, you begin to see tiny lights moving below. Rabbits begin to dance amid the stones, bearing little candles between their teeth. The rabbits —dozens, at least—perform a strange ritual in the twilight, humming a haunting tune and bowing to each other, kissing the stones, and then dancing in a circle around each stone, all the while bearing little candle flames.
7: +1 reputation, blue faction, gain keyword RITUAL, Q29
9: gem

~ Alf Seegert

32 ☐ The trees are shedding their leaves in bucket-loads this time of year and you stop to gather a huge, red pile. You jump in and soon your tired body slips into a drowsy dream. When you wake, your limbs are immobile. You try to look around, but you're completely swallowed up by the leaves.

Skill 8
CHANT A MAGIC SPELL OF RELEASE YOU LEARNED AS A CHILD .
You start to chant and slowly the leaves loosen their hold. You wriggle out of the pile and give it one last kick just for spite.
8: blue faction, 2 hearts
10: +2 reputation

Skill 6
CALL FOR HELP.
You yell until your voice hoarsens. The rest of your party, trapped in their own cozy leaf piles, join in. Soon a group of travelers passes by and pulls you out. "These leaves are known for their numbing touch," they say, laughing. "Best to use in limited amounts, though." You carefully pack a small bag of the red flakes and tuck it away for later use.
6: -1 reputation, yellow faction, coin
8: gem, heart

~ Malorie Laukat

Map 4: *Meteor Mountain*

33 ☐ You come to a great forge cut into the mountain. The weaponsmith, a dried, old branch of a man in a blindfold, invites you inside where the furnace glows hot and the walls are lined with swords and blades of every kind; some are narrow and curved at the point, others are intricately engraved and bound with fine leather. "These old bones would ask for assistance," he says. "I've much work to do."

Skill 7
HELP THE WEAPONSMITH AT THE FORGE.
The blind smith makes a set of iron hammers and thanks you for pumping the bellows. "Traveling east?" he asks. "I'm rebuilding an ancient blade and require some lightning ore from the Lolun Mines. Bring me some, and I will make you a blade."
7: +1 reputation, red faction, coin, Q14
9: coin

Skill 5
DELIVER A PACKAGE TO MACRIA FOR THE SMITH.
"Take care on the roads," says the blind smith. "My daughter tells me there are soldiers that fly a strange banner wandering the mountains, searching for something." He sends you away with a heavy canvas bag.
5: yellow faction
7: +1 reputation, food

~ Ryan Laukat

34 ☐ The mountain winds relentlessly bite as you traverse a rocky path. At the top of the next hill you find a giant snail shell made into a house. A wooden doorway has been cut at the front, and glass windows line the shell from bottom to top. When you knock, a mole wrapped in a knit cloak invites you inside. "Something's not right—in the mountain, I mean," he says, serving you tea. "The wind has an evil sound upon it. The birds no longer fly around here. I must search the caves for the answer."

Skill 8
HELP THE MOLE SEARCH THE CAVES.
You follow a path to a cave nearby. Inside, the cracked walls drip with a foul-smelling, black liquid. "There is a poison in these mountain veins," says the mole. You step into a square chamber covered in patterned tilework. Something suddenly grows up from the floor—a hulking, narrow eyed creature made of shadow—and grips your mole companion with a clawed hand. You charge, barely freeing the mole, and the creature disappears. "We must not let that monster roam free," says the mole.
8: +2 reputation, yellow faction, Q10
10: gem

Skill 5
WAIT FOR THE MOLE TO LEAVE AND THEN RAID HIS HOUSE.
You find a cupboard filled with food, and underneath the bed is a box of coins.
5: -3 reputation, green faction, coin, food
7: coin, food

~ Ryan Laukat

35 ☐ You climb a steep trail to a green pasture filled with goats. Nearby, a goatherd sits with his head in his hands outside a stone cottage. "My wife is angry with me," he says. "She hasn't opened that door in days."

Skill 8
CONVINCE THE WOMAN TO OPEN THE DOOR SO THEY CAN TALK OUT THEIR PROBLEMS.
The woman finally opens up. "He's been writing secret letters to some girl in town," she says, eyes red from lack of sleep and an abundance of tears. "It was a mistake," says the goatherd, and after a long talk, the woman decides not to kick him out.
8: +2 reputation, blue faction
10: coin

Skill 5
BREAK DOWN THE COTTAGE DOOR.
You burst inside and the goatherd's wife screams, throwing pots at you from the kitchen. You take some of the food inside and nod to the shepherd. "Fixed that," you say before continuing your journey.
5: -1 reputation, green faction, coin
7: coin

~ Ryan Laukat

36 ☐ A chilly, mountain rain sends your party into a tiny cave. Lighting your lanterns, you discover a few wooden boxes of treasure! You count your reward and rejoice at such luck, setting up camp outside when the rain has died down, lighting a small fire to cook supper and warm your hands. A stray rock falls, cracking against the stony ground, but you think nothing of it. A moment later another rock falls, and another, until it seems the whole mountain is breaking lose. A massive wave of rocks and dirt is heading right for your camp!

Skill 7
GRAB THE NEWLY-FOUND TREASURE AND ESCAPE.
In your hurry you leave a sleeping party member, whose leg is smashed by a heavy rock in the slide.
7: green faction, 2 coins, -2 hearts
9: gem

Skill 5
DRAG ONE OF YOUR FELLOW SLEEPING ADVENTURERS TO SAFETY.
"Good thing you got me out of there," says your party member. Sadly, you lose all of the newly-found treasure in the slide.
5: yellow faction
7: +2 reputation

~ Ryan Laukat

37 ☐ You reach the edge of the craggy mountains and rest at the edge of a windy wasteland, falling asleep under a lone tree. When you wake, you find yourself surrounded by soldiers. A woman with short, brown hair holds a sword at your throat. "I am Captain Shreya of the Copper Empire. Villagers from Macria have told us of your quest. Tell me what you have found and I may let you live." Your heart races as you weigh your options.

If Keyword COPPER
Just as you are about to respond, one of the soldiers recognizes your face. "Captain! These travelers stole a prisoner from us!" Shreya binds your party and travels north, where you escape at night before anyone notices.
+1 reputation, green faction, move your character to "space 46" on the map (You may not have another encounter this turn.)

Otherwise, Skill 7
TELL SHREYA WHAT YOU KNOW.
You speak of your many travels and soon she grows bored. She sounds a sharp whistle and the soldiers move out over the desert.
7: -1 reputation, red faction, coin
7: coin

Otherwise, Combat 9
FIGHT YOUR WAY FREE.
You draw your weapons and the furious battle kicks up a billowing dust cloud, which you use to hide your escape.
9: +2 reputation, green faction, coin
11: coin

~ Ryan Laukat

38 ☐ You find a narrow mine dug into the side of a sheer cliff. A few dome-shaped clay houses sit nearby, chimneys spewing a steady stream of smoke. "Welcome, stranger," says a white-haired woman pointing a rusty crossbow at you. "We don't need any more trouble. We've got a missing child already!"

Skill 6
OFFER TO HELP WORK IN THE MINE.
Mining work is hard—you make a mental note to avoid it in the future.
6: red faction, gem
8: coin

Skill 8
SEARCH FOR THE MISSING CHILD.
You search the deep tunnels of the mine, lanterns held high, and find the frightened boy by an underground lake. The miners have a meal in your honor.
8: +2 reputation, yellow faction, food
10: 2 food

~ Ryan Laukat

39 ☐ You come across an overgrown shrine nestled into the side of a cliff. In the center of the shrine is a small meteor, surrounded by offerings of food and coins.

Skill 6
TAKE THE OFFERINGS.
You take as many of the offerings as you can fit in your pack. An approaching pilgrim looks shocked at your actions, but you run away before she can do anything about it.
6: -1 reputation, green faction, coin, food
8: gem

Skill 4
PRAY AT THE SHRINE.
You pause for a brief moment of contemplation, and you feel more at peace as you walk away.
4: red faction, heart
6: +2 reputation

~ Brenna Asplund

40 ☐ A young woman runs up to you, out of breath. "Help!" she says. "My friend and I were investigating a meteor that attracts metal to it and she got stuck." You follow her and find a young woman in plate armor stuck to a large black rock in the middle of a crater.

Skill 9
PULL HER FREE.
Through sheer strength and force of will you manage to pry the young woman and her armor away from the rock. The young woman is so grateful that you saved both her and her expensive armor that she gives you a substantial reward.
9: +1 reputation, green faction, 2 coins
11: gem

Skill 5
HELP HER OUT OF HER ARMOR.
After several minutes of pulling, squeezing, and contorting, the young woman is free. "That armor was really expensive," she grumbles. "Be more grateful!" shouts her friend. "Fine," says the freed woman with a scowl. She gives you a small reward for your trouble.
5: red faction, food
7: coin

~ Brenna Asplund

41 ☐ Hidden off the path through the mountains is a field of meteors, as if a gardener had planted rows and rows of them amidst the rocky canyon.

Skill 5
HARVEST THE METEORS.
Mining magnetic meteors proves to be more difficult than simply collecting rocks. Your tools are all metal and the pull from the meteors makes it too difficult for you to retrieve anything of value. You have to be satisfied with collecting small pebbles from the ground and you leave the garden to some other, better-equipped mining operation.
5: red faction, coin
7: gem

Skill 8
STUDY THE METEORS.
A few members of your party are quite enthusiastic as they realize that these meteors are, in fact, placed in a particular pattern. "An ancient calendar," they explain, "which was used, not only for farming, but for storing the codes to a secret treasure stash, sealed with the magnetic power of the stones." They decipher the code and below one of the meteors they find a stone-lined tunnel. While mostly bare, you dig around and find some gems and jewels hiding in the dark hole.
8: +1 reputation, blue faction, gem
10: gem

~ Malorie Laukat

42 ☐ Before you is a large lake, its surface as still as a mirror, reflecting the blue sky and fluffy clouds above it. You pause a moment, not wanting to disturb this strange calm. Then you see a ripple in the middle of the lake.

Skill 7
DIVE IN AND INVESTIGATE.
You dive in and swim to the center of the lake, where you tread water, looking around you. You feel something swim around your legs and then a fish-like man appears out of the water, his blue and white scales shimmering in the sun, matching the image of the sky on the water. He places a silver necklace around your neck and then laughs, disappearing again into the water.
7: yellow faction, gain the "Pendant of the Sky Fish" card
9: coin

Skill 4
SIT ON THE SHORE AND WATCH.
You sit by the lake and watch the surface carefully. You see one or two more ripples, but it might simply have been the wind on the surface of the water. Eventually you leave, feeling refreshed from this other-worldly moment of peace.
4: red faction, heart
6: 2 hearts

~ Brenna Asplund

43 ☐ You spot a black billow of smoke on the horizon and follow it to a burning watermill. A bald man in a blue scarf runs toward you. "A man made of stone attacked me! He's taken everything and destroyed my mill," he says.

If Keyword RED
As the man speaks, you can hear the Red King's persuasive voice in your mind, issuing new commands. You rob the miller of whatever he has and find yourself travelling to the Red King's camp, where you give him the miller's coin pouch. "When we revive the Ivory Queen and her machines, you will make a fine Arzian," he says to you. You thank him and continue your journey, wondering if you truly retain control of your own mind.
-1 reputation, green faction, 2 food

Otherwise, Skill 5
HELP THE MAN PUT OUT THE FIRE AND REPAIR WHAT YOU CAN.
You spend the next day working on the mill, and have things up and running before the sun sets. "The stone man wore a red cape," says the miller. "He kept mumbling on about bringing back the Ivory Queen, or some nonsense. Keep clear if you see him on the road."
5: +1 reputation, red faction
7: coin

Otherwise, Combat 8
TRACK DOWN THE STOLEN SUPPLIES TO TAKE FOR YOURSELF.
You track the Red King to a ruined temple, where you rob his camp of brigands and escape into the night. In one of the stolen bags you find a journal and read a passage: *Our stone king grows more impatient each day. All he talks about is finding the Ivory Queen. I joined because I thought there would be a good haul of treasure, but we haven't found any in weeks. I'd up and desert if I thought I could get away with it! I hear the king's voice in my head all the time now, telling me what to do. I should never have joined this rabble!*
8: -1 reputation, green faction, 2 coins, food
10: gem

~ Ryan Laukat

44 ☐ An enormous toad wearing nose plugs stands guard before a pocked, steaming mountainside covered with lush trees. His tongue unrolls and smacks a bug on a nearby sign written in many different languages. You read, "METEOR MOUNTAIN HOT SPRINGS. ADMISSION FEE 1 COIN. NOSEPLUGS EXTRA." Looking beyond the sign, it seems that the smaller craters, combined with a naturally heated water supply, do indeed make perfect bathing pools. Although the smell is scarcely bearable, the healing effects of these springs are legendary, and you are sorely tempted to take a soak. You see that many other creatures are enjoying the benefits of this thermal oasis.

Skill 4
ATTEMPT TO SNEAK IN WITHOUT PAYING.
You find some spoiled food in your rucksack and set it a little bit away from the entrance to attract flies. The giant toad at the gate soon sees them and gets excited, flicking his tongue enthusiastically. You use this moment to sneak inside. You spend an hour soaking in the healing heated pools of Meteor Mountain, and sneak away feeling enormously refreshed, relaxed, and a little guilty.
4: -1 reputation, green faction, heart, Q31
6: gem

-1 coin, Skill 4
PAY 1 COIN AND BRAVE THE SULFUROUS SMELL OF THE HOT SPRINGS WITHOUT NOSEPLUGS.
You try to spend the day soaking in the healing waters, but the stench is unbearable after only half an hour. You dress, feeling mildly refreshed and relaxed. As you leave, the giant toad gives you a strange looking necklace: "Take this with you, please."
4: red faction, 3 hearts, gain keyword TALISMAN, Q31
6: +2 reputation

-2 coins, Skill 4
PAY 2 COINS AND ENTER METEOR MOUNTAIN HOT SPRINGS, BUYING NOSEPLUGS FIRST.
You spend the entire day soaking in the healing heated pools of Meteor Mountain. You dress, feeling enormously refreshed and relaxed. As you leave and remove your noseplugs, the stench of sulfur nearly overwhelms you. On your way out, the giant toad looks at you gravely and gives you a strange looking necklace: "Take this with you, please."
4: yellow faction, 4 hearts, gain keyword TALISMAN, Q31
6: +2 reputation

~ Alf Seegert

45 ☐ "Stop right there!" you hear a gruff voice call as you pass a grove of trees. A small, furry creature jumps out from behind one of the pines, wielding a small spear and baring its teeth. "One more step and you'll be crawling back to wherever you came from." As you and your party start to laugh at this brave, bite-sized attacker, it jumps at you, slashing at any exposed skin with its needle-sharp spear.

Combat 8
ATTEMPT TO FIGHT OFF THE RODENT.
You swat and flail in a futile attempt to target the creature, but you sustain much more damage than you expected in the fight. Finally, in a lucky stroke, one of you manages to fling the rodent back into the forest. You leave quickly, before it has a chance to come back and add to your stinging shame and skin. Luckily, the rodent dropped its satchel in the fight, and you take it.
8: green faction, 2 gems
10: 2 food

Skill 7
TRY TO DISTRACT IT BY BURNING DOWN ITS TREE.
You keep the rodent distracted while one of your party lights a fire at the base of the trees. As the smoke billows up from the ground, the rodent cries in horrified pain. "What are you doing, you fiends?!" it screams, throwing itself onto the fire to attempt to put it out. You leave as the creature struggles to save its tree and you manage to pick up a few choice items from its dropped purse on your way.
7: -2 reputation, green faction, coin, gem
9: coin

~ Malorie Laukat

46 ☐ "We're lost," says your guide. You glare at him, thinking of the large pile of coins you handed over to him at the Macria saloon. He swore he could take you to a lost Arzian crypt.

Skill 8
MUSTER YOUR PATIENCE AND HELP YOUR GUIDE FIND THE WAY BACK.
You try not to explode with anger as you ask your guide where he last had the right trail. After a few hours of going back along your tracks, your guide finds the trail again and you decide that at the next town, you will not be renewing his contract.
8: +1 reputation, yellow faction, coin, -1 heart
10: coin

Skill 6
SEND YOUR GUIDE PACKING AND CONTINUE ON YOUR OWN.
You throw your guide out of the party without even an extra scrap of food. Using your own keen sense of direction and your well-channeled rage, you find your way to the crypt in less than an hour. The findings within are slim, and you start to wonder if the poor man you sent away will ever find his way back.
6: -1 reputation, blue faction, coin
8: coin

~ Malorie Laukat

47 ☐ The weather is fine and you decide to treat your party to a well-earned rest. You break out the best bacon and wine and sit down to eat when you are approached by a giant ant, the size of a mouse. It looks hungry.

Combat 7
FIGHT OFF THE ANT SO YOU CAN ENJOY YOUR PICNIC.
You pick up the ant and throw it as far as you can. Before too long it crawls back, this time with friends. As they grow in number, your party forgets their food and engages in the heated battle. Finally, the oversized insects leave you to finish your meal.
7: -1 reputation, green faction, gem, 2 food
9: coin

Skill 8
SHARE YOUR MEAL WITH THE ANT.
You give the ant a bite of bacon. It eats and walks away. You're feeling generous until the ant returns with dozens of its friends. It takes all the food you have to keep them from eating you and your entire party in their excited hunger. After they are sated, you and your party continue on, hungry and disgruntled.
8: +2 reputation, red faction, coin
10: coin

~ Malorie Laukat

48 ☐ You recognize a hogfolk city before you and decide to go in. The merchants in the street offer rare meteorite artifacts for sale.

Skill 7
SPEND THE DAY SEARCHING FOR TREASURES.
After rummaging through almost every stall, you find a number of valuable artifacts. Thanks to your talent for persuasion, you get them at a great price too.
7: yellow faction, coin, draw 1 artifact card
9: draw 2 artifact cards

Skill 5
BUY A SMALL TRINKET AND HEAD FOR THE PUB.
You find a small knife, buy it, and head off to the pub for some famous Hogtown beer and cheese.
5: red faction, food
7: 2 food

~ Malorie Laukat

Map 5: *Toxic Desert*

49 ☐ You find a yellow lizardfolk traveller pacing back and forth and muttering to himself by the side of the path. You ask him what's wrong and he tells you. "Bandits stole my pack! I don't even care about the money, but my diary was in there! It's so embarrassing!" The lizard, whose name is Garlan, buries his face in his hands and groans. "I bet all the bandits are reading it and laughing at me."

Skill 4
CONVINCE HIM IT'S GOING TO BE OKAY.
You tell Garlan that the bandits probably won't read his diary, and that even if they did, chances are he'd never see them again. "You're right," Garlan says. "I guess it's not a big deal after all."
4: yellow faction, Q17
6: +2 reputation

Combat 7
TRACK DOWN THE BANDITS AND GET HIS DIARY BACK.
You find the bandit camp nearby. One bandit sits by the fire, reading from a book, while the rest of the bandits laugh and laugh. You march right into the middle of the camp, punch the bandit leader in the face, taking the book from her. You whisper "Garlan sent me" before knocking her out and fighting your way back out of the camp and going to return the diary. No one's going to mess with that lizard again. He thanks you when you return the diary. "You didn't read it, did you?" he asks, nervously.
7: +1 reputation, green faction, coin
9: 2 hearts

~Brenna Asplund

50 ☐ The heat is torturous, and you run out of water. Hours later, you find a lone well in the desert and rush to drink. A sudden loud hiss makes you drop the bucket. From behind a dune emerges an enormous copper rattlesnake with a ravenous look in its eyes.

Combat 7
BATTLE FOR YOUR LIVES.
Your companions enjoy a meal of grilled snake that night, but you have no appetite; your arm is in too much pain from where it was grazed by a snake fang.
7: +3 reputation, green faction, 2 food, gain the "Poisoned Limb" card
9: coin

Skill 6
LEAP DOWN THE WELL FOR SAFETY.
The snake waits around for hours, but finally gives up and slithers away. While hiding, you find some ancient writing scrawled on the wall. "This is in the Arzian language," says one of your party members, and you mark it down to translate later.
6: blue faction
8: +1 reputation, heart

~ Ryan Laukat

51 ☐ An unexpected dust storm hits and you take shelter under a nearby rock outcropping only to discover someone was there before you. The stranger is entirely wrapped in cloths and rags, their face covered. The stranger holds a knife out, handle towards you.

Skill 5
TAKE THE KNIFE AND RUN.
Somewhere in the storm you drop the knife, but when you check your pack a few days later, there it is.
5: red faction, gain "Cursed Knife" card
7: gem

Skill 7
TALK TO THE STRANGER.
The stranger doesn't respond, but continues to hold the knife out to you. You keep talking anyway, about the weather, your life, anything you can think of. Finally the storm clears and the stranger stands, putting their knife away. "I'm sorry," they say, pulling some food out of their pack and handing it to you. "Forgive me."
7: yellow faction, food
9: coin

~ Brenna Asplund

52 ☐ You ask a passing lizardfolk if there's anywhere nearby to refill your water reserves. "There's a well just down the road, but the water there is poison," she tells you. "The locals use it as a wishing well."

Skill 5
TAKE SOME OF THE POISON WATER.
You make sure to keep the poison water in its own separate, clearly labeled container in order to avoid any serious accidents.
5: -1 reputation, coin, gain the "Poison" card
7: coin

Skill 10
INVESTIGATE THE WELL.
The lizard was telling the truth—the well is full of coins. You use the nearby materials to put together a contraption which you use to fish out a number of coins. You are very careful to clean any remaining poison water off them.
10: blue faction, 2 coins
12: coin

~Brenna Asplund

53 ☐ As you climb a rocky outcrop, you accidentally disturb the nest of a little brown bird with white spots. The bird flaps around your head in a fit, chirping wildly, following you for hours despite your efforts to shoo it away.

Skill 7
SING THE BIRD A TRAVELING SONG TO CALM IT.
The bird listens quietly as you sing of lost lands and footpaths through forgotten forests. It flies away and returns with another bird, this one grey and ancient and fat. It lands at your feet, "This is an ancient song we have long tried to fully remember," says the grey bird. You teach the birds the song and they tell you of a hidden treasure nearby.
7: blue faction, gem
9: +2 reputation

Skill 4
THROW ROCKS AT THE BIRD UNTIL IT FALLS OUT OF THE SKY.
The brown bird calls out as it falls to the rocks, and soon a swarm of angry brown birds with white spots descends upon you, chasing you into a cave where you find a pile of old crates filled with supplies.
4: -2 reputation, green faction, 2 food
6: gem

~ Ryan Laukat

54 ☐ You find a cave cut into the red rock cliffs, and a nearby wooden sign depicts a bomb mid-explosion. Inside, shelves of black spheres sit along the walls, and near the back of the cave, two men argue. "I already paid for this week's supply!" says one, a man in a wide hat. "And I tell you I never got it," says the shop owner, a bald man with a huge, brown beard.

Skill 8
HELP THE TWO MEN RESOLVE THEIR ARGUMENT.
You help the hatted man realize that his errand boy must have taken the coins for himself. The shop owner thanks you and offers you some free bombs.
8: +3 reputation, gain the "Bombs" card
10: gem

Skill 4
STEAL SOME BOMBS WHILE THE SHOP OWNER IS DISTRACTED.
As the debate rages you stuff a few bombs into your bag, but not out of sight of the bearded shop owner. "Stop!" he roars, leaping over the counter, knocking a lantern to the floor. As you fight to get away, the spilt lantern oil burst into flames, catching on a wall banner and spreading across the shop. In a panic you scramble for the exit, flying over the sand outside to get away. The explosion rips you from the ground and throws you across the dunes. You crawl away with a headache hours later.
4: -1 reputation, gain the "Bombs" card
6: coin

~ Ryan Laukat

55 ☐ You arrive at a camp at the base of a cliff. Hogfolk lie in what shade they can find, their eyes cloudy, their breathing heavy. "We drank from a poisoned well," says one, wheezing. "We need clean water, but the only other source I know of is the lair of a monstrous creature."

Combat 8
ATTEMPT TO RETRIEVE WATER FROM THE MONSTER'S LAIR.
You follow the hogfolk's directions to a wide cavern. The air grows cool and moist as you delve deeper, arriving at a wide, shallow pool at the bottom. You stoop to fill you water skins, but a sudden splash in the darkness stops you. A hulking, red-skinned creature with hundreds of eyes emerges from the shadows. You fight a raging battle, putting out eyes one at a time until the creature retreats, moaning and half-blind. You quickly fill your water skins and return to the hogfolk camp.
8: +1 reputation, blue faction, food
10: coin

Skill 5
TRADE WHAT LITTLE WATER YOU CAN SPARE FOR ANY TREASURE THEY MIGHT HAVE.
You doubt that the water will help them for long, but business is business.
5: -1 reputation, yellow faction
7: gem

~ Ryan Laukat

56 ☐ You meet a lizardfolk trader in the shadow of an ancient, iron digging machine stuck in mounds of sand. "I have here a map to the underworld for trade," he says, unrolling a cracked parchment filled with strange markings.

Skill 8
BARTER FOR THE MAP.
You share a meal of snake steaks after the deal is done. "I hear tell that Zag the Treasure Hunter has returned. Years ago we fought his band of thieves and they left this difficult land for easier prospects. You may want to keep your belongings close at hand if he truly has come back," says the lizardfolk trader before you say farewell.
8: +1 reputation, yellow faction, food, Q27
10: +2 reputation

Skill 7
EXAMINE THE ANCIENT MACHINE.
You make your way inside and find a few trinkets, along with a stray pack bird sleeping in a rusted chamber.
7: red faction, gain a pack bird
9: treasure

~ Ryan Laukat

57 ☐ You explore a deserted town and find a bush of red berries. Before you know it, you and your party members have eaten a few, as if you had no choice in the matter. Your thoughts grow foggy and one by one you fall to the ground, waking in the middle of a misty battlefield, where two armies ready themselves for a glorious end. The army to the west flies the green banner of the outlaws, and the army to the east flies the yellow banner of the nomads. Is this a memory of the past, or a war that is yet to come?

Combat 7
FIGHT WITH THE OUTLAWS.
The sounds of iron against iron and cries of pain fill the air. You help the green army overcome the yellow army, and awaken in the town soon after, the stain of red berries on your lips.
7: +2 reputation, green faction, heart
9: gem

Combat 8
FIGHT WITH THE NOMADS.
The sounds of iron against iron and cries of pain fill the air. You help the yellow army overcome the green army, and awaken in the town soon after, the stain of red berries on your lips.
8: +2 reputation, yellow faction
10: gem

Skill 4
ESCAPE THE BATTLE AND HIDE.
You watch the battle unfold, both sides taking heavy casualties, and awaken in the town soon after, the stain of red berries on your lips. You search the place for anything of value before heading on your way.
4: -1 reputation, red faction
6: gem

~ Ryan Laukat

58 ☐ You walk among tall red rock formations, fascinated to discover that the stone pillars are covered in small drawings. There are some hand prints, some scenes of lizardfolk hunting, and pictures of various animals. Most of the drawings are done in deep red paint, but one frog is painted in bright gold. The frog picture is simple, but it feels almost alive, like it could leap out of the stone.

Skill 5
CUT THE GOLDEN FROG OUT OF THE ROCK.
You use a pickaxe to carefully chip away at the stone. when you finally manage to chip off the piece with the frog picture, the frog disappears and reappears on the rockface a few feet away, leaving you with nothing but a piece of red sandstone.
5: green faction, food
7: gem

Skill 7
COPY THE GOLDEN FROG.
You pull out your journal and do several sketches of the golden frog, trying to capture its essence. After a few moments you notice that the golden frog has disappeared and reappeared on your arm.
7: red faction, gain the "Golden Frog Tattoo" card
9: coin

~ Brenna Asplund

59 ☐ You enter the village of Ko Vulu and find a gambling hall. You are just sitting down to relax when a young man with an orange bandana sits down next to you. "Care for a wager?" he asks. You can feel the tension in the other patrons, all of them watching from the corner of their vision, no one willing to make eye contact. "Why is everyone afraid of you?" you ask. "Because I like to keep 'em that way," responds the boy with a wink, and you realize that he must be Zag the Treasure Hunter. You're surprised that he looks so young. This is the man who had formed a famous band of thieves and sown so much chaos?

If Keyword ZAG
A young boy suddenly interrupts. "Boss, these people saved me when my own mother was about to kill me!" he says. Zag grins and slaps you on the back hard. "In that case, you're welcome here any time!" says Zag.
+2 reputation, green faction, 2 coins

Otherwise, Skill 7
ACCEPT THE CHALLENGE.
You begin a game of dice, and every roll has you sweating. When you start to win, Zag wears a deep frown. You take your winnings and excuse yourself before anything bad happens, hiding in a nearby alley just in case.
7: +1 reputation, red faction, coin
9: coin

Otherwise, Combat 9
TELL HIM TO LEAVE YOU ALONE.
Zag stands, and a deadly silence fills the room. "Get them!" he yells, and a wild brawl breaks out. You escape through a back door and bandits chase you around town for hours before you find a quiet cistern in which to hide. You discover a few boxes of supplies while you hide.
9: +1 reputation, green faction, 2 coins
11: food, heart

~ Malorie Laukat & Ryan Laukat

60 □

If Keyword NIZRA, Read 60a
If another player has Keyword NIZRA, Read 60b
Otherwise, Read 60

You knock at the door of an earthy, clay hut and a woman in a tall, purple hat answers. "I knew you'd be here soon," she says. "I am Nizra. I've been watching your travels from afar, and I require your service. In a fit of jealousy, the tribe of mystics in Ko Lan have banished me." The witch hands you a small wooden chest. "Hide this netherworld box in their meeting hall and they'll be sorry they ever crossed me!"

Skill 7
DELIVER THE BOX.
The next time you return to Ko Lan, you leave the box in the mystic's hall. That night, screams erupt from the hall and ghosts flow from the place in a phantasmal flood. Panic spreads across town as villagers flee into the desert.
7: -2 reputation, green faction, coin. Special rule:
Immediately place a coin token on each building on the town board. Each coin represents a ghost that must be defeated. When a player visits a building with a ghost, the player must roll Combat 5 or higher (as if it were a quest roll). On a success, the player claims the coin token and takes the action as normal. On a failed roll, the player takes no building action and their turn ends.
9: coin

Skill 9
PROMISE TO DELIVER THE BOX, BUT INSTEAD HIDE IT AT THE WITCH'S HOUSE.
You leave the box at the witch's house and hope you never see her again. You tell the mystics council what happened the next time you return to Ko Lan.
9: +3 reputation, blue faction, gain keyword NETHERWORLD
11: gem

~Ryan Laukat

60a □

You knock at the door of an earthy, clay hut and your stomach sinks when Nizra the witch answers. She smiles at you in her tall, purple hat. "I knew you'd be here soon," she says. "My heart reveled in the chance for revenge, but I find I need you for something else. In a fit of jealousy, the tribe of mystics in Ko Lan have banished me." The witch hands you a small wooden chest. "Hide this netherworld box in their meeting hall and they'll be sorry they ever crossed me! And don't try to leave the box in the desert. I'll know."

Skill 6
DELIVER THE BOX.
The next time you return to Ko Lan, you leave the box in the mystic's hall. That night, screams erupt from the hall and ghosts flow from the place in a phantasmal flood. Panic spreads across town as villagers flee into the desert.
6: -2 reputation, green faction. Special rule:
Immediately place a coin token on each building on the town board. Each coin represents a ghost that must be defeated. When a player visits a building with a ghost, the player must roll Combat 5 or higher (as if it were a quest roll). On a success, the player claims the coin token and takes the action as normal. On a failed roll, the player takes no building action and their turn ends.
8: coin

Skill 9
PROMISE TO DELIVER THE BOX, BUT INSTEAD HIDE IT AT THE WITCH'S HOUSE.
You leave the box at the witch's house and hope you never see her again. You tell the mystics council what happened the next time you return to Ko Lan.
9: +3 reputation, blue faction, gain keyword NETHERWORLD
11: gem

~ Ryan Laukat

60b ☐ You knock at the door of an earthy, clay hut and a woman in a tall, purple hat answers. "I knew you'd be here soon," she says. "I am Nizra. I've been watching your travels from afar, and I require your service. Some travellers near here offended me greatly, and I want revenge. I've been following them for weeks!" The witch hands you a small wooden chest. "Hide this netherworld box in their supplies when they visit Ko Lan and they'll be sorry they ever crossed me!"

Skill 6
DELIVER THE BOX.
The next time you return to Ko Lan, you find the travelers and hide the box in a bag of their supplies. That night, screams erupt from the saloon and ghosts flow from the place in a phantasmal flood. Panic spreads across town as villagers flee into the desert.
6: -2 reputation, green faction. Special rule: *The player with the Keyword NIZRA must immediately move their heart marker to 0 (no matter where they are currently). Also, immediately place a coin token (from the supply) on each building on the town board. Each coin represents a ghost that must be defeated. When a player visits a building with a ghost, the player must roll Combat 5 or higher (as if it were a quest roll). On a success, the player claims the coin token and takes the action as normal. On a failed roll, the player takes no building action and their turn ends.*
8: coin

Skill 9
PROMISE TO DELIVER THE BOX, BUT INSTEAD HIDE IT AT THE WITCH'S HOUSE.
You leave the box at the witch's house and hope you never see her again. You tell the mystics council what happened the next time you return to Ko Lan.
9: +3 reputation, blue faction, gain keyword NETHERWORLD
11: gem

~ Ryan Laukat

61 ☐ Your party passes under a towering rock archway. A gust of wind blows by and in it you think you hear ghostly voices wailing warnings: "Turn back. Death awaits you."

Skill 7
ENCOURAGE YOUR GROUP TO MOVE FORWARD.
The wailing gets louder as you press forward. Suddenly a ghostly apparition appears in front of you. "None will survive the toxic wasteland!" it screams. "Turn back!" Your party stands its ground and you see that the ghost is guarding a treasure. As you approach to take it the ghost disappears and your party collects the loot.
7: +1 reputation, green faction, gem
9: coin

Skill 5
TURN AROUND AND FIND ANOTHER PATH.
You decide to take the safe route and your party agrees. On your way around the archway you find a rare, edible desert plant and stop to harvest it.
5: -1 reputation, red faction, food, heart
7: food, heart

~ Malorie Laukat

62 ☐ One of your party has brought his dog with him and the mutt has decided that it's your new best friend. When you turn around to drop it another piece of bacon, it's nowhere to be seen. You hear yelping and find the dog trapped in a deep pit.

Skill 7
MAKE A NET TO LIFT THE DOG FROM THE PIT.
You fashion a net from the extra materials in your pack and lower it down into the pit. At first it doesn't reach, but with the help of your other party members, you are able to lengthen the rope and lift the dog to safety.
7: +2 reputation, red faction
9: 2 hearts

Skill 10
CLIMB DOWN TO THE DOG AND DRAG IT TO SAFETY.
You tear off your shirt and climb down into the pit. Wrapping the shirt around the dog, you fasten it to your back and climb back out of the pit, your muscles rippling as your party watches in awe.
10: +3 reputation, green faction, coin
12: 2 hearts

~ Malorie Laukat

63 ☐ A scorched wind blows across the sand as the sun sets. Over the next dune you see a figure with a ripped, red cape, and realize you have found the Red King. He descends an ancient staircase carved into the rock and you follow him. The smell of spices and cooking fires fills your nose, and the sounds of clumsy chortling and busy chatting echo off the rock walls. Moments later, you find yourself in a hidden city filled with lizardfolk. The Red King pushes through the crowd, but no one pays him much attention. You follow him to a low hut where he sits down with an ancient lizard scholar.

Skill 6
LISTEN TO THE EXCHANGE.
"I've brought the agreed payment," says the Red King, placing an ornate mirror on the table. "Now tell me where I can find the Ivory Queen." The scholar picks up the mirror and shakes it. Strange letters appear across the surface. "You must travel east, to the town of Dree Mar in the dried sea," she says. You leave before either of them discover you and wander the hidden lizard city.
6: blue faction
8: 2 food

Skill 8
LISTEN TO THE EXCHANGE WHILE ROBBING THE SCHOLAR.
"I've brought the agreed payment," says the Red King, placing an ornate mirror on the table. "Now tell me where I can find the Ivory Queen." The scholar picks up the mirror and shakes it. Strange letters appear across the surface. "You must travel east, to the town of Dree Mar in the dried sea," she says. You take a few things and slink out the back door before either of them notice you.
8: -1 reputation, green faction, 2 coins
10: coin

~ Ryan Laukat

64 ☐ Your stomach grumbles as you eagerly approach a tent labeled "Free Bites." You look and smell for the food, but find none. A weathered lizardfolk merchant sits alone, playing a haunting tune on his pipe. Three snakes, each a different color, dance before him, like a many-headed monster bobbing its heads to a rhythmic folksong.
The merchant pauses. "Free bite?" You nod, excitedly, wondering what food he will offer.

"Which color first?" he asks, and nods towards the three snakes, who look at you with bright eyes from their variously-hued bodies. They bare their fangs obligingly.

You tell the merchant that it appears there has been a misunderstanding over what the word "bite" meant. He replies, "No worries, my friend. But if you want to travel safely, like I do, then you must take care of more than your belly. Take a tiny bite first, to protect you from the bigger bites that might come along down the road." He looks at you meaningfully. When you respond in disbelief, he smiles, revealing three remaining teeth. "I live a long happy life because I took little bites first. Now I share the secret with others, for free, as a kindness!"

Skill 4
LET THE MERCHANT'S SNAKES BITE YOU. A TINY BIT.
You feel a few sharp pains as the merchant's snakes bite you one at a time.
4: -1 reputation, blue faction, -1 heart, keyword FANG, Q33
6: 2 food

Skill 6
REFUSE SUCH A CRAZY IDEA.
The merchant tries to convince you, but you won't listen.
6: +2 reputation, red faction, Q33
8: coin

~ Alf Seegert

Map 6: *Cloudy Valley*

65 ☐ You follow a light through the mist and find one of the toadfolk sitting cross-legged beneath a tree, the branches of the tree weighed down by hanging moss. A small lantern and a coin purse sit next to him and he holds an intricate iron bird cage. In the cage you can see a small, golden tree frog which glows with a soft inner light. The toadfolk merchant holds up a sign that reads "For Sale".

-1 Coin, Skill 7
BUY THE GOLDEN FROG.
As soon as you take the iron cage the toadfolk merchant and all his belongings fade away. The small golden frog fades away, too, leaving only the iron cage behind. You're sure you've been cheated until you notice the image of a golden frog appear on the back of your hand.
7: yellow faction, gain the "Golden Frog Tattoo" card
9: 2 hearts

Skill 5
STEAL THE LANTERN AND THE COIN PURSE.
As soon as you think you've gotten away, the lantern and the purse begin to fade, as if they were made of mist. Only a few gold coins are left behind.
5: -2 reputation, green faction, coin
7: coin

~ Brenna Asplund

66 ☐ You're stumbling through the yellow mist when you trip on a large stone. "Hey, watch it!" shouts the stone and you realize it is actually a large tortoise. He says, "My shell is quite delicate, you know!"

Skill 5
APOLOGIZE AND OFFER TO DO A FAVOR FOR THE TORTOISE.
"Take me to the pond. I can clean my shell there." The tortoise is half your size and as heavy as it looks, but with some effort you manage to carry it to the nearby pond. "Thank-you," says the tortoise. "I keep a stash of goodies in that tree over there. Feel free to take something for yourself."
5: +1 reputation, red faction, food
7: coin

Skill 7
TRICK THE TORTOISE INTO REVEALING ITS TRUE NATURE.
After a long conversation, you ask, "Why did you take the form of a tortoise?"
The tortoise responds, "Oh, I really liked tortoises as a kid."
You ask, "As a tortoise kid?"
"No," he says, "a human kid. Wait, no!" Suddenly you see a ghost rise out of the tortoise. "Great," says the ghost. "First you kick my shell, then you trick me out of my vessel. I had another hundred years in that form until you ruined it!" You start to apologize but he floats away before you can finish. You follow the tortoise's tracks and find a stash of coins in a nearby tree. Since he doesn't have a corporeal form anymore, you figure you might as well have it.
7: -1 reputation, blue faction, coin
9: gem

~ Brenna Asplund

67 ☐ You can tell the sun is setting as the mists around you change from a pale yellow to a deep orange to overwhelming gray. Ahead of you, a few feet off the path, you see a light. You feel drawn to it.

Skill 5
FOLLOW THE LIGHT.
As soon as you reach the light, it vanishes, and another one appears further on. You follow it and the same thing happens again. The lights lead you further into the mists until suddenly you reach a towering gravestone covered in ancient inscriptions. It reads: *Here lies Valmere, the Arzian who unlocked the power to transfer life-force to stone form. Choosing not to live within stone, now he rests beneath it.*
5: yellow faction
7: coin

Skill 9
STICK TO THE PATH.
You use all your willpower to look away from the light. As long as you keep your eyes on the path directly in front of you, you can't be distracted. Looking down with such concentration you see a small satchel buried under some leaves by a tree. Picking it up, you see that it's full of treasure.
9: +1 reputation, blue faction, gem
11: coin

~Brenna Asplund & Ryan Laukat

68 ☐ At the base of a range of toothy mountains, you make camp for the night. You take the first watch and, as you watch the moon rise behind the cloudy mist, you hear a loud rustle behind you.

Combat 5
INVESTIGATE THE NOISE.
You stand up to investigate and immediately are surrounded by a horde of bandits. You draw your sword, but it's too late. You're completely outnumbered. A fierce young man is pointing a sword at your coin purse. "Zag is merciful to the generous," he says.
5: -1 coin, +2 reputation, green faction
7: 2 hearts

Skill 5
IGNORE THE NOISE. IT WAS PROBABLY NOTHING.
You slice yourself a snack from a block of cheese you've been saving and turn back to watch the fire. In the morning, when the party awaken, they all cry out. Their money has been stolen. At the door of one of the tents is a small symbol painted on fabric, which you recognize as Zag the treasure hunter's signature. You wonder if that rustling sound may have been worth investigating after all, and you quietly hide your coin purse, still full, away in your tunic.
5: -2 reputation, red faction, 2 hearts
7: coin

~Malorie Laukat

69 ☐ You climb through the mists to a huge, red tower. The ancient doors stand open, and inside the place reeks of death. You walk the ancient stairs, climbing for hours, until a sharp hissing fills the air. A black, scaly hydra emerges from behind a column, its seven heads a dizzying swarm of teeth. "Tell me, traveler, the meaning of this mural." The hydra points to a faded painting on the wall depicting a massive landscape. Pilgrims cross an ocean, and below the waves is a bed of silver bowls, all empty except for one, which holds a bird nest filled with pale eggs.

Skill 8
MAKE UP SOMETHING.
"It represents the futility of youth, and the inevitability of death," you say. The hydra raises fourteen brows curiously. The creature seems satisfied, and lets you go. You plunder the tower and leave.
8: +2 reputation, blue faction
10: gem

Combat 7
START SLICING HYDRA HEADS!
You dodge snapping bites from the creature and charge. Each time you cut off a head, two more appear. Before long, the monster can hardly stand because of the mass of necks and heads. "Oh, not again," says one of the heads, stuck beneath the weight of hundreds just like it. You plunder the tower and leave.
7: -1 reputation, green faction, 2 coins
9: gem

~ Ryan Laukat

70 ☐ You reach the city of Snazra. Two birdfolk guards with clamshell armor and spears stop you at the gate. "How dare you come here again, thinking we wouldn't recognize you!" says one of them fiercely, and in an instant you find yourself surrounded.

Skill 8
CONVINCE THEM YOU ARE NOT THE ONE THEY ARE LOOKING FOR.
"I suppose, but you look very similar," says the guard captain. She hands you a reward poster. "Perhaps you can help us. Find this criminal and claim the reward." You spend the rest of the day exploring the birdfolk city.
8: +2 reputation, yellow faction, food, Q18
10: gem

Skill 7
FIGHT YOUR WAY FREE AND HIDE IN THE CITY.
You flee through busy alleys, hiding in a steam-filled laundry house, where you slip away in some new clothes.
7: -1 reputation, green faction, gain the "Smashing Outfit" card
9: gem

~ Ryan Laukat

71 ☐ The stones are slick and the mists are so thick that you lose your way and begin to lose heart. Apart from the sounds of grazing animals, the landscape seems deserted. But you eventually stumble upon a small shepherd's hut. The shepherd greets you silently with a closed-lip smile. He doesn't say anything, but when he sees your weariness and confusion his eyes light up and he picks up a clump of moss. He gestures for you to eat it.

Skill 4
REFUSE THE MOSS.
The shepherd tries to hide his disappointment, but offers to help you on your way nonetheless.
4: red faction
6: coin

Skill 8
EAT THE MOSS.
The moss tastes mossy. It's not terrible, but you wouldn't want to eat it if you didn't have good reasons. Moments later you begin to wonder if the mists are parting, but then you realize that it's as cloudy as ever, but that something has changed in your perceptions. You can taste the cloud-shrouded landscape instead of seeing it, and more importantly, you can taste the trail leading onward, as distinctly as if you were viewing it on a cloudless day. Clearly the moss has heightened your perceptions, and you can continue your journey. The shepherd looks up at you knowingly and grins widely, and you gasp to see that his teeth are completely green! Looking at one another, you see that yours are, too...
8: +1 reputation, blue faction, food
10: 2 food

~ Alf Seegert

72 ☐ Otherworldly voices whisper in the cracked remains of a city on the plateau. A white-haired woman with a young face studies faded paintings on one of the walls. "In Cresaria, my home, elders tell tales of the power of the Arzians," she says. "Their real genius was in their great machines, but do you know how they powered those machines? They used glogos. Surprised I see? Yes, glogos have a fiery, stony heart, and the Arzians found a way to drain energy from it. Today, these hearts are still traded among the folk above ground, though most are ancient, leftover from glogos long-since passed. In the trade they call them ichorstone. I can see that you are eager to learn more. Care to join me here in the ruins?"

Skill 7
HELP THE CRESARIAN STUDY THE RUINS.
You spend the day gleaning wisdom from the Cresarian. "If you listen, you can hear the voices of the spirits of the Arzians," she says. "Their greatest hope was to live forever."
7: +1 reputation, blue faction
9: +2 reputation

Skill 6
RAID THE RUINS FOR TREASURE.
You find a sealed door, and within, a stone cabinet littered with gemstones.
6: -1 reputation, green faction, coin
8: coin

~ Ryan Laukat

73 ☐ You look across the valley covered in mist and watch massive birds swoop in and out of the clouds. You are so hungry you consider if you could catch and eat one.

Skill 8
SHOOT ONE OF THE BIRDS.
You take out an arrow and aim at one of the brightly-colored birds. Your shot is a good one and the bird flaps wildly as it drops through the clouds. It takes you hours to hike down to where the bird has fallen, but it provides a delicious feast for your group.
8: +1 reputation, green faction, 3 food
10: 2 hearts

Skill 9
MAKE A TRAP TO CATCH A BIRD.
You fashion a complex trap and wait. After hours of watching, a beautiful red bird becomes entangled. You pull the bird from the trap and its radiant eyes catch yours. You can't seem to bring yourself to end its life, so you set it free. As you do, it changes into a magnificent deer-like creature with tall red horns. It bows to you and from then on, stays with your party.
9: blue faction, gain the "Ikra" card
11: +1 reputation, food

~ Malorie Laukat

74 ☐ The rain is torrential and you dive inside a cave for protection for the night. You light your torches and along all the walls you see gruesome carvings of an ancient battle.

Skill 9
FOLLOW THE CARVINGS INTO THE CAVE.
As you descend into the tunnels the carvings become more gruesome. The air chills and you realize that the halls are filling with ghosts. They chase you down the corridors, screeching, until you reach a room filled with skeletons and treasure. You fill your pockets and leave the cave as quickly as you can.
9: +1 reputation, yellow faction, coin
11: gem

Combat 5
STAY IN THE MOUTH OF THE CAVE UNTIL THE RAIN STOPS.
As you stare out into the rain, dozens of glowing eyes appear and you realize you are most likely in the cave of a wolf pack. As they come to claim their home, your party exhausts itself fighting to maintain their hold on the cave. By morning you are all drained, but the rain has stopped and you continue on your journey.
5: green faction, 2 food, -1 heart
7: coin

~ Malorie Laukat

75 ☐ As day breaks, you climb to a plateau covered in ruins.

Skill 6
LEAVE THE RUINS RESPECTFULLY.
You admire the beauty of the ruins and take some notes about the artifacts you see in your travel journal.
6: yellow faction, heart
8: +1 reputation, heart

Skill 5
DIG AROUND FOR TREASURES.
You dig for hours, but find very little. Other collectors must have come through here before you.
5: -1 reputation, green faction, coin
7: coin

~ Malorie Laukat

76 ☐ The town ahead is bustling, the birdfolk are having a festival of foods. Strange dishes are steaming in the myriad tents that line the streets. You stop at one food tent and the bird woman there invites you to try her dish of fresh roasted chili peppers.

Skill 8
EAT THE CHILI PEPPERS.
You shove a huge bite in your mouth and instantly your eyes begin to water. The burning spreads through your head and you strain not to show your discomfort. You do not want to cause offense. When you've gained enough control to thank the woman, you leave as quickly as you can and find some bread and water to ease your suffering tongue.
8: yellow faction, 2 food
10: +2 reputation

Skill 6
DECLINE AND ASK IF SHE HAS ANYTHING MILD.
She sneers and hands you a small cake. You feel mildly ashamed, but the smell of the peppers is making your eyes water and you leave as soon as you can.
6: -2 reputation, red faction, food, heart
8: coin

~ *Malorie Laukat*

77 ☐ The noisy crowds of birdfolk push and pull like a seashore current deep within the city of Snazra. You hear yelling in the street up ahead, and seconds later a birdfolk youngling leaps through the crowd, bumping into you. "Stop that one there!" yells a tall, red birdfolk merchant. The youngling shoots you a desperate look.

Skill 7
HELP THE YOUNGLING ESCAPE.
You grab the poor youngling and flee through the city, finding a lone airdock in the northern quarter filled with airships. You climb aboard one of the ships, trading a few trinkets for passage away from the city. "That was my uncle. He hardly feeds me, and makes me work all day," says the youngling. The airship captain agrees to let the youngling stay aboard as a valet.
7: -1 reputation, yellow faction, AND place your character on any space on the map.
9: 2 hearts

Skill 6
CATCH AND HOLD THE YOUNGLING.
The birdfolk merchant thanks you. "He's my nephew, and he's always running off. His mother would never forgive me if I lost him!"
6: +1 reputation, blue faction
8: coin

~ *Ryan Laukat*

78 ☐ Pungent campfire smoke stains the air as you sneak into an encampment flying the hammer-and-nail banners of the Copper Empire. Hiding, you listen to an argument unfold between a ragged soldier and his comrade. "Captain Shreya has gone mad seeking the ruins," says the soldier. "It's been weeks on quarter rations. She'll drive us to our deaths!" Suddenly, a short-haired woman appears and the soldiers cower. The woman's face is pained. Though her eyes are filled with regret, she lifts her sword to the neck of the complaining soldier. "I will not fail the empire again," she says. "His majesty will only forgive when we've found the lost city, and we cannot tolerate deserters and complainers."

Combat 5
SAVE THE SOLDIER FROM CAPTAIN SHREYA.
You burst from your hiding place and lash out with your weapons, grabbing the soldier and escaping into a labyrinth of rocks to the north. "If not by the sword, I'd have died of hunger," says the soldier. "Shreya seeks the Last Ruin to regain the favor of the emperor. So-called legendary power exists in great machines there, and the emperor wants this power to defeat his enemies. She'll walk to the edge of the world before she gives up." You agree to take the soldier back to Halbrene, where he joins a caravan of nomads.
5: yellow faction, gain Keywords COPPER
7: coin

Skill 6
STEAL MAPS FROM SHREYA'S TENT WHILE SHE'S DISTRACTED.
You slip away with a satchel filled with travel journals and half-drawn maps. That night, you camp near the cliffs and study by candlelight, finding orders officially signed and sealed. They read: *Captain Shreya, you are hereby commanded to traverse the eastern frontier until you find the Last Ruin. Bring back the weapons that destroyed the world, and the machines that power them, and your failure at the invasion of Rockfall will be forgotten.*
6: green faction, coin
8: coin

~ *Ryan Laukat*

79 ☐ In the mists you spot a dark silhouette, and when you approach, you see a familiar crimson cloak. You hold your breath, frozen, but the Red King doesn't notice you. He's surrounded by strange, ghostly beings. The specters are tall and their eyes burn. From their heads protrude elegant, barely-curved horns, and you realize that they must be the spirits of Arzians, the builders of the Last Ruin. "The Ivory Queen still lives in her white shell," whispers one of the ghosts. "Then she can rule the land again," says the Red King, nodding.

COMBAT 8
ATTACK THE RED KING AND BREAK UP THE CONVERSATION.
You charge, weapons drawn, but every strike from the Red King's stone sword throws you backwards into the mist. You retreat and hide in a copse of withered trees, where you find an abandoned camp to pick clean.
8: +1 reputation, green faction, coin
10: coin

Skill 6
WAIT FOR THE RED KING TO LEAVE AND ATTEMPT TO SPEAK TO THE ARZIAN GHOSTS.
"We have nothing to say to the unworthy," says the Arzian spirit when you approach. "How would I become worthy?" you ask. "By entering one of the great transforming machines in our beautiful city and becoming like us," responds the spirit before disappearing in a flash of light.
6: blue faction
8: +2 reputation

~ Ryan Laukat

80 ☐ Shadowy buildings rise from the surface of the lake, and barely-visible figures bustle to and fro through the mist. You've discovered a ghost village. A number of ghosts notice your presence and begin swarming around you. You feel a bit cold, but not threatened. A young girl ghost tries to grab your arm. When you look at her, she points towards a spot on the lake's shore where you can see another group of ghosts gathered.

Skill 8
INVESTIGATE THE GROUP OF GHOSTS.
You follow the little girl to where the other ghosts have gathered and discover a small possum trapped under a log. The ghosts all turn to look at you expectantly. You lift the log off the possum, which gratefully runs away. The ghosts look pleased as they float off. The little girl ghost is so excited she tries to grab your arm again. When you leave the village, the girl follows you.
8: blue faction, gain the "Little Ghost" card
10: +2 reputation

Skill 5
SEARCH THE GHOST VILLAGE FOR TREASURE.
You figure this place must have been a real village before being destroyed by a flood—you can still see the physical foundations of the ghost buildings just under the surface of the water. On the shore you find the foundation of an old church, and inside the church is a strong box full of someone's old belongings. A group of worried ghosts seems upset by what you're doing, but when you wave your hand through them they dissipate and float away.
5: -2 reputation, green faction, coin
7: coin

~Brenna Asplund

Map 7: *Dried Sea*

81 ☐ A woman approaches you at Talia's Inn. "Excuse me," she says. "I'm about to embark on a scientific journey to discover the last of an ancient species and I'm looking for some seasoned adventurers to come along as bodyguards. You all look pretty tough. What do you say?"

Skill 7
JOIN HER.
As you journey, the woman, who you learn is named Dr. Saminda, tells you excitedly about the creature you're hunting. "It's a distant relative of the giant fish that lived here when this whole area was underwater, but adapted to live on land. Officially, the scientific community doesn't believe that it exists, but I'm ready to prove them wrong."
7: +1 reputation, blue faction, Q19
9: coin

Skill 5
CONVINCE HER IT'S TOO DANGEROUS.
"You're right," she says, looking dejected. "I was just acting on a stupid rumor, anyway. The creature probably doesn't even exist. I guess I won't need this research funding after all."
5: red faction, coin
7: coin

~ Brenna Asplund

82 ☐ A large group of humans and lizardfolk are building complicated structures out of the sand. "What's going on?" you ask. "Sandcastle contest!" says one of the lizardfolk.

Skill 8
JOIN THE CONTEST
You build a sandcastle with a whole town around it, including a vibrant trade district and several two-story town homes. You win the second-place prize. First place goes to a small fishfolk boy who built his own twelve-foot tall interpretation of the Last Ruin.
8: +2 reputation, red faction, coin
10: 2 hearts

Skill 5
VOLUNTEER AS A JUDGE.
You and the other judges agree to award the first place prize to a small fishfolk boy who built his own twelve-foot tall interpretation of the Last Ruin.
5: blue faction
7: 2 food

~ Brenna Asplund

83 ☐ An old woman invites you in for tea. She lives in a small cottage on one of the rock outcroppings that used to be an island. "Will you help me?" she asks. "My boat is broken and I'd like to go visit my son. I'll pay you to fix it."

Skill 8
REPAIR THE BOAT.
"Thank you so much! You're a dear." The old woman pays you and then climbs into the boat, which gently floats away on the sand.
8: +2 reputation, red faction, coin
10: gem

Skill 6
SHOW HER THAT THE SEA HAS DRIED UP.
"I know, I'm not blind!" says the old woman. "If you don't want to help me, then get out!"
6: blue faction
8: 2 food

~ Brenna Asplund

84 ☐ Drawn in by a glimpse of something shiny, you climb up to a cave halfway up a rock face to find a bright silver robot parrot, perched on top of an old chest. The parrot opens its beak and you hear a distorted voice say: "Vital stone with a ruby perspective, mine for me and find a collective. What am I?"

Skill 10
ANSWER THE RIDDLE.
You speak the answer: "A glogo." The robot parrot screeches and flies into the air, ramming into several spaces around the cave. You're worried that the parrot has malfunctioned until you notice a secret door opening at the back of the cave, leading into a cave full of treasure.
10: blue faction, 2 coins
12: gem

Combat 4
STEAL THE CHEST.
You smash the robot parrot and open the chest only to find it full of cobwebs and little else.
4: -1 reputation, green faction
6: coin

~ Brenna Asplund

85 ☐ Camping atop a jagged coastline of a dried-up, ancient sea, you are in awe at how many derelict vessels lie broken in this one place. It makes you wonder why a lighthouse didn't guide them all to safety instead. And just then you see the remnants of a giant lighthouse on a raised outcropping, backlit by the setting sun. It's miles away. You sleep uneasily that night, and are awakened at midnight by the sounds of screaming and the smashing of ships on rocks. In the moonlight, you see a ghostly firelight dancing on the shore as more Ghost Ships approach the breakers.

Skill 6
INVESTIGATE THE GHOST SHIPS' WRECKAGE IN HOPES OF FINDING TREASURE.
You decide to profit from the deceits of the ancient wreckers, who lit fires to draw unwary merchant ships to their doom on the breakers, thereby spilling their precious cargo. The Ghost Ships are now fated to repeat their final moments of terror each night.
6: -2 reputation, green faction, 2 gems
8: coin

Skill 8
LIGHT A TORCH AND LEAD THE GHOST SHIPS TOWARDS THE LIGHTHOUSE, AND SAFETY.
In a moment it's clear to you. Long ago, treacherous wreckers lit fires to draw unwary merchant ships to their doom on the breakers, thereby spilling their precious cargo. The Ghost Ships are now fated to repeat their final moments of terror each night. But with your party lighting torches and running along the coast, the Ghost Ships have a new beacon to follow. Instead of revisiting their dark fate on the rocks yet again, the ships turn to follow you, and when you finally make it to the lighthouse and wave your torches frantically from its broken height , you see the ancient ships sail clear of the rocks. Their ghostly crews wave back, safe at last.
8: +2 reputation, blue faction
10: gem

~Alf Seegert

86 ☐ The splintered, bleached corpse of a ship lies in the sand, a testament to the days when a wild sea filled these canyons. Inside you find a strange box made of purple stone. The lid is shut tight, but there's no sign of a key hole. When you hold the box to your ear, you can hear vicious snarling.

Skill 5
OPEN THE BOX.
When you finally pry open the lid, a gust of wind throws you back, and the howls of a pack of beasts fill the air. Ten shadowy wolf-like creatures surround you, their mouths wide grins of needle-teeth. You flee into the cabin of the old ship and they claw against the wood, screaming and yowling. Just as you think they will break down the door, the monsters leave. For hours you can still hear their howls on the wind. At least you find a few gems in the box.
5: -2 reputation, green faction, gem, gain keyword GRINNERS
7: gem

Skill 7
BURY THE BOX DEEP IN THE SAND AND SEARCH THE REST OF THE SHIP.
You want nothing to do with the box. Scouring the ship, you leave with a few shiny trinkets.
7: +1 reputation, red faction, coin
9: coin

~ Ryan Laukat

87 ☐ A shadow falls before your trail, drawing your gaze to a magnificent airship tethered to the rocky hill. A woman in a brown leather jacket and thick glasses camps nearby. She greats you, introducing herself as Vetaria. "I've been looking for my son, Zag. Perhaps you've heard of him? He has a young face, but he's gathered quite a following of bandits. They roam the land, robbing and pillaging. I spent too much time away from home when he was a child, and now I wonder if this whole thing is my fault. I want to keep searching for him, but my airship is broken," she says.

Skill 7
HELP REPAIR THE AIRSHIP.
You emerge from the engine room covered in grease and cuts, but the machine lives again. Vetaria vows to continue her search and offers you free passage.
7: +3 reputation, red faction, gain keyword MOTHER, AND place your character on any space on the map.
9: coin

Skill 6
CONVINCE VETARIA TO FORGET ABOUT ZAG.
"I suppose you're right," she says. "I need to move on with my life. This endless search is poisoning my soul."
6: -1 reputation, blue faction, food
8: coin

~ Ryan Laukat

88 ☐ You've camped for days in what you think is an abandoned village, until its inhabitants show up one evening. A parade of birdfolk marches up to the entrance and demands that you leave.

Combat 8
FIGHT THE BIRDFOLK FOR THE VILLAGE.
The birdfolk are seasoned warriors and the battle is grueling. They retreat at nightfall, but you decide that another day of fighting will waste your party. You decide to leave during the night, taking what you can from the village on your way out.
8: green faction, coin, gain a pack bird
10: treasure

Skill 7
NEGOTIATE TO STAY UNTIL YOUR PARTY IS READY TO LEAVE.
You convince the birdfolk that you didn't know this was their village. You appease them by sharing some of your goods and offering to help them get settled back in. They agree to let you stay for another day.
7: yellow faction, heart
9: 2 food

~ Malorie Laukat

89 ☐ You climb the shale cliffs, leaving the cracked, dry sea floor below. The trail opens to a wide shelf where a vicious battle rages. Copper Empire soldiers fight their own comrades, clashing with sword and spear. One soldier shoves another over the cliff edge. Captain Shreya is surrounded but holding her ground. "You traitors! You cowards!" she screams, lashing out with her sword. "His majesty will hang you all."

Combat 7
ATTEMPT TO STOP THE FIGHTING.
Drawing your weapons, you create a barrier between the sides, saving Captain Shreya from being overwhelmed. The deserters flee, and the few remaining soldiers loyal to Captain Shreya stand down. "I thank you, Stranger," she says. As you're helping the wounded, she commands her soldiers to surround your party. "Take their supplies and push them over the cliff!" she calls, her expression cold. You fight them back, barely escaping down the path, swearing vengeance with each breath.
7: +2 reputation, yellow faction
9: coin

Skill 6
TAKE WHAT YOU CAN FROM THE SOLDIERS' SUPPLIES IN THE CHAOS.
You've heard plenty of things about these invaders and warmongers, so you feel little guilt relieving them of some heavy packs.
6: -2 reputation, green faction, 2 food, coin
8: gem

~ Ryan Laukat

90 ☐ An unshaven man paces toward you from the hilltop ruin up ahead. He nods at you as you pass, a grim smile on his face. You turn to get another look at him, but the landscape is empty. An hour later, he appears atop a wrecked tower, and at supper, he sits down and mumbles for a moment before disappearing. The next time he appears, he grips one of your party members by the throat, screaming, "I did not eat the bread! I swear it!" in a strange accent. You attempt to grip his black coat but your hands pass right through.

Skill 7
TRAP THE GHOSTLY MAN IN A BOTTLE.
Using a trick you learned at the Mystic's Hut in Dree Mar, you lure the ghost into a bottle laden with honey and clamp down the lid before he can escape, certain you'll find a collector to buy it from you.
7: green faction, 2 coins
9: coin

Skill 6
CONVERSE WITH THE GHOST.
"I know you didn't eat the bread," you say. The ghost nods. "Right, it all fell off the boat," he says. You converse for hours, and the ghost tells you about his life. "Back in the glogo wars, Arzians were hunting the glogos for their ichorstone hearts so that they could power their machines. I was fighting on the glogo's side, but in the end it didn't matter. The flying weapons that the Arzians made turned on everyone and fire rained down from above. That was the last thing I saw before the end..."
6: -1 reputation, 2 coins, food
8: coin

~ Ryan Laukat

91 ☐

If any player has Keyword RABBIT, Read 91a
Otherwise, Read 91

At the crest of the hill sits a large chunk of rock, hovering in the air by an unseen power. A small rope ladder hangs from the rock, and near the top you spy a clay house with a red-tiled roof and brick chimney. When you climb up and knock, a hogfolk cook answers. "Oh, you've come to pick up the cake order, haven't you? But it's all ruined! The oven got too hot!"

Skill 7
HELP THE COOK MAKE THE CAKES AGAIN.
The cook is in a panic as you overtake his kitchen. You throw eggs, flour, bowls and spoons every which way in your revelry. Even the cook is impressed with the final product. You admit to not being the delivery service, but the cook packs up a few cakes in paper as a gift for your trouble.
7: +2 reputation, red faction, food
9: coin

Skill 6
ASSURE THE COOK THAT IT WILL BE FINE AND TAKE THE CAKES FOR YOURSELF.
You stuff your face with sweet honey cakes, saving the rest in a crumbly mess in your supply bag.
6: -2 reputation, green faction, 3 food
8: 2 food

~ Ryan Laukat

91a ☐ You meet a merchant riding on a wagon filled with cages of every kind. Some of the cages hold colorful, squawking birds. Others contain giant insects and bulbous spiders. One contains a fat, red rabbit.

Skill 6
TRADE FOR THE RABBIT AND MAKE A STEW.
The stew has a bitter flavor, and you throw most of it away. The next morning, in the same place you threw away the stew, you find a clump of red flowers. You pick some before moving on, selling them to the mystic's matron at Dree Mar.
6: red faction, food, coin
8: gem

Skill 6
TRADE FOR THE RABBIT AND MAKE A POTION TO TRANSFORM IT BACK INTO ITS TRUE SELF.
You make a transformation potion and feed it to the rabbit. Within minutes, the rabbit bursts from its cage and grows into a bewildered gourmand. "I'll never eat rabbit again!" he bellows. He pays you to guide him back to Dree Mar.
6: blue faction, coin
8: coin

~Ryan Laukat

92 ☐

If any player has Keyword TITAN, Read 92a
Otherwise, Read 92

Camped near the base of the cliff is a wealthy, well-fed merchant in gilded coat. "I've come hunting. I would hire your little band to assist me," he says, sneering at your unkempt, 'wild' appearance. "There is a well-known cave filled with glogos nearby. The only thing you lot will need to do is keep them from attacking me. I'll do the actual hunting," he says, brandishing an engraved blunderbuss. "Their hearts are worth good money, you know."

Combat 8
ROB THE MERCHANT FOR EVERYTHING HE'S GOT!
You take everything, including the gilded coat, leaving the man sobbing in the sand.
8: -2 reputation, green faction, coin, 3 food
10: coin

Skill 6
LEAD THE MERCHANT AWAY FROM THE GLOGOS.
You ignore your tracking skills and follow the caves for hours. After berating you viciously, the merchant returns to his camp, and not soon enough!
6: -1 reputation, yellow faction, gem
8: coin

~ Ryan Laukat

92a ☐ The cracked earth shakes beneath you. Seconds later, a towering robot with glowing eyes bounds from behind a cliff and charges. You flee into a narrow canyon, and the robot follows. It reaches out with a rusty hand, inches from you. The robot stretches, its fingers wriggling after you, but it can't move. It's stuck between two rocks.

Combat 6
CLIMB UP AND BURY THE COLOSSUS IN AN AVALANCHE.
You crush the iron giant in a landslide and salvage what you can from its remains.
6: -1 reputation, green faction, coin
8: coin

Skill 9
CLIMB INTO THE ROBOT'S HEAD AND ATTEMPT TO REPAIR IT.
You work for hours, employing everything you've learned about Arzian machines throughout your travels. Hours later, the robot calms and speaks in a deep, scratchy, gear-grinding voice. "I must seek my father," it says, thanking you. "He's been searching for me for such a long time."
9: +4 reputation, red faction
11: red faction

~ Ryan Laukat

93 ☐ A caravan of nomads riding turtles flags you down. When you approach, the tribe elder gathers you near, his voice a rough whisper. "You know that all are welcome in our tribes. Those that seek a life free of the weighty burden of great possession join us and we embrace them. But our newest tribe member is a problem. He fights with everyone, and he almost never bathes. I mean, as nomads we're certainly encouraging of living with a bit of dirt between the toes, if you know what I mean, but this boy takes it too far. Could you take him off our hands for a bit? My brother has a tribe near here and you could drop him off there..."

Skill 6
AGREE TO TAKE THE BOY TO THE NEXT TRIBE.
After you share a quick supper with the tribe, you search for the next nomad tribe for hours, breathing a sigh of relief when you're finally rid of the boy.
6: yellow faction, food
8: 2 food

Skill 7
CONVINCE THE ELDER TO KEEP THE BOY.
"I suppose you're right," says the elder grudgingly. He sends you away without offering to share any of their supper, a steaming pepper stew.
7: +1 reputation, yellow faction
9: +2 reputation

~ Ryan Laukat

94 ☐ A thin sprinkle of cold rain wets your face as you ascend a grassy hill. Atop an outcrop, you spy the Red King at the ancient doorway of a ruined temple. New cracks appear each time he slams his fist against the door, banging methodically, working to break his way in.

Combat 8
ATTEMPT TO STOP HIM FROM BREAKING THE DOOR.
You surround the king, and though you delay his work, he charges through the stone door in an explosion of rubble. When the wind and rain clear away the pungent dust cloud, the Red King emerges from the dark temple. An elegant, glass-skinned woman walks at his side, her statue body gleaming like polished porcelain. The two of them barely notice your presence, leaving you to head east across the dried sea bed.
8: +3 reputation, green faction
10: +2 reputation

Skill 6
WAIT FOR THE KING TO BREAK THE DOOR AND RAID THE TEMPLE WHEN HE'S GONE.
The Red King charges through the stone door in an explosion of rubble, disappearing into the dark temple. Moments later, when the wind and rain have cleared away the dust cloud, he emerges. An elegant, glass-skinned woman walks at his side, her statue body gleaming like polished porcelain. The two of them barely notice your presence, leaving you to head east across the dried sea bed. You explore the ancient rooms of the temple and find a few bits of treasure, dismissing the sour dread in your stomach.
6: -3 reputation, red faction, 2 coins
8: coin

~ Ryan Laukat

95 ☐ Sitting beneath a withered tree amidst a sea of grass, you find a sharp-chinned man and a gorgeous woman kissing. One of your party members recognizes one of them. "Sarla, what are you doing here with this man? Does your betrothed know about this?" Sarla's face turns crimson. "I... don't care! I want to choose my own husband," she says.

Skill 5
CONVINCE SARLA TO STAY WITH HER BETROTHED.
You soon have Sarla in tears, and the sharp-chinned man attempts to punch you in the face. You easily dodge the pathetic jab, throwing him against the old tree. Sarla flees toward Dree Mar, her boyfriend following close behind. You snatch their abandoned food basket before moving on.
5: -1 reputation, red faction, food
7: coin

Skill 6
CONVINCE YOUR PARTY MEMBER TO LET SARLA MAKE HER OWN CHOICES.
The party member grudgingly agrees, and Sarla is so happy to have someone on her side that she gives you a basket of food.
6: +1 reputation, yellow faction, food
8: 2 food

~ Ryan Laukat

96 ☐ A large rock with strange markings sits on the hill.

Skill 7
PUSH THE ROCK OVER.
Beneath the rock is a stone box with a sword and an ancient map carved into a stone tablet. The map shows the location of a few hidden caches of treasure.
7: green faction, Special rule: *Immediately place 2 coin tokens from the supply on each of spaces 83, 86, and 81. If your character ever moves to or past these spaces, you receive the coin. Your character need not end movement to claim the coins. Only the player that completes this quest is allowed to claim any of the coins.*
9: coin

Skill 6
ATTEMPT TO DECIPHER THE MARKINGS.
The markings speak of ancient curses, and you write them down in your journal.
6: blue faction
8: +2 reputation

~ Ryan Laukat

Map 8: *Fire Delta*

97 ☐ A glogo, a stone-skinned creature with red eyes, sits on a rock and carefully watches a nearby lava flow. She doesn't respond when you approach.

Skill 6
STRIKE UP CONVERSATION.
"Oh, I'm sorry," she says. "I didn't see you. A friend of mine died near here, long ago. I was just. . . thinking. Please, sit and talk with me." You have a lengthy, meaningful conversation, and part as friends.
6: yellow faction
8: +2 reputation

Combat 6
ATTACK THE GLOGO AND STEAL HER BELONGINGS.
She had some kind of silver locket on her, with a picture of herself and another glogo on the inside. It fetches a high price on the black market.
6: -2 reputation, green faction, 2 coins
8: gem

~Brenna Asplund

98 ☐ A prosperous village lies just outside of the lava fields, its soil rich from old volcanic ash. "Stone soldiers are heading this way to destroy the town," a local woman tells you. "But we don't want to abandon our home. What should we do?"

Skill 8
HELP BUILD CANALS TO DIVERT A RIVER OF LAVA.
It takes the whole town working together, but when the stone invaders reach the village, the lava follows the new canal and makes an impassible fiery moat around town. They throw a big party in your honor, with a feast of local produce.
8: +2 reputation, red faction, 2 food
10: 2 hearts

Skill 5
CONVINCE THEM IT'S TIME TO MOVE.
It's tough on them, but all the villagers are successfully evacuated by the time the invaders reach the first building.
5: yellow faction
7: food, heart

~ Brenna Asplund

99 ☐ A man wearing thick glasses approaches, his skin sporting various burns and his shoes actually on fire. "I'm a geologist researching fire opals," he tells you, showing you a beautiful red stone. "Will you help me search for specimens?"

Combat 4
STEAL THE OPAL HE ALREADY HAS.
The geologist doesn't really fight back, and now you've got a fire opal. A good day, overall.
4: -2 reputation, green faction, gem
6: gem

Skill 8
HELP HIM FIND MORE OPALS.
You spend a day searching with the geologist and making sure he doesn't accidentally walk into lava and die, as he doesn't seem to pay much attention to that himself. You help him find many specimens, and he teaches you a lot of tricks for how to find fire opals on your own.
8: +1 reputation, blue faction, gem
10: gem

~ Brenna Asplund

100 ☐ You come across a village of walruses living inside the rib cage of an long-dead, giant fish. "Our village is infested with snakes," says the mayor walrus. "Will you help us?"

Combat 5
KILL ALL THE SNAKES.
It takes a few days but you're pretty sure you get all the snakes. The walruses are grateful for your help.
5: green faction, food
7: coin

Skill 7
LURE THE SNAKES OUT OF TOWN.
You realize that the snakes are there to eat the mice that are attracted by a particular kind of plant the walruses have planted. You transplant all of those plants out of town and the mice and snakes follow them. The walruses are grateful for your help.
7: +1 reputation, blue faction
9: gem

~ Brenna Asplund

101 ☐ A weather-pitted stone golem broods above a pit of bubbling lava. As you approach, he makes no effort to rise. Without raising his head, he points around you dramatically and sighs: "Welcome... to what little remains. In the past, there were clear-flowing rivers here, and tall trees busy with nimble-winged birds." It makes you sad to hear what was lost in the last great lava flow. And you wonder why a stone golem would mourn the loss of rivers, birds and trees.

More urgently, you are not sure how to make it any further in this lava-filled terrain, and you begin to debate among yourselves.

As if in answer to an unasked question, the golem finally looks directly at you, his eyes filled with loneliness and yearning. "Can you tell me a story? When you live amid such a cataclysm, stories are the only thing that can make life worth living." He sighs at your reluctant response. "If you make it a good story, I will help you cross the lava." Taking pity on the lonely stone creature—and thinking of your own possible benefit—you rack your brains for a suitable story. Storytelling is not something at which you've had much practice, and you get the sense that you'd better make it a good one if the stone golem is going to help you.

Skill 6
YOU BEGIN THE STORY, "THERE ONCE WAS A YOUNG GIRL..." OR "THERE ONCE WAS A YOUNG BOY..."
You don't get far before you are interrupted by the golem, who wheezes indignantly, "No, no, no! Can't you do better than that? Couldn't you offer a story with more, say, diversity?" He tramps off in dismay, but at least you find a few gems near where he was sitting.
6: -2 reputation, blue faction, gem
8: gem

Skill 8
OFFER A MORE THOUGHTFUL OPENING TO YOUR TALE.
You begin the story, "There once was a young golem..."

"AN EXCELLENT BEGINNING!" says the stone golem. Impervious to the heat, he wades into the lava, gesturing for you to climb up and down his outstretched arms, forming himself into a living bridge for you to cross. Once you all safely make it to the other side, the golem steps out of the lava bath and shakes off sizzling drops of lava. "May I come along with you? I must know what happens next!"
8: +2 reputation, gain the "Stone Golem" card, Q34
10: coin

~ Alf Seegert

102 ☐ At the side of the road lies an enormous stone head, tipped on its side, covered with curious markings. Nearby you find stone legs, arms, and a torso, all covered with arcane writing as well.

Skill 5
ATTEMPT TO MOVE THE STONE HEAD SO THAT IT STANDS UPRIGHT AGAIN.
You are able to budge the head only a little before it falls back to the ground. However, you do find some treasure buried beneath it.
5: red faction, coin
7: +1 reputation, heart

Skill 8
ATTEMPT TO DECIPHER THE CURIOUS MARKINGS ON THE STONE HEAD.
You don't recognize any words in the strange language, but you are familiar with many of the symbols. As you attempt to speak them out loud, the stone head begins to vibrate. Encouraged by this effect, you do the same by reading out the symbols on the stone arms, legs, and torso. They too begin vibrating, and you have to jump out of the way as they all start to move back together, finally rejoining with a loud grinding noise. The living stone statue immediately stands up and dusts itself off. It bows to you, and then walks away.
You're not sure what to make of any of this, but in a depression in the ground you see that various treasures were buried beneath the stone's head.
8: blue faction, coin
10: +2 reputation

~ Alf Seegert

103 ☐ As you trudge through the searing stones at the base of a looming hill, you enter a jagged cave. It smells of sulfer and you wonder if it's just the surrounding smell of war and waste or if something more terrible lies within. As you walk deeper into the cave, the noxious smell fills your lungs, but you start to notice the floor is increasingly covered in large, gold coins. At the end of a passage, you turn a corner and there, in the darkness, is a looming black dragon. It opens its large, orange eyes—filled with a mixture of hatred and sadness that burns through your heart.

Combat 8
DRAW YOUR SWORDS TO FIGHT THE DRAGON.
The dragon rears up, filling the cave and you can see the fire of his lungs filling his chest. Your party takes cover as the first wave of flames shoots toward you. "This land is filled with too much death!" roars the dragon and he stamps his massive feet on the rocky ground. "Leave before I add you to the slaughter!" You leave as quickly as you can, barely catching a handful of treasure in your hurry.
8: -2 reputation, green faction, 2 coins, heart
10: coin

Skill 9
BOW TO THE DRAGON AND ASK FOR HIS PARDON.
"There is too much death in this land already," the dragon stares into your eyes as he stands to the height of the cave, his regal, black body shining in the dark. "Take this, and perhaps your noble heart will help return a bit of peace."
9: +2 reputation, yellow faction, gain "Gilded Armor" card
11: 2 hearts

~ Malorie Laukat

104 ☐ Your scout returns in the morning with a report that you're nearing a troupe of stone soldiers on your path. "How many are there?" you ask. "At least a dozen, but from what I can tell they don't know we're here."

Combat 7
TAKE THE STONE SOLDIERS BY SURPRISE.
Your group is unified and ready to take on the merciless soldiers who have been terrorizing this land. Your impassioned attack is impossible for the stone warriors to withstand and they soon lie, defeated, at the roadside.
7: green faction, coin, heart
9: +1 reputation, food

Skill 6
SPY ON THE SOLDIERS.
You overhear the soldiers planning their next attack on a small town nearby. You leave quickly, warning the inhabitants and giving them time to leave before the soldiers arrive.
6: +2 reputation, red faction
8: 2 food

~ Malorie Laukat

105 ☐ Ragged and wounded travelers file up the trail towards Eevheim. "Turn back, stranger. Volcanos are the least of your worries in these lands," says a red-skinned lizard. You ask about the exodus. "Some creature calling itself the Red King is gathering an army of stone soldiers. They march on every outpost, village, and farm, raiding the land."

Skill 7
HELP THE WOUNDED AND LEAD THE REFUGEES TOWARD EEVHEIM.
You set up a station on the side of the road, cleaning and bandaging wounds, and handing out bits of food. "At this pace, it won't be long before the Red King lays siege on Eevheim," says the lizard.
7: +2 reputation, blue faction
9: 2 food

Skill 6
SET UP A ROADSIDE SOUP KITCHEN FOR THOSE THAT CAN AFFORD TO PAY.
The wearied are hungry and willing to pay high prices for a hot meal.
6: -1 reputation, red faction, coin
8: coin

~ Ryan Laukat

106 ☐ A vast red factory belches smoke in the distance, another contributor to the ash cloud in the sky. As you approach, a man in a long coat, spats, and powdered wig emerges from behind a rock. "That was my factory," he says bitterly. "I used to smelt iron there, but the stone army has taken it. The Red King uses it to build his soldiers now."

If Keyword RED
You can hear the Red King's persuasive voice in your mind, issuing new commands. You capture the man in the powdered wig and take him to the factory. "We were looking for him," says one of the stone soldiers, gripping the factory owner's powdered wig and tossing it to the ground, leaving the man trembling and bald. "We need him to run some of these machines." Before you leave, the stone soldier gives you a bag of gems. "For your good work," he says.
-3 reputation, 4 gems

Skill 7
SABOTAGE THE FACTORY.
Slinking into a back entrance, you make your way to the furnace at the heart of the factory. A few ichorstones burn within, but a chest filled with them sits nearby. You pour the entire chest into the furnace and flee, up through the passageways, out the back door, as fast as you can go, until a great thundering rocks the ground and billows of smoke pour from the factory windows.
7: +2 reputation, green faction
9: gem

Skill 6
CONVINCE THE FACTORY OWNER TO SABOTAGE THE FACTORY.
Using all of your persuasive powers, you encourage the man to return. "The whole land will be overtaken by the Red King," you tell him. He nods, trembling, and heads back toward the factory. Hours later, a great thundering rocks the ground and billows of smoke pour from the factory windows. You never see the man again.
6: +1 reputation, yellow faction
8: coin

~ Ryan Laukat

107 ☐ As you climb the foot of the volcano, the pocked stone underneath you shifts and rumbles. In a burst of dust and rock, a scaled creature with burning eyes emerges from the ground, digging to the surface with monstrous claws. "This volcano cools more each year, but if it cools too much the freezing winds from the north will cover all of these lands in ice," says the creature. "Help me rouse the anger of the sleeping titan beneath the mountain."

Combat 7
COMBAT THE CREATURE.
You defeat the digger and explore its network of tunnels below the mountain, finding gemstones to cut out of the rock.
7: -3 reputation, green faction, 2 gems
9: gem

Skill 6
AGREE TO HELP HEAT THE VOLCANO.
You follow the creature deep into the earth through a network of rough tunnels. "All of my kind have moved on. It's grown too cold here. I would leave too, but I have twenty-year-old eggs that are about to hatch." Hours later you enter a massive cavern, knowing by now that you must be far below the volcano. A great foot sits at the edge of the cave. "Now, you must get close to the foot and speak about how great and powerful you are, and that the old, mountain creatures are nothing." You feel silly at first, speaking to a foot, but the room soon grows hot, and the ground rumbles, and the toes of the great foot wriggle in anger. You escape the tunnels and the creature thanks you. "The rest of the titan is buried within the volcano, its anger fueling the fire that keeps it hot."
6: +2 reputation, blue faction
8: gem

~ Ryan Laukat

108 ☐ The Academy of Ancients shines like a white beacon in the darkened landscape. You climb to the tower and a tall woman in a long, flowing robe greets you. "The Red King and the Ivory Queen cannot stand for long. Deliver this message for me and soon they will be met with more resistance than they can long withstand."

If Keyword RED
You can hear the Red King's persuasive voice in your mind, issuing new commands. You promise to deliver the message, but take it straight to the Red King instead. He laughs, "The Ancients believe they can stop our kingdom from coming to power, but their attempts are in vain. Return to them and tell them you have delivered their message as promised."
-2 reputation, 4 gems, 2 food

Skill 9
DELIVER THE MESSAGE.
You take the scroll she holds out to you and vow that you will do whatever it takes to help to defeat the evil pair that have ruined so much of the land.
9: yellow faction, gain a pack bird, gain keyword SCROLL
11: treasure

Skill 6
TELL HER YOU WON'T GET INVOLVED IN HER SCHEME.
She looks at you with harsh disappointment and sends you away, mercifully giving you a small bit of food.
6: -1 reputation, red faction, coin, food
8: coin

~ Malorie Laukat

109 ☐ A burnt hut sits near the road.

Skill 6
INVESTIGATE.
Inside you find a journal. A passage reads: *Day 29- When we reached the summit, Simrun spoke to the voice in the volcano, asking questions about ancient times, when the Arzians ruled the land. The voice said that the Arzians wanted to make everyone like them, and that they viewed other intelligent creatures as impure. It grew too hot so we had to leave, but tomorrow we'll climb up again.*
6: yellow faction
8: treasure

Combat 8
HUNT FOR FOOD NEARBY.
You collect eggs from nests made by tiny, glowing tortoises. They hiss at you when you take their eggs, but nothing more.
8: green faction, 4 food
10: gem

~ Ryan Laukat

110 ☐ Smoke billows from an ancient tower, feeding into the great cloud of volcanic exhalation above the bleak, burnt horizon. Legions of stone warriors pour into the tower in a rocky, deadly flood. Behind them, the Red King calls orders while the Ivory Queen, gleaming even in the gloom, whispers into his carved ear. Hogfolk defenders struggle to hold the main gate, firing cannons in a cascade of deafening cracks at the hoard of invaders. Near the back of the tower, a great rope hangs down from a wooden platform, and hogfolk citizens slide down it to flee toward Eevheim, though a troop of stone warriors is marching to close off their escape.

If Keyword RED
You can hear the Red King's persuasive voice in your mind, issuing new commands. You charge in, weapons drawn, and help take the tower, fighting back the hogfolk defenders. "You will be rewarded. The Ivory Queen will soon rule these lands again," he says to you. You thank him and continue your journey, wondering if you truly retain control of your own mind.
-4 reputation, 5 coins

Combat 7
HELP KEEP THE HOGFOLK ESCAPE ROUTE OPEN.
You charge, breaking up the stone soldiers' pincer attack, giving the remaining Hogfolk defenders enough time to flee into the countryside before you retreat.
7: +2 reputation, blue faction
9: +2 reputation

Skill 6
STUDY THE INVASION SO YOU CAN REPORT THE DETAILS TO THE MAYOR OF EEVHEIM.
The tower soon falls, with many hogfolk taken captive while you write observations in your journal. You sneak away before anyone catches you, and the mayor rewards you when you return to town.
6: -1 reputation, red faction, coin
8: coin

~ Ryan Laukat

111 ☐ Tucked amid the ash-covered hills is an amphitheater. Stone warriors guard the entrance, and when you climb around back to get a better look inside, a troop of them catch you. Through dark, crowded passageways they shove you, forcing you with spears into the blinding light. Shielding your eyes, you take in your surroundings: the center of the arena. The tiers are filled with stone men, shouting for blood, and at the far end is a monumental stone warrior. He lets out a grinding roar and charges, not toward you, but another poor group of travellers with nothing more than wooden clubs to defend themselves.

Combat 7
SAVE THE OTHERS AND WORK TOGETHER.
With a wild cry you dash to defend the travelers. The colossus slams the ground with his massive sword, throwing your feet from under you. You quickly rise and surround the warrior, whose lumbering steps and calculated strikes are no match for your quick footwork and rapid hits. Working together, you soon break him into rubble. The audience roars in anger, and in the confusion you climb over the wall and escape into the rocky expanse. The travelers thank you before fleeing.
7: +3 reputation, green faction
9: gem

Skill 4
ESCAPE THE PLACE WHILE THE STONE WARRIOR IS DISTRACTED.
You climb up a nearby wall and flee the place before any of the lumbering stone men can stop you. Nearby, in the rocky expanse, you find an empty camp—most likely belonging to the other poor travelers you left behind. You take what you can find and move on.
4: -2 reputation, red faction, food
6: 2 food

~ Ryan Laukat

112 ☐ Fire spews from the mouth of the mountain, and waves of heated air wash over you. A thunderous voice calls out from the volcano. "Speak your inquiry, oh tiny ones!"

Skill 7
ASK HOW TO DEFEAT THE RED KING AND THE IVORY QUEEN.
After a pause, the booming voice responds, and you listen with arm upheld to shield yourself from the hot air. "Gather your strength in a journey eastward, past the ancient sea and the living jungle, and you may strike them down when their confidence is greatest."
7: +1 reputation, blue faction
9: +2 reputation

Skill 6
ASK FOR THE WAY TO THE LAST RUIN.
After a pause, the booming voice responds, and you listen with arm upheld to shield yourself from the hot air. "That way lies your destiny, but also ruin and despair. Travel eastward, past the ancient sea and the living jungle, and there your story will end, so to speak."
6: yellow faction
8: +2 reputation

~ Ryan Laukat

Map 9: *Rocktooth Isles*

113 ☐ You're gathering fresh water and supplies on a small island when suddenly a scruffy-looking man jumps out at you. "Arrr, mateys, give me all yer booty or else dead men tell no tales," he says, brandishing a small knife. "Shiver me timbers!"

Combat 5
TAKE HIM DOWN.
You throw him in the brig and deliver him to the authorities in the next port. "Oh yeah, we know this guy," says the guard. "We'll just toss him in jail overnight. He's not much of a threat. Honestly, between you and me, he's just not a very good pirate."
5: +1 reputation, green faction
7: coin

Skill 7
TALK HIM DOWN.
He quickly backs down. "Alright, alright. The truth is, I'm not actually a very good pirate. My crew marooned me here. Any chance I could just get a ride off the island? I'll help you out. I can swab decks."
7: yellow faction, gain the "Incompetent Pirate" card
9: +1 reputation, heart

~ Brenna Asplund

114 ☐ A school of flying fish passes your boat, playfully flying between your masts before shooting ahead of you. Your crew laughs in delight watching them.

Skill 8
HOOK A FEW OF THEM FOR SUPPER.
You order your crew to bring out a net and you manage to catch quite a few of the fish to fill up your larder. The crew is pretty disappointed.
8: -1 reputation, green faction, 4 food
10: 2 food

Skill 5
RACE THEM JUST FOR FUN.
Your crew has a delightful time speeding after the beautiful fish, and the fish seem to enjoy themselves, too. Eventually you wave farewell to the fish and get back on track. The crew's morale has been significantly lifted.
5: yellow faction, heart
7: +1 reputation, heart

~Brenna Asplund

115 ☐ You and your crew follow the sound of an enchanting song to a small rock outcropping in the middle of the sea. You can see a beautiful woman sitting on the rock. As your boat approaches, the song stops. The woman turns to look at you and when you lock eyes she hisses, baring her long, pointed teeth.

Skill 6
TURN THE SHIP AROUND AND ESCAPE.
The waters around the rock are treacherous, but fear is a strong motivator. You make it to the next port in record time.
6: -1 reputation, yellow faction, heart
8: coin

Skill 8
TRY TO TALK TO THE WOMAN.
The woman speaks in a series of hisses, clicks, and musical notes that make no sense to you. Your words don't make much sense to her either, but she seems genuinely interested in you and your crew. She dives under the water and comes back up, holding something out for you. A gift. Moved, you offer her something in return.
8: -1 food OR -1 coin OR -1 gem, +2 reputation, blue faction, gem
10: +2 reputation

~ Brenna Asplund

116 ☐ Your ship is rocked when a giant tentacle flops across your deck. You brace yourself for an attack, but the tentacle just sits there. You race to the side of the ship and look over the gunwale where you see a giant squid. Another of its tentacles pops out of the water and waves at you. It looks almost. . . friendly?

Combat 4
ATTACK THE SQUID.
The moment your weapons hit the squid's tentacle it pulls back and disappears under the water. You keep a careful watch, but you don't see the squid again.
4: -1 reputation, green faction, food
6: coin

Skill 7
PET THE SQUID.
You pet the squid's tentacle and it wiggles happily before pulling back. From that moment on the squid follows behind your ship wherever you go.
7: +1 reputation, red faction, gain the "Giant Squid" card
9: 2 hearts

~ Brenna Asplund

117 ☐ You dock at Slerheim, a place known for its salt trade, and ride a rickety platform up the cliffs to the main gate. The place is empty except for a woman sitting in a corner, her face streaked with tears. "A creature has captured everyone, including my young son, and taken them down to the caverns!" You promise to do what you can, descending some stairs to a network of caves. You enter a chamber where the walls are covered in sticky, green slime, and when you look closer, you notice that people are trapped in the slime, their eyes closed. A gelatinous green figure enters the room, about the shape and size of a person, but without any other discernible features.

Skill 7
RETREAT TO THE SURFACE AND LOOT THE EMPTY TOWN.
You take whatever you can and leave before the creature finds you. Strangely, the crying woman you met before is nowhere to be seen.
7: -2 reputation, green faction, 2 coins
9: coin

Combat 8
ATTACK THE SLIME CREATURE.
Luckily, one of your party members grabbed a few bags of salt when you were in town above. You throw it on the creature and it screams, writhing in pain. The slime dissolves, revealing the monster to be the same, crying woman you met before. You bind her hands, freeing the rest of the trapped townsfolk with a bit of salt here and there to melt the slime. "She just moved into town," explains the mayor. "We had no idea what she was..."
8: +2 reputation, blue faction
10: 2 food

~ Ryan Laukat

118 ☐ An old sage approaches you when you tie up your boat. "We've been finding some of the villagers here trapped in a strange slime. It seems resistant to fire and we can't cut it or wash it off. Could you help? I'm afraid at this rate that the whole village will soon be trapped!"

Skill 7
INVESTIGATE THE SOURCE OF THE SLIME.
You hide in the bushes at night, watching villagers. As the moon rises, a slime-covered figure emerges from the darkness and chases down an old fisherman. You leap from your hiding place and attack! Neither sword nor flame seem to damage the monster, but when one of your party members accidentally knocks over a pot filled with salt, the creature howls in pain and flees into the darkness. The next day, the old sage thanks you. "At least we know what to watch out for now," he says.
7: +3 reputation, green faction
9: 2 food

Skill 8
SPEND TIME IN THE APOTHECARY LOOKING FOR A CURE.
You try various herbal remedies, heated metal, and some healing potions, but nothing works until one of your party members spills a bit of salt on one of the slime-covered victims. Soon, all the trapped townsfolk are free. The sage gives you a few bombs he's made in thanks.
6: +1 reputation, blue faction, gain the "Bombs" card
8: coin

~ Ryan Laukat

119 ☐ You tie your boat to a ship stuck in the rocks. You leap aboard and find the decks below full of skeletons covered in a strange, green slime.

Skill 5
SEARCH FOR TREASURE AND LEAVE QUICKLY.
You find a small chest full of treasure and haul it aboard your boat.
5: green faction, coin
7: gem

Skill 6
ATTEMPT TO FREE THE SHIP FROM THE ROCKS AND SAIL IT TO TOWN.
You patch a few holes and barely make it back to town. A crowd surrounds the ship when you bring it in. "We'd thought this ship was lost forever," says the mayor. "At least now these poor men can have a proper burial, though I have no idea what all this green slime is."
6: +1 reputation, yellow faction
8: coin

~ Ryan Laukat

120 ☐ You enter a temple carved into the sea cliffs. Inside you find a great stone basin filled with green slime. The slime drips from a crack in the ceiling, and a bald man sits close by, taking sips from a ladle he dips into the basin. "They say those that drink will gain great power," he says. "I've travelled many leagues to find this place."

Combat 9
STOP THE MAN AND COLLAPSE THE ENTRANCE TO THE TEMPLE.
"I can already feel its power!" says the man, throwing the ladle aside and grasping at you with suddenly slime-covered hands. You bind him and start a rockslide that buries the temple door. The next morning, the bald man is nowhere to be found.
9: +2 reputation, green faction, coin
11: gem

Skill 7
THREATEN TO COLLAPSE THE TEMPLE UNLESS THE MAN GIVES YOU SOMETHING VALUABLE.
You leave with a bag of treasure, surprised at how willing the bald man was to part with his possessions.
7: -1 reputation, 3 coins, gem
9: coin

~ Ryan Laukat

121 ☐ You find a large stone outpost near the jungle. Inside sits a small, white dragon. "Ah, welcome," it says, tasting the air with a forked tongue. "Will you venture into the dream world?"

Skill 7
ACCEPT THE CHALLENGE.
An overpowering drowsiness hits you and you find yourself in a cloudy land filled with precarious cliffs. Wolves howl in the mists, and you run from them, stopping to help a wounded deer cross a narrow bridge. You collapse the bridge once you've crossed, leaving the hulking wolves on the opposite side. When you wake, the dragon smiles and gives you a strange coin. "Within this coin dwells the soul of a great philosopher," says the dragon.
7: yellow faction, gain the "Soul Coin" card
9: +2 reputation

Combat 8
CAPTURE THE DRAGON AND SELL IT AT TOWN.
The dragon fights viciously, biting you on the arm with poisonous fangs.
8: green faction, 3 coins, gem, gain the "Poisoned Limb" card
10: 2 food

~ Ryan Laukat

122 ☐ The coastline broadens, and little pools emerge, teeming with tiny, glowing sea creatures. A fishfolk merchant has set up shop next to one of the pools, with a sign reading "HEALING OCEANS AND TIDEPOOL POTIONS." She displays a variety of colorful vials, each one glowing a different color. The largest vial doesn't glow. Instead, it contains a little tentacled creature with an unbearably sad expression. It pounds uselessly against the glass.

"Never mind that one" says the fishfolk merchant. "A delicacy. For a special customer who will be along later."

-1 Coin, Skill 4
BUY A HEALING POTION FOR A COIN.
You pay the fishfolk merchant and receive a glowing red vial in return.
4: yellow faction
6: 2 hearts

Skill 7
RESCUE THE TENTACLED CREATURE.
You create a distraction and slip the large vial into your clothes. You find a sheltered alcove away from the merchant and uncork the vial, preparing to release the creature back into the sea. Before you can pour it out, however, the creature shakes its little head in a panic, as if to say "Not here!" You re-cork the vial.
7: +1 reputation, yellow faction, Q37
9: coin

~ Alf Seegert

123 □

If Keyword NETHERWORLD, Read 123a
If any player has Keyword NETHERWORLD, Read 123b
Otherwise, Read 123

You knock at the door of an earthy, clay hut, but no one answers. In the garden nearby, you notice a murder of crows feasting without fear on the tomatoes.

Skill 5
BREAK INTO THE HOUSE.
When you successfully pick the lock, the door flies open in a blast of wind that knocks you from your feet. Nizra the witch storms out of the cottage breathing furiously. "How dare you! I would curse you right here... but I can't," she says, the anger draining from her expression. "You see, I know of your journey, and I will say that you must be quick if you are to reach the Last Ruin before it's too late. Eevheim has fallen, and the armies march east toward their homeland to reclaim their lost power." She sends you on your way with a bag of supplies, a book of travel notes, and a stern warning never to cross her again.
5: -2 reputation, green faction, heart
7: 2 food

Skill 7
BUILD A SCARECROW TO KEEP THE BIRDS AWAY.
The scarecrow does little scaring, and soon a woman you recognize as Nizra the Witch emerges from the little cottage, laughing. "These crows are much too smart for that," she says. "But I appreciate the thought. I know of your journey, and I will say that you must be quick if you are to reach the Last Ruin before its too late. Eevheim has fallen, and the armies march east toward their homeland to reclaim their lost power." She sends you on your way with a bag of supplies and a book of travel notes.
7: +2 reputation, red faction
9: 2 food

~Ryan Laukat

123a □

Warm sea air combs wild patterns in the grassy moors as you approach a lonely, clay cottage. At the front steps, the door opens in an eerie, stomach-turning way, and a tall woman in a purple hat emerges from the shadows: Nizra the Witch. You blink, and suddenly find her surrounded by phantasmal beings, all of them chatting quietly between themselves. A ghost man with a long, white beard gives you a friendly nod, and a ghost girl with white, empty eyes, laughs at your surprised expression. "You left that box at my house," says the witch icily. "Now I cannot rid myself of these cursed netherworld spirits. For that, you will pay."

Skill 6
CONVINCE NIZRA TO LET YOU HELP HER BANISH THE GHOSTS.
You sing an old song to repel the ghosts, clinking bells and cups in a jocular rhythm. Nizra thanks you. "I know of your journey," she says. "I will say that you must be quick if you are to reach the Last Ruin before it's too late. Eevheim has fallen, and the armies march east toward their homeland to reclaim their lost power." She sends you on your way with a bag of supplies, a book of travel notes, and a stern warning never to cross her again.
6: blue faction
8: coin

Skill 5
ATTEMPT TO GET AWAY FROM NIZRA.
As you run down the dirt path, Nizra whistles from behind and a murder of crows descends upon you, pecking and scratching. You find an abandoned cave to hide in, and when you emerge, you find that the last few days are a haze in your memory. When you return to Karu Mos, many villagers complain of the same malady.
5: -1 reputation, red faction, Special rule: *All players must immediately pass 2 of the artifact cards in their hand to the player on the left. Each player may choose which cards to pass.*
7: gem

~Ryan Laukat

123b ☐

Warm sea air combs wild patterns in the grassy moors as you approach a lonely, clay cottage. At the front steps, the door opens in an eerie, stomach-turning way, and a tall woman in a purple hat emerges from the shadows: Nizra the Witch. You blink, and suddenly find her surrounded by phantasmal beings, all of them chatting quietly between themselves. A ghost man with a long, white beard gives you a friendly nod, and a ghost girl with white, empty eyes, laughs at your surprised expression. "Someone betrayed me and I want revenge," says the witch icily. "Now I cannot rid myself of these cursed netherworld spirits. I've been searching for the traitors for weeks with no luck, so I suppose you'll have to do."

Skill 6
CONVINCE NIZRA TO LET YOU HELP HER BANISH THE GHOSTS.
You sing an old song to repel the ghosts, clinking bells and cups in a jocular rhythm. Nizra thanks you. "I know of your journey," she says. "I will say that you must be quick if you are to reach the Last Ruin before it's too late. Eevheim has fallen, and the armies march east toward their homeland to reclaim their lost power." She sends you on your way with a bag of supplies, a book of travel notes, and a stern warning never to cross her.
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8: coin

Skill 5
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5: -1 reputation, red faction, Special rule: *All players must immediately pass 2 of the artifact cards in their hand to the player on the left. Each player may choose which cards to pass.*
7: gem

~Ryan Laukat

124 ☐

A greying woman sits in front of her small home at the edge of town. She holds a worn broom in her hands and tears drop from her eyes. "My son has joined Zag's band of raiders," she says. "He was forced into it though! They raided our fishing boat, but the mayor won't do anything about it."

Combat 8
HUNT DOWN ZAG AND FREE THE BOY.
You sail to a rocky island nearby and wait, hiding below deck. A sloop soon appears and anchors alongside. A chorus of raider feet pounds on the main deck above, and you leap out to surround the pirates, demanding their surrender. One of their number, a young man, steps toward your sword, fearless and defiant. "I am Zag, and on my command, my men will fight to the death," he says. "But I'd rather not shed blood today. Perhaps we can make a deal?" You propose that the boy from Vimhar be freed in exchange for some of your supplies. "Fine by me," says Zag with a knowing grin. He turns to his pirates. "Tom, do you want to go home?" A boy with white hair, holding a sword that is much too large for him, shakes his head. Zag laughs. "Well, there you go. You can go tell Tom's dear mother that he can leave any time he wants." You return to Vimhar and relate the event, and Tom's mother nods, her expression grim and empty. "At least you tried," she says, giving you a basket of fresh biscuits in thanks.
8: +2 reputation, green faction, 2 food
10: 2 food

Skill 6
CONVINCE THE MAYOR TO DO SOMETHING ABOUT THE PIRATES.
You gather a few of the most influential townsfolk and have a long negotiation with the mayor, who finally agrees to set up a task force. "At least it's a start," says the woman when you return.
6: +1 reputation, yellow faction
8: coin

~ Ryan Laukat

125 ☐

You find a giant, stone head on a tiny island in the middle of the sea.

Skill 8
EXPLORE THE HEAD.
Inside, you find a narrow stairway spiraling downward. You light your torches and descend. At the bottom is a pit filled with sand, and at the far end, a person is chained to the wall. "Get me out of here!" they say.
8: yellow faction, gain 1 adventurer of your choice from the row for free
10: gem

Skill 6
DIVE AROUND THE HEAD ISLAND.
Underwater, you discover that the head is part of an enormous, sunken statue. The statue wears a great amulet of gemstones, which you cut free and haul to your boat before sailing onward.
6: 3 gems
8: green faction

~ Ryan Laukat

126 ☐ You wander into an open hallway filled with prison cells. In one of the cells sits a battered, dirt-covered woman with short, brown hair. She stares at you, her dusky eyes filled with a cold hatred. Making his rounds, a heavy prison guard halts at her cell. "Best not to talk to this one," he says. "This is Shreya. She was supposedly a high-up in the Copper Empire." At this, he leans in to whisper. "But they say she went insane and killed all of her men." The guard leans against the bars, and before you can blink Shreya has leapt from the floor and snatched a ring of keys from his belt. In one motion, she slams his head against the bars and opens the lock on her cell. "Let me go," she says to you. "Help me escape and I'll make it worth your while."

Combat 7
TRY TO STOP HER.
You draw your weapons and attack, but she's too quick, leaping over barrels and swinging on support beams like an acrobat. You chase her through town, calling for help, but she soon disappears, and no one can find her. The captain of the guard thanks you for your efforts.
7: +2 reputation, green faction
9: coin

Skill 6
HELP HER ESCAPE.
You lead the woman through the back part of Vimhar, climbing a narrow trail down the cliff face. At the docks at the bottom, Shreya leaps aboard a fishing boat and cuts the line before you can follow. "Altruism is its own reward," she calls as the boat floats away. You cut loose another boat and find fish packed in salt aboard.
6: -4 reputation, yellow faction, 4 food
8: coin

~ Ryan Laukat

127 ☐ You sail into a circle of craggy stones and dock at a staircase leading into a small cave. Within you find a person chained to a chair. "Let me out of here, please!" Bookshelves line the wall, and you find a locked chest in the back of the cave.

Skill 8
CUT THE CHAINS AND FREE THE PRISONER.
"They keep me here because I started printing a newspaper criticizing the governor. I'd be happy to join you for the time being."
8: green faction, gain 1 adventurer of your choice from the row for free
10: coin

Skill 7
BREAK OPEN THE CHEST AND LEAVE THE MAN.
Within you find a strange amulet, along with a few other bits of treasure, and leave the man in his chair, ignoring his cries for help.
7: -1 reputation, green faction, gain the "Pendant of the Sky Fish" card
9: gem

~ Ryan Laukat

128 ☐ You tie your boat to a house on stilts and find a busy trading post inside. Two old men are just finishing a trade, but when one hands the other a bag of coins they slip from his grasp and drop into the sea.

Skill 7
DIVE AFTER THE COINS AND GIVE THEM BACK.
You swim after the bag, passing jellyfish, sharks, and schools of fish. You grasp them just before you feel you can go no further and make for the surface. The two traders thank you and tell tale of some valuable artifacts.
7: +1 reputation, red faction, coin
9: gem

Skill 7
DIVE AFTER THE COINS AND KEEP THEM FOR YOURSELF.
You swim after the bag, passing jellyfish, sharks, and schools of fish. You grasp them just before you feel you can go no further and make for the surface, stuffing them into your pocket. "Alas, I was unable to find them," you lie.
7: -1 reputation, green faction, 2 coins
9: coin

~ Ryan Laukat

129 ☐ You find a strange doorway in the middle of the road. It shimmers and ripples as if made of water, but from the side is as thin as paper.

Skill 10
ENTER THE DOORWAY.
In the sudden brightness, you cannot see. It feels as if you have been thrown into the middle of a hurricane, and you scream.

Moments later, you find yourself in the middle of a crowded street in a strange city. The sky is covered in purple clouds, and endless lightning arcs across the horizon.

"Welcome to Korlo Zu, traveler. You've reached the crux of all dimensions," says a woman with blue skin and long, white hair.
Q9

~ Ryan Laukat

Map 10: *Mammoth Jungle*

130 ☐ Just outside of the jungle you find yourself in a small clearing full of Glogo Fly Traps, named such because of the plants' stony gray color. The carnivorous plants are half your height and they snap at you every time you draw near.

Combat 6
FIGHT YOUR WAY THROUGH THE CLEARING.
Halfway through the clearing you find a hogfolk traveller shouting for help, his upper half trapped inside of one of the fly traps. He's so grateful when you rescue him that he insists on giving you everything he has on him.
6: +1 reputation, green faction, coin
8: gem

Skill 5
FIND ANOTHER WAY AROUND.
You skirt around the fly traps, finding another path into the jungle. While exploring you also find a small patch of edible mushrooms.
5: red faction, food
7: 2 food

~ Brenna Asplund

131 ☐ An elephantine scream ripples through the jungle, sending flocks of tree birds flapping into the thick air. Running toward the noise, you find a group of the Red King's soldiers surrounding a jungle mammoth, jabbing at the poor creature with spears.

Skill 7
HELP THE JUNGLE MAMMOTH ESCAPE.
You split up and create a diversion, leading the mammoth into a dense part of the jungle where the stone soldiers cannot find him. The mammoth bows to you and gives you an ancient tablet with Arzian writing on it. When you camp that night, you decipher the writing, which details a few important landmarks in the Last Ruin.
7: +3 reputation, blue faction
9: 2 food

Combat 8
CHARGE IN AND DEFEAT THE STONE SOLDIERS.
You smash the Red King's warriors to dust and loot their supplies. The mammoth bows to you and gives you an ancient tablet with Arzian writing on it. When you camp that night, you decipher the writing, which details a few important landmarks in the Last Ruin.
8: +3 reputation, green faction, gem
10: gem

~ Ryan Laukat

132 ☐ You stumble out of the jungle and decide to set up camp for the night. Exhausted, you sit by the fire and stare at a nearby pile of large, round rocks. In the low light, you're certain that you see the stones moving, as if by their own power. Could it just be an illusion of your tired mind?

Skill 7
INVESTIGATE THE ROCKS.
You spend all night watching the rocks of various sizes and shapes slowly roll around on their own. You can't figure out what's making them move, but you carefully sketch pictures of the stones and track their movements. The next time you pass through town, you share your sketches with a local paranormal researcher, who shares some of his funding with you.
7: blue faction, coin
9: +2 reputation

Skill 5
IGNORE THE ROCKS AND GET SOME SLEEP.
You wake up the next morning feeling rejuvenated. You feel like the rocks are in different places now, but it doesn't matter.
5: red faction, heart
7: food, heart

~ Brenna Asplund

133 ☐
If any player has Keyword GRINNERS, Read 133a
Otherwise, Read 133

Your torches flicker in the heart of the ancient jungle paths. A thin moon is a pale guide above the leafy canopy. Something rustles the leaves nearby, and when you investigate, you find a hanging nest of spider eggs.

Skill 7
SELL THE EGGS AT TOWN.
You cut the nest free and slip away quickly, selling the eggs to a monster trader at town.
7: yellow faction, coin
9: coin

Skill 6
DESTROY THE EGGS.
A large spider finds you smashing the nest, and it lets out a long, low wail. "What have you done to my babies?" it sobs. "We never did you any harm!" It wanders away into the jungle, and you collect the spider silk to sell at Zarumkar.
6: -1 reputation, green faction, coin
8: coin

~ Ryan Laukat

133a ☐ Your torches flicker in the heart of the ancient jungle paths. A thin moon is a pale guide above the leafy canopy. Something rustles the leaves nearby, and a sudden great howl sends your heart racing. Ten shadowy wolf-like creatures surround you, their mouths wide grins of needle-teeth. "We're hungry," they say in voices like the dull roar of a bonfire. "But we only require one of you to eat."

Combat 8
FIGHT THE MONSTERS.
After a ferocious battle, you send the monsters fleeing into the shadowy jungle. That night, your dreams are filled with howling monsters and you sleep little.
8: -1 heart, +3 reputation, green faction, food
10: 2 food

Skill 6
TRICK THE MONSTERS.
"I know of something much better," you say. "The great mammoths here are delicious, and would keep you feasting for a month!" The monsters seem intrigued, and you lead them on a hunt for hours until you reach a small, rushing river. "Where are the mammoths!?" screams one of the grinning creatures, clearly on the verge of pouncing on you. "Not here!" you say, leaping into the river to escape. The monsters howl in anger as you float downstream to Zarumkar.
6: +1 reputation, yellow faction, AND move your character to one of the buildings at town and perform the action of the building (duel as normal if occupied).
8: coin

~ Ryan Laukat

134 ☐ You're walking through the jungle, staring in awe at the thick canopy of trees above you when you hear a loud *thwap!* behind you. Turning around, you see a small pile of green goo on the jungle floor. You hear two more *thwaps* and see two more green slimes fall out of the trees. *Thwap! Thwap! Thwap!* Soon you're surrounded on all sides by slimes, and they're beginning to crawl toward you.

Skill 6, -1 food
GIVE SOME FOOD TO THE SLIMES.
You drop some food on the ground and the slimes all quickly pile on top of it. One small slime breaks away from the group and comes toward you again. As it approaches you notice something red inside its translucent green body. The slime pauses next to you for a moment, and when it moves, its left a gem behind.
6: yellow faction, gem, -1 food
8: +2 reputation

Combat 5
ATTEMPT TO FIGHT THE SLIMES.
The slimes move surprisingly fast for creatures with no apparent skeletal structure. They're also impossible to kill. When you swing your sword at a slime and cut it in half the two individual halves crawl away, perfectly fine. You, however, are not fine, as your skin burns everywhere it's been touched. You manage to catch one slime in a water skin before fleeing. You sell the trapped slime to the next naturalist you come across.
5: -1 heart, green faction, coin
7: gem

~ Brenna Asplund

135 ☐ An old, frayed rope bridge stretches across a ravine in front of you. You see a bunch of squirrels scrambling around the bridge, repairing it. One squirrel holding a vine leaps from a nearby tree and stretches its arms out, gliding across the ravine. Other squirrels then come to attach the vine on that side of the ravine. A few feet away, a woman is working on what looks like a set of blueprints.

Skill 5
HELP THE FLYING SQUIRRELS WITH THEIR REPAIRS.
You act as an assistant to the squirrels, fetching materials for them and handing them tiny hammers when they ask. Soon the bridge is fixed. The squirrels share some of their nuts with you in thanks.
5: red faction, food
7: coin

Skill 7
HELP THE WOMAN WITH HER PLANS.
"The repairs are only a stopgap measure," the woman explains. "I'm designing a better bridge to replace this one, but I'm stuck." By the time you've helped her figure out her engineering problem, the squirrels have finished their repairs and you're able to cross the bridge.
7: +1 reputation, blue faction
9: gem

~ Brenna Asplund

136 ☐ You cross an old wooden bridge and arrive at the camp of a famous hunter, a craggy-faced man in a wide hat and tall boots. "Join me!" he says. "We will preserve the rare Golgabeast for future generations."

Skill 6
FIND THE GOLGABEAST AND WARN IT ABOUT THE HUNTER.
You catch the Golgabeast unawares drinking at a pond in the jungle. It rears its great, six-horned head at you in surprise, but thanks you when you warn it of the hunter. The beast gives you a few of its eggs in thanks. "I hear these are delicious," says the beast before disappearing into the jungle.
6: yellow faction, food
8: +1 reputation, food

Combat 6
HELP HUNT THE GOLGABEAST.
You take down the poor, six-horned beast near a pond in the jungle, and feast on bitter Golgabeast steaks that night.
6: -1 reputation, green faction, 3 food
8: coin

~ Ryan Laukat

137 ☐ You find a rough, trickling fountain of water in the jungle. Just as you are about to take a drink, you find a baby in a pile of adult-sized clothes, taking sips at the water. Nearby, you also notice a skeleton with a long, white beard sitting at the base of a banana tree.

Skill 8
ATTEMPT TO REVERSE THE TRANSFORMATION.
You feed a bit of the banana to the baby and within minutes he's grown into a toddler. You feed him more and more, until he's reached middle-age. The man thanks you, filling a bottle with the water and heading on his way. You take a few sips from the fountain before leaving and mark the place on your map.
8: +1 reputation, blue faction, heart
10: coin

Skill 6
TAKE THE CHILD TO TOWN AND FIND IT A NEW FAMILY.
You find a lizardfolk couple to take the child. "We've been trying to have a baby for a long time," says the female, thanking you.
6: +1 reputation, green faction, heart
8: coin

~ Ryan Laukat

138 ☐ You climb a steep trail for hours and come upon a temple in the mountains. The cold wind here bites and you take shelter within. A monk in red robes welcomes you. "Would you help us do a few chores here?" he asks.

Skill 7
HELP WORK AT THE TEMPLE.
The monks thank you and you eat a hot meal with him. When you leave, you find a strange tattoo on your hand.
7: red faction, gain the "Golden Frog Tattoo" card
9: +2 reputation

Skill 6
RAID THE TEMPLE FOR TREASURE.
The monks put up no protest or fight, and all you end up finding is a chest with a few gems and a strange-looking knife.
6: -1 reputation, green faction, gem, gain the "Cursed Knife" card
8: gem

~ Ryan Laukat

139 ☐ You're exploring an abandoned songstone mine when you see a single red eye staring back at you from the dark recesses. The creature, whatever it is, makes disquieting breathing noises as it shambles towards you. The effect is uncanny, for the sinister breathing is accompanied by scraps of song as it smashes down on tiny songstones littering the ground.

Combat 6
ATTACK THE CREATURE.
You throw a large rock at the red-eyed creature, and it hits hard, resonating with the sound of hammer-struck metal. The red light goes out and the creature falls over. Stones chime disconcertingly at the impact. When you approach your foe, you discover that it was nothing more than a derelict mining robot in the shape of a pack animal, alone for countless years underground, and now destroyed by needlessly aggressive spelunkers.
6: -1 reputation, green faction, coin
8: coin

Skill 8
LET IT APPROACH.
As the creature with one red eye hobbles towards you, it makes scraping and grating noises. Before long it reveals itself as a rusted metal creature with four legs, one eye bright, the other eye missing entirely. Its respirator puffs in and out excitedly. It's a mechanical mining mule, abandoned after the mine's entrance collapsed. It nuzzles your hand eagerly. You are the first companionship the one-eyed creature has felt in who knows how many years? The mule bows down, eager to join your party and offer its services as a pack animal. With some oil and affection it should prove a helpful partner in your future explorations!
8: +1 reputation, red faction, gain the "Mechanical Mule" card
10: gem

~ Alf Seegert

140 ☐ You rest near a waterfall when the ground starts to tremble. A herd of mammoths bursts from the jungle, followed by a mammoth almost twice as large as any of them, its eyes red and its mouth foaming. It swings its trunk as it roars in anger, charging after the others.

Combat 7
FIGHT THE GREAT MAMMOTH AND PROTECT THE OTHERS.
When you take the mammoth down, one of the herd approaches you. "This was our business," says the mammoth. "Nevertheless, you have rid us of an old tyrant and made the world a safer place. I only wish this didn't have to end in death."
7: green faction, coin, food
9: coin

Skill 8
ATTEMPT TO CALM THE ANGRY MAMMOTH.
You surround the mammoth with torches, backing it into a corner, and the creature slowly calms enough to speak. "How dare you!" it screams. The herd of mammoths approaches and one of them declares, "You are now banished, Ralma. Leave this jungle or be destroyed." The herd thanks you for your help.
8: +1 reputation, blue faction, coin
10: 2 food

~ Ryan Laukat

141 ☐ You find a trading post near the edge of the jungle. A young woman with black hair greets you. "Traveler, would you watch the shop for me? I have something I must do."

Skill 6
WATCH THE SHOP.
You put up a new sign and light a great bonfire out front to draw more business. The fire soon leaps its edge and the surrounding field starts to burn. A great mammoth bursts from the forest and stomps it out. "Fool! You could have burned the jungle," it says, leaving in disgust. When the shop owner returns and asks about the smoking grass, you sheepishly tell her of your exploits. "It was very dangerous, but I'm happy you did it. I was trying to sneak into the mammoth's den nearby so that I could gather a bit of mammoth fur. She ran out in a hurry and it made things a lot easier for me!" She sends you on your way with a bag of goods.
6: -1 reputation, yellow faction, food
8: coin

Skill 8
AGREE TO WATCH THE SHOP BUT FOLLOW THE WOMAN INSTEAD.
The woman heads into the jungle and you follow at a safe distance. Before long, you find her at the mouth of a cave, and within you spy a sleeping mammoth. "Wake up!" you yell. "Someone is robbing you!" The mammoth wakes just in time to see the woman flee into the trees, and thanks you for the warning with a bag of mammoth fur. "You can sell this at the shop nearby," says the mammoth.
8: +1 reputation, blue faction, coin
10: gem

~ Ryan Laukat

142 ☐ A limping, panting mammoth collapses before you, its six eyes wide with terror and beseeching you for aid. You hear shouts approaching—a glogo hunting band in pursuit of its prey. The mammoth drags itself forlornly into the brush, hiding near the road. As the glogos approach, they wave their spears frantically.

Skill 5
POINT THE GLOGOS TOWARDS THE INJURED MAMMOTH'S HIDING SPOT.
The glogos reward you, but you will always be haunted by the sounds you hear next.
5: -2 reputation, green faction, coin
7: gem

Skill 9
DO YOUR BEST TO OBSCURE THE MAMMOTH'S TRACKS AND POINT THE GLOGOS AWAY FROM ITS HIDING SPOT.
The glogos dutifully run in the direction you point, and the hairy creature paws the ground in a gesture of unspeakable gratitude for your kindness. Its six eyes look up at you in eager anticipation of what will happen next.
9: yellow faction, gain the "Wooloo Mammoth" card
11: coin

~ Alf Seegert

143 ☐ You enter an ancient temple where an archaic, wrinkled mammoth sits. His skin is mostly hairless, greyed by the ruthless passage of time.

Skill 7
ASK THE MAMMOTH FOR GUIDANCE.
The mammoth reaches to a shelf nearby and grips a bark skin book. "Use this guide in your travels to the east. A good wizard made it hundreds of years ago while studying the Last Ruin," he says.
7: +3 reputation, blue faction
9: +2 reputation

Skill 6
IGNORE THE MAMMOTH SAGE AND RAID HIS TEMPLE.
You fill your bags with knickknacks from dusty bookshelves and wave a careless goodbye to the old mammoth.
6: -4 reputation, green faction, 2 coins
8: coin

~ Ryan Laukat

144 ☐ Camping near the river, one of your party members drops their pack into the earth-colored waters. Nearby, a six-eyed mammoth bathes, spraying water playfully from his trunk in wild arcs.

Skill 7
PERSUADE THE MAMMOTH TO SEARCH FOR THE PACK WITH HIS TRUNK.
The mammoth finds the pack within minutes, and you spend the day finding food for him in thanks.
7: +2 reputation, yellow faction
9: 2 food

Skill 6
MAKE RAKES FROM THE BAMBOO NEARBY AND SEARCH FOR THE PACK YOURSELVES.
Before finding the pack, you pull an old bottle, a rusty sword, and a human skull from the river.
6: red faction, coin
8: draw an artifact card

~ Ryan Laukat

145 ☐ You come upon a roaring waterfall, and find a man camped nearby. He stirs a large pot on glowing coals. "I can make you a potion if you help me," he says. "A pack of monkeys have stolen my ingredients. They live up at the top of the falls."

Skill 8
CONVINCE THE MONKEYS TO RETURN THE INGREDIENTS.
You climb a trail near the falls and find the monkeys within a small grove. "Get back, intruder!" they scream, throwing rotten food at you. You offer to trade some food with them, and they return the ingredients.
8: +2 reputation, yellow faction
10: food, heart

Skill 7
MAKE A CATAPULT AND BOMBARD THE MONKEYS' HOME.
You make a catapult from nearby fallen trees and throw massive stones at the monkey grove until they all run away. Inside the battered trees you find the man's leather satchel of ingredients.
7: -1 reputation, green faction, coin, 2 hearts
9: gem

~ Ryan Laukat

Map 11: *The Last Ruin*

146 ☐ A colossal stone column rises up out of the sand, a perfect square tower with no doors or windows. You stop for a rest and find a hemp rope ladder hanging down the side. You stare up in disbelief when you realize the dizzying climb would take you all the way to the top. As you imagine the horrifying climb, you notice that someone is already half-way up. A flock of birds surrounds the climber, pecking and screeching and trying to loosen the poor climber's grip.

Skill 7
CLIMB UP AND FIGHT OFF THE BIRDS.
You make the dizzying climb and, working as a team, keep the angry flock of black birds away. "We're this far, we may as well get to the top," says the climber above you. Your heart pounds as you hang on to the hemp in the high winds, making your way rung by rung to the top. When you finally catch your breath at the top, you find a solitary blue crystal, floating in the air at the dead middle of the tower roof. Your new friend hobbles toward it, and you notice for the first time that his skin is covered in bandages and boils. "They say this has healing properties," he says. When he touches it, the boils from his skin disappear. You attempt to put the miraculous gem in your bag, but cannot move it. It does give you a sense of great health and calm when you touch it, at least.
7: +1 reputation, blue faction, heart
9: 2 hearts

Skill 6
PULL AT THE LADDER AND TRY TO THROW THE CLIMBER OFF.
You yank at the ladder and throw the climber from his rung. He screams as the flock of birds catch him mid-fall and take him away. One of them lands on a rock nearby. "Thank you, Land-walker. He is a bird hunter and has been stealing eggs from our tribe for years." The bird tells you of a hidden treasure neaby.
6: -1 reputation, green faction, coin
8: coin

~ Ryan Laukat

147 ☐ You see a single hut in the middle of the desert plains. Thinking it would be good to resupply before entering the valley of the Ruins, you knock on the door. To your surprise, Nizra the witch answers. "Ah, you've finally arrived, and just in time," she says, inviting you inside. "Many have come to this place in the past hundred years and found nothing but the stony remains of a civilization long since destroyed. Thousands of years ago, the Arzians grew too powerful and built too much. They forgot that this world belonged to thousands of diverse creatures and wanted everyone to become like them. That's why the Ivory Queen made the transformation machines before the world was destroyed, so that she could turn everyone into an Arzian. If they resisted, she would kill them." Nizra removes a steaming teapot from the stove, sitting at the stained wooden table that crowds the house. "And so," she says, "the whole world was covered in war, until the mighty, mechanical birds covered everything in a great fire and the Arzians all perished. They wiped themselves out in their own ambition. But the Ivory Queen and her Red King have returned. The sleeping soul of the city has called them back, just as it has called many others, such as yourself, so it can watch a great battle unfold. I've felt the tug of destiny myself. The soul of the city is tired of decay, and wants to bring about a new age. But we cannot return to the old ages. You've got to stop them, and stop any other tyrant who has traveled here to use the city's power to overthrow the free world. Yes, there are others. A crafty bandit named Zag has come, and a desperate captain of the faraway Copper Empire." Nizra takes your hands in hers, her gaze intense. "The city should be buried once and for all. Do not let them have its power," she says.

Skill 7
DEVISE A STRATEGY.
The witch uses her mystical mirror to plan out an attack.
7: +2 reputation, blue faction, heart
9: 2 food

Skill 5
REST AND TRAIN FOR THE COMING BATTLES.
You gather supplies, sharpen you weapons and wits, and march onward to battle.
5: +1 reputation, yellow faction
7: 2 hearts

~ Ryan Laukat

148 ☐ Crows and vultures circle above the smoking remains of a battlefield. Fallen glogos lie strewn across the dry grass, many of them calling for help. A lone glogo with a gash on his head leans upon a broken standard. "We heard of the Ivory Queen's return. Legends told us she would rise in power again and hunt us for our hearts. We followed their trail and tried to stop her red general, but he was too powerful."

Skill 6
HELP THE WOUNDED.
You gather the survivors, set up camp, and administer aid.
6: +2 reputation, blue faction
8: 2 food

Skill 6
OFFER WHAT SUPPLIES YOU CAN AND TRACK DOWN THE RED KING.
You follow the trail into the canyon, but the wind and rain sweep away all traces of your quarry. You find an abandoned hut and take shelter.
6: -1 reputation, green faction, coin
8: coin

~ Ryan Laukat

149 ☐ A huge dog statue sits at the end of the street, an ancient, lifeless sentinel for this crumbling city. A girl with white hair sits at the base, examining the artistry in the shade of a frilly umbrella. As you grow near, the dog's eyes suddenly turn a bright white, and the statue takes a breath. The woman drops her umbrella, the stone dog leaping after her, and the two of you hide in a ruined hall nearby. As the huge dog paces outside, sniffing you out, its voice booms through the ruins. "Traveler, that girl with you is an ancient witch. She has trapped me in stone for hundreds of years. Give her to me and I will eat her, and we will both be free!" You exchange glances with the white-haired girl. She shakes her head, her eyes wide.

Skill 7
FEED THE GIRL TO THE STONE DOG.
You bind the girl and give her to the dog. "Don't eat her until I am far away," you say, leaving as quickly as possible. You pick up the girl's umbrella on your way and give it to the tribe of mystics at Faerstra.
7: -2 reputation, red faction, 2 coins
9: coin

Skill 8
HELP THE GIRL ESCAPE FROM THE STONE DOG.
"I must have my umbrella," says the girl, and you climb through an ancient alleyway to get it. As soon as it is in her hands, the girl disappears in a puff of smoke, leaving behind a bag of treasure. You sneak away before the dog can find you.
8: +1 reputation, yellow faction, gem
10: coin

~ Ryan Laukat

150 ☐ You reach an ornate archway, and are about to pass through before one of your fellow adventurers stops you. On second glance, you spy a slight shimmer to the air between the archway. Within the shimmer, you can make out a great battle raging in a burning valley, a hellish landscape of a time past.

Combat 8
VENTURE THROUGH THE GATE TO THE BATTLE.
You charge into the chaos. Tall, horned Arzians with scaly skin surround an alliance of glogos, lizardfolk, and humans. You flank the Arzians and break their line, giving the surrounded army a way to escape. Moments later, the vision disappears and you find yourself back in the present time.
7: +3 reputation, yellow faction
9: +2 reputation

Skill 5
SHUT DOWN THE GATE.
The battle looks dangerous, so you start taking apart the stone gateway until the shimmering battle disappears.
5: -2 reputation, red faction
7: coin

~ Ryan Laukat

151 ☐ You enter a half-collapsed, ancient building and find a nest full of silver eggs. You snatch one of the eggs for closer inspection and it bursts open, revealing a tiny ball of light that rests in your palm. The light speaks to you. "I will be your compass if you let me travel with you," it says. Moments later, a man in leather armor and a long, black ponytail enters. "Stop, that's mine!" he screams, drawing a curved sword.

Skill 8
CALM THE MAN AND GIVE THE LIGHT BACK TO HIM.
"These eggs can cure a strange illness that has overtaken my village," he says, trapping the light in a bottle. He tells you of a labyrinth filled with ancient, valuable tablets nearby.
8: +1 reputation, blue faction, coin
10: gem

Combat 8
FIGHT THE MAN AND ESCAPE WITH THE LIGHT.
You battle your way out of the building and escape with the light, keeping it in a bottle. The light tells you where to find food and valuables.
8: -1 reputation, green faction, gem, 3 food
10: coin

~ Ryan Laukat

152 ☐ You climb the steps of a great pyramid. A solitary, robed woman stands at the top, her eyes glowing in the shadow of her hood. "Within these walls lies the secret to immortality," she says. You take a step closer and she holds out a hand. "Stop! If you come nearer, you will be destroyed. Only the worthy may partake."

Skill 7
CONVINCE HER TO LET YOU ENTER THE PYRAMID.
You tell her of your many travels. She seems unimpressed, but finally lets you pass. Within the pyramid you find walls covered in thousands of carved names, crudely scratched with bits of rock or a rusty knife. Some carvings profess undying love within heart shapes. Others deride bitter enemies with juvenile insults. You carve your names and leave, but not before finding something shiny under a loose stone nearby.
7: yellow faction, coin
9: gem

Combat 9
FIGHT THE WOMAN.
You ignore the woman's warnings and charge. She turns into a lion with a fiery mane and shoots fireballs from her eyes. You wage a terrible battle, surrounding the creature and defeating her. She fades, flickering like a candle, until she disappears. Within the pyramid you find walls covered in thousands of carved names, crudely scratched with bits of rock or a rusty knife. Some carvings profess undying love within heart shapes. Others deride bitter enemies with juvenile insults. You carve your names and leave, but not before finding something shiny under a loose stone nearby.
9: -1 reputation, green faction, 3 coins
11: gem

~ Ryan Laukat

153 ☐ A lone robot with a tattered cape sits at the base of a massive ancient structure. "Do you know that the Ivory Queen is coming? She returns to rule this city again," he says in a buzzing monotone voice. He leads you into the building, where you find a skeleton sitting on a giant throne. "These are her ancient bones," says the robot. "But she transferred her life force to her perfect, glass body, to live in immortality. When she arrives, will you serve her or fight her?" he asks, drawing a rusty sword.

Combat 8
ANSWER THAT SHE WILL NEVER RULE AGAIN.
The robot leaps into a frenzied attack. When you defeat him, you push the skeleton out of the way and sit on the throne. In an instant, thousands of memories enter your mind: visions of the Last Ruin in its days of glory and power, visions of its wars, and of its triumphs. You see the day when it all came apart, and the great city fell to ruin. You leave with a mind full of knowledge and a heart full of wisdom.
8: +1 reputation, green faction, heart
10: gem

Skill 8
DECEIVE THE ROBOT AND TELL HIM THAT YOU WILL SERVE.
The robot asks you a series of difficult questions, which you answer with all the wit you can muster. Finally, the robot nods. "I will go find the Ivory Queen and tell her that you welcome her return," he says. You push the skeleton out of the way and sit on the throne. In an instant, thousands of memories enter your mind: visions of the Last Ruin in its days of glory and power, visions of its wars, and of its triumphs. You see the day when it all came apart, and the great city fell to ruin. You leave with a mind full of knowledge and a heart full of wisdom.
8: +1 reputation, yellow faction, 2 gems
10: gem

~ Ryan Laukat

154 ☐ Inscribed over a crumbling doorway are the words "...thy greatest desire..." When you enter, the door clangs shut behind you and makes a loud click as it locks you in.

In total darkness you scramble to light your torch. The first thing you notice is the treasure. Impossible amounts of it. Gleaming rings, bright bracelets, gem-studded necklaces, piles of shiny coins, glistening magical weapons: part treasure trove, part tomb-raiding cliché. All of it makes your eyes large with a yearning to make it yours. The second thing you notice is that out of a small hole in the ceiling the room begins to fill with sand.

If reputation ≤ 0

Even though you are locked inside a room slowly filling with sand, the fact doesn't seem to bother you at all. You have more important things to consider. You lovingly stroke the rolls of velvet and silk. You pop the corks on vials to sniff precious spices and saffron. Your senses wallow in the coolness of coins falling through your hands like water. You stage mock sword fights atop the treasure heap, brilliant magical blades sparkling and flashing in the torchlight.

The door is locked, and the room is filling with sand, but it doesn't matter, for you have found your greatest desire. You don't seem to notice when the trickle of sand becomes a downpour, then a sandy torrent, dousing first your torchlight, and then your very lives...

green faction, lose 1 adventurer from your active party.

If reputation beteween 1 and 5

Turn immediately to Q38

If reputation ≥ 6

The trickle of sand falling from above concerns you mightily. But you take your eyes off it long enough to briefly stroke the rolls of velvet and silk, and sniff a vial or two brimming with spices and saffron. You are tempted to let your senses wallow in the coolness of coins falling through your hands like water. For a moment you are even inclined to stage a mock sword fight atop the treasure heap, and you imagine how these magical blades would spark and flash gloriously in the torchlight.

But that would be silly. The trickle of sand from above has become a downpour, and you know that it's time for action. You brace yourself to smash down the locked door.

And then you see that you won't have to do much of anything. On the wall in plain sight is a lever clearly labeled "Thy greatest desire." You pull it and the door opens. You are free to go.

You clasp each others' hands and walk away, leaving the treasure behind.

+3 reputation, blue faction, 3 hearts

~ Alf Seegert

155 ☐ You find a door in the side of an ancient archway and climb down spiral stairs until you reach a large chamber filled with huge glass containers. The liquid within each container glows green, and grotesque giant heads float in the strange liquid. One of the heads opens its glowing eyes as you approach. "Long has it been since I talked to anyone," says the head, his heavy voice muffled behind the glass and the liquid. "So I suppose you've come to this great city to find your heart's greatest desire. Is that right?" He chuckles.

Skill 6

DEMAND THAT THE HEAD GIVE YOU YOUR HEART'S GREATEST DESIRE.

"Oh, yes, of course," says the head with a smile. Moments later, you fall into a deep sleep, living in a dream world where everything is made of gold and gems. The dream seems to last days, and soon you grow tired of the cold, hard place empty of friends and family. You feel you would give anything for a comfortable bed and a hot meal. After weeks, it seems, you awaken, though the head tells you that only moments have passed. You return to the surface with a sober mind and a sick heart.

6: -1 reputation, green faction, gem

8: coin

Skill 9

ATTEMPT TO BEFRIEND THE HEAD.

After talking for a while, the head grows more friendly. "Do you think you could fix the temperature mechanism in the level below this one? These tubes can get awfully cold at night." You find the mechanism and spend the day fixing it. The head tells you of a hidden, gold-bound book nearby. "It contains much of the knowledge of our past. Use it to secure your future," says the head.

9: +1 reputation, blue faction, coin

11: coin

~ Ryan Laukat

156 ☐ At a cracked, stone bridge sits an aged, red bird. "Five years to pass," it says. You ask it to explain. "The toll is five years of your life," it says.

Skill 8
TRICK THE BIRD INTO LETTING YOU PASS.
You trick the bird into taking years 189-193 of your life, knowing you will not be around to pay up. The bird gives you a wry smile, and you cross the bridge with a pit in your stomach, wondering if you have made a big mistake.
8: -1 heart, yellow faction, 2 gems
10: treasure

Skill 5
IGNORE THE BIRD AND CROSS.
Halfway across the bridge, thousands of birds descend upon you in a swarm of red. They scream and scratch and attempt to carry you away. You leap into the river, swimming to shore, and the birds fly away. You find a few trinkets buried in the riverbank.
5: red faction, coin
7: gem

~ Ryan Laukat

157 ☐ You descend a stone passageway and enter a huge chamber lined with rusted, iron tubes. Each tube sits on a base of wires and pipes. At the center of the room, a giant head floats in a glass of green fluid. It smiles when it notices you. "Welcome to the transformation chamber," it says. "I see you desire to become an Arzian, is that right?"

Skill 7
TELL HIM YOU WOULD LIKE TO BE TRANSFORMED.
"Alas, these machines require power. You must return with many ichorstones. But, worry not, I hear that the Ivory Queen is returning, and I'm certain she will be most helpful in expediting the transformation process!" You search the place and leave quickly.
7: -1 reputation, yellow faction
9: gem

Skill 9
ATTEMPT TO DESTROY THE MACHINES.
In a chaotic frenzy, you rip cords from sockets, slash iron pipes, and tear mechanisms from control panels. "Stop! You don't know what you're doing!" screams the floating head behind glass, but you ignore it.
9: +4 reputation, green faction
11: +2 reputation

~ Ryan Laukat

158 ☐ You enter a vast stone cavern and find an ancient clock on the wall. Instead of numbers, strange runes mark various sections of the clock. You translate the runes at the top to say The End of All Time. The big hand has almost reached it—according to the clock the end of time will happen in only fifty years! A shriveled man with a white beard down to his knees approaches you. "At last! I need help repairing this old clock. I don't expect you to work for free, of course!" He takes you to another chamber filled with gears and mechanisms and tells you what needs done. After a few hours with the clock you realize you could alter the big hand, perhaps give yourself a few more years before the end of time?

Skill 9
SET BACK TIME TEN YEARS.
As you turn back the big hand, you watch in wonder as your party members suddenly grow younger. A blemish and a few old scars disappear from your face. The clock-keeper says nothing when you bid him farewell, but the hint of a grin hides at the edge of his lips.
9: +1 reputation, blue faction, 2 hearts
11: gem

Skill 8
SET TIME FORWARD TEN YEARS.
As you push forward the big hand, you watch in wonder as your party members suddenly grow older. A blemish and a few new scars appear on your face. The clock-keeper says nothing when you bid him farewell, but the hint of a grin hides at the edge of his lips.
8: -2 hearts, green faction, 3 coins
10: coin

~ Ryan Laukat

159 ☐

You walk through what must have once been a bustling downtown area long ago. Buildings, perhaps shops or houses, line the streets. Then you hear a "pssst" from an alleyway and go to investigate. You find an old man sitting cross-legged in the alley, his face is wizened and his white beard grown down to his waist. You notice that the man's lower half is made of stone. "You are searching for your heart's greatest desire." A statement, not a question. "Well, look no further. I have it here, and at a bargain price!" He pulls out a small red vial of mysterious liquid and offers it to you.

-1 Coin, Skill 5
BUY THE VIAL.
After you've paid, you ask the old man what's in the vial. "A potion that protects against heart disease! Your heart's greatest desire!" You can hear the man cackling as you walk away, but you really do feel stronger after you drink the potion.
5: red faction, 3 hearts
7: 2 hearts

Skill 5
STEAL THE VIAL.
You take the vial and the old man, unable to stand, can't chase after you. He spits curses at your back as you walk away. You drink the liquid and feel immediately sick, but the vial itself is made out of fine crystal and you manage to sell it for a high price.
5: -1 heart, green faction, coin
7: coin

~ Brenna Asplund

160 ☐

At the lake's edge sits a robot, his legs and torso buried beneath the sand. "Traveler, do take care. These ruins are filled with death, and greed may take your life."

Skill 7
DIG OUT THE ROBOT.
The robot thanks you. "Great powers are returning to this place. The city is thirsty for history again." You gather bits of information about the city from the robot before sending him on his way.
7: +2 reputation, red faction
9: treasure

Skill 6
TAKE THE ROBOT'S HEAD WITH YOU AS A GUIDE.
To much protest, you unscrew the robot head and tuck it under your arm. It's sure to be useful as you explore.
6: -1 reputation, yellow faction, coin
8: coin

~ Ryan Laukat

161 ☐

Water tumbles off a nearby cliff, creating a beautiful spray in the evening light. You spot what looks like a barrel going over the edge of the waterfall. You run to the banks of the river as the barrel washes up on dry land. An old woman wearing a soggy straw hat climbs out of the barrel. "Woo-hoo!" she shouts. "Let's go again. Oh, it's you! I've been looking for you! I had something to tell you about gold! Ah, would you look at that?" She fidgets with a canvas bag she was wearing over her shoulder. "My bag split open! Help me get my stuff out of the river!"

Skill 8
ASK HER TO EXPLAIN ABOUT THE GOLD.
"Gold? What gold? Oh, yes, that's right, there's a cave behind the waterfall full of gold. Some shiny fellow told me to tell you about it. Now where did my things go?" You leave the woman to search for her lost items alone and follow her directions to find a huge pile of gold.
8: -1 reputation, green faction, 2 coins
10: coin

Skill 5
HELP HER FIND HER LOST THINGS.
You help the woman gather a seemingly random assortment of items as they wash up on the shore. Eventually, her bag is full again. "I think that's everything! Thank you for your help! Here!" She hands you the soggy bag. "You can have it! I didn't need this stuff anymore anyway!"
5: yellow faction
7: gem

~ Brenna Asplund

162 □

If Keyword RED, Read 162a
Otherwise, Read 162

The Red King stands alone. He laughs when you surround him, sure of his nigh-indestructible, stone vessel. He charges, throwing you back with a swipe of his stone blade. Working together, you force him to the edge of a cliff. He loses balance and falls, starting an avalanche. Colossal boulders tumble, pounding down in an earth-shaking roar. When the dust clears, he is buried, smashed beneath the stuff from which he was made. "From dust to dust..." you whisper.

162a □

You can hear the Red King's persuasive voice in your mind, issuing new commands, but you fight back! Your mind is your own, and you will choose your own destiny. You will fight the Red King. He stands alone now, laughing when you surround him, sure of his nigh-indestructible, stone vessel. He charges, throwing you back with a swipe of his stone blade. Working together, you force him to the edge of a cliff. He loses balance and falls, starting an avalanche. Colossal boulders tumble, pounding down in an earth-shaking roar. When the dust clears, he is buried, smashed beneath the stuff from which he was made. "From dust to dust..." you whisper.

163 □

If any player has Keyword SCROLL, Read 163a
Otherwise, Read 163

The Ivory Queen stands alone in the ruins. As you approach, time slows. A great blast of energy throws you back, knocking you to the ground, but you stand again, counting each slow second tick by as you charge to break her porcelain shell.

Time returns to normal, and your party surrounds her. She draws a thin, white sword and lashes out, calling down gusts of wind to throw you, but she's no match for your travel-hardened skill. Soon, only a pile of white dust remains. Your party lets out a wild cheer, though you can still hear the Queen's eerie voice on the wind. Is this truly the end of the tyrant?

163a □

The Ivory Queen stands alone in the ruins. As you approach, time slows. A great blast of energy throws you back, knocking you to the ground, but you stand again, counting each slow second tick by as you charge to break her porcelain shell.

Time returns to normal, and a great cry fills the air. An army of glogos, humans, and lizardfolk have gathered to help you. They surround the Ivory Queen and shatter her like a teapot. Soon, only a pile of white dust remains. The army lets out a wild cheer, though you can still hear the Queen's eerie voice on the wind. Is this truly the end of the tyrant?

164 □

If any player has Keyword MOTHER, Read 164a
Otherwise, Read 164

Zag's hoard of bandits surround you. "You will not take this from me," says Zag. "The riches of this city are mine, and with its power, I will soon be the only rich man in this world."

The battle is fierce, but Zag's cowardly band soon retreats, leaving him to duel you by himself. He fights like a cornered animal, wild and without caution. He takes a deep wound. He falls to the ground.

"Hold close your possessions," he says, choking. "For they will never abandon you."

You carry him to Faestra jail, where the town doctor bandages his wounds.

"He may live," says the doctor, "But I wouldn't say he'll ever be the same again."

164a □

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The battle is fierce, but Zag's cowardly band soon retreats, leaving him to duel you by himself. He fights like a cornered animal, wild and without caution. He takes a deep wound. He falls to the ground.

"Hold close your possessions," he says, choking. "For they will never abandon you."

A sudden shadow falls over you, and Vetaria's airship descends from the sky. Vetaria leaps from the ship, sprinting toward her son. "I found you," she says with tears in her eyes. You help carry the wounded Zag aboard the airship, where Vetaria binds his wounds and works to save him.

"I think he'll live," she says.

A few hours later, she bids you farewell. You watch her airship fly away, over the ruined horizon to the north.

165 □

Captain Shreya walks alone, a ragged shadow of her former self. She draws her sword in a mad rage and attacks you. "For his majesty!" is her battle cry.

She escapes every flank, and dodges every slash. You battle for hours, cutting her off each time she tries to get away. Her energy spent, she collapses to her knees, and you bind her hands. You take her to Faestra jail, where the sheriff promises to keep her for a very long time.

Side Quests

Q1 ☐ Over a grassy hill, you find the Red King and a group of bandits attacking a traveling wagon. The stone-faced king beckons to you. "Join our attack and you will be honored in the new kingdom!"

Combat 7
DEFEND THE TRAVELERS.
You rush to defend the wagon, clashing swords and spears with the bandits and the Red King. The merchant on the wagon cracks his whip and takes off over the plain. You leap aboard and escape just in time.
7: +1 reputation, yellow faction, Q2
9: 2 food

Combat 5
JOIN THE RED KING IN THE RAID.
You easily take down the merchants and claim your share from the wagon. "You've chosen well," says the Red King.
5: -1 reputation, green faction, coin, Q3
7: coin

~ Ryan Laukat

Q2 ☐ You stop at a lonely, roadside inn, where a group of dusty lizardfolk miners sit at your table, hunched and weary, pickaxes hanging over their shoulders. "A man calling himself the Red King attacked us in our mine not far from here. He didn't seem interested in the gems, but in kidnapping workers—at least twelve of our company."

Combat 8
HELP THE MINERS RESCUE THEIR COMRADES.
You join the lizards and journey to a valley of ancient ruins, cracked columns lying half-buried in the sand. After a quick skirmish with the Red King, you escape with some of the miners.
8: +2 reputation, yellow faction, gain a pack bird
10: treasure

Skill 6
VISIT THE UNGUARDED MINE TO TAKE WHAT YOU CAN.
The place is deserted, and you take a few treasures from the stone tunnels.
6: -2 reputation, green faction, 2 gems
8: gem

~ Ryan Laukat

Q3 ☐ You wake in the middle of the night to find a dark figure blocking out the moonlight. Narrow, glowing eyes glint off a familiar stone face and you leap to your feet. "Hold," says the Red King. "I've seen your deeds, and I've come to hire you." The king describes a nearby walled outpost, well-armed and filled with steadfast nomad spearmen. "Ask for refuge and wait until night. Then open the gate for us so we can storm the keep."

Skill 8
HELP THE RED KING TAKE THE STRONGHOLD.
"We are but poor travelers trying to escape the Red King," you say when you arrive at the stronghold, and they greet you warmly, even offering a hot meal inside the gates. That night, you quietly open the heavy doors and watch as the Red King's bandits stream in to do their work of death.
8: -3 reputation, green faction, 3 coins, gain keyword RED
10: coin

Skill 7
FLEE AND WARN THE STRONGHOLD OF THE IMPENDING ATTACK.
"Thank you," says the captain of the outpost. "We'll call for our hunters to return and defend."
7: +1 reputation, yellow faction, Q5
9: 2 food

~ Ryan Laukat

Q4 ☐ You follow the sounds of battle to a small, walled outpost at the edge of a cliff. Copper Empire soldiers charge at the gate, ignoring rocks and arrows thrown at them from the helpless defenders on the wall. It looks as though the place will fall within minutes.

Skill 7
START A ROCK SLIDE TO SLOW DOWN THE ASSAULT.
With a bit of leverage from a dried branch, you send a hail of rocks toward the invaders, slowing the invasion enough for the defenders to escape.
7: +1 reputation, yellow faction
9: gem

Skill 8
START A ROCK SLIDE TO BLOCK THE DEFENDERS' ONLY ESCAPE ROUTE.
With the defenders trapped and the invaders busy, you plunder a few of the houses in the outpost before anyone notices.
8: -3 reputation, green faction, 3 coins
10: coin

~ Ryan Laukat

Q5 ☐ As gray clouds gather and the wind strokes the long grass of the plain, you see an army approaching in the distance. Taking cover behind a rock, you wait for them to pass. The Red King, with his crimson cape and gray, stone face leads the rabble of bandits and thugs. "We will return order to this land! The Arzians will rule again!" he yells.

Skill 8
WARN THE LOCALS OF THE APPROACHING ARMY.
On your way to town, you tell farmers and any nomads you can find about the approaching danger.
8: +2 reputation, yellow faction
10: coin

Combat 7
QUIETLY JOIN THE RANKS SO YOU CAN HELP PILLAGE THEIR NEXT TARGET.
The bandits attack a nearby outpost, and you share in the treasure.
7: -3 reputation, green faction, 3 coins, gain keyword RED
9: coin

~ Ryan Laukat

Q6 ☐ You follow the bird traveler's instructions and find the toad village, tucked away in a small, red canyon. Half-built, rusted machines lie in piles along the canyon, and mechanical men can be seen hauling bags of coal or piling up iron beams. At the town's entrance, a copper-skinned toad greets you with a long rifle and narrowed eyes.

Skill 7
CONVINCE THE TOADS TO HELP YOU REPAIR THE CRAWLER.
A group of toad mechanics join you, chattering excitedly at the prospect of studying an ancient machine. Within a day they have it running again. They record the design in their journals and send you on your way.
7: red faction, gain the "Iron Crawler" card
9: +2 reputation

Skill 6
SNEAK THROUGH TOWN AND TAKE ANYTHING OF VALUE.
You find a chest of valuables in one of the houses.
6: -2 reputation, green faction, 2 coins
8: coin

~ Ryan Laukat

Q7 ☐ In a hamlet near the forest you find a mob of angry villagers building a bonfire near town. "We'll have rabbit stew tonight!" one of them yells, and in the middle of the crowd you spot the gourmand. A burly young man holds a cracked tea cup filled with steaming liquid, and he's attempting to pour it into the gourmand's mouth.

Skill 8
FREE THE GOURMAND FROM A GRISLY FATE.
You fight back the crowd and flee into the forest with the panting gourmand. He leads you to a cave filled with strange flowers. "These turn people into rabbits," he says, giving you a few in case you need them later. "Tell no one of this place," he says, handing you a bag of coins.
8: -2 reputation, green faction, 3 coins, Q8
10: coin

Skill 6
CONVINCE THE TOWNSFOLK TO SPARE THE GOURMAND.
"Being a rabbit should be enough punishment. You would really eat him as well?" you ask. The villagers see your point, and put out the bonfire before making the gourmand drink the transformation tea. The gourmand makes for an exceptionally large rabbit, and before he hops away the burly young man throws him into a cage.
6: +1 reputation, blue faction, gain keyword RABBIT
8: 2 food

~ Ryan Laukat

Q8 ☐ The ground rumbles. Suddenly a towering creature with green skin and three eyes leaps out of the forest, throwing a net on your party. He takes you to his camp in the woods, building a bonfire for dinner.

Skill 8
CONVINCE THE MONSTER TO LET YOU MAKE HIM SOME TEA WITH THE GOURMAND'S FLOWER PETALS.
"You'll love this," you say nervously, handing over the steaming bowl of tea. Within seconds of drinking, the monster shrinks down into a brutish-looking crimson rabbit. You plunder the camp and leave as the rabbit attempts to nibble your feet.
8: +2 reputation, blue faction
10: coin

Combat 7
ATTEMPT TO CUT THE ROPES AND FIGHT THE MONSTER.
You battle for your lives, escaping into the woods in the pouring rain and hiding in a tree, hoping desperately that the monster can't sniff you out.
7: +1 reputation, green faction, 2 food
9: coin

~ Ryan Laukat

Q9 ☐

The clouds of purple surrounding Korlo Zu boom with thunder as you wander the ancient streets. A yellow humanoid emerges from a dingy shop lit with red paper lanterns. His trio of purple eyes examine you, flicking up and down above his copper breathing apparatus. "Join me for an expedition to prehistoric times? We'll be hunting an arthiam rex."

AGREE TO JOIN THE HUNT.
At the back of the shop, the yellow creature opens a wooden doorway to reveal another portal. Beyond, a dark jungle awaits. You step through the portal.

~ Ryan Laukat

Q10 ☐

The mole journeys with you to an ancient temple carved into the mountain. Giant pillars hold up a tiled roof, and within a pool at the center of the temple sits a solitary, bodiless eyeball. It turns in the water as you approach. "A shadow of poison has been cast in the mountain," says the mole to the eyeball. "We come to ask how to cleanse the stone." A voice echoes within your minds in response, "Prove to me your worth."

Combat 6
BRING UP A MEMORY WHERE YOU FOUGHT A GREAT BATTLE.
"If your heart values violence, I will send you to defeat the shadow itself," says the voice of the eyeball in your mind.
6: +2 reputation, green faction, Q22
8: gem

Skill 8
BRING UP A MEMORY WHERE YOU SOLVED A GREAT PUZZLE.
"Because you value knowledge above all else, I will send you to make an antidote," says the voice of the eyeball in your mind.
8: +2 reputation, blue faction, Q23
10: gem

~ Ryan Laukat

Q11 ☐

In your journeys, you notice that at times, the light on the strange cylinder you found blinks more rapidly, and at times it blinks more slowly. The robot offers no help—all he can say is, "I seek the builder," again and again. One day, one of your fellow adventurers suggests that the frequency of the blinking must depend on how close you are to something.

Skill 6
USE THE FREQUENCY OF THE BLINKING LIGHT TO NAVIGATE.
The blinking light leads you to a mound of dirt on the top of a rocky hill. You dig. Deep in the mound is a wooden chest, and within you find a strange, metal sphere covered in blinking lights. "What is this?" you ask the robot. The robot's eyes turn a deep blue. "I think my master can tell us. We should visit him. I will show you the way."
6: +1 reputation, blue faction, gain keyword SPHERE, Q13
8: gem

Skill 8
SELL THE CYLINDER AND THE ROBOT TO AN ARTIFACT TRADER.
The confused robot and cylinder fetch a decent price at the local artifact dealer.
8: -2 reputation, yellow faction, 2 coins
10: gem

~ Ryan Laukat

Q12 ☐

You reach the edge of town when the only remnant of sunlight is an orange glow of embers on the horizon. Exhausted and ready to rest, you barely notice the two glowing eyes in an alley. A terrifying and familiar mechanical voice says, "You will take me to my child." A rusty, broken robot limps into the lantern light, holding a shattered blade.

Combat 9
DRAW YOUR WEAPONS AND DESTROY THE ROBOT.
In the struggle, you break walls, destroy crates, and cause a terrible din. The remains of the robot fetch a decent price at local artifact dealer.
9: -1 reputation, green faction, 3 coins
11: gem

Skill 7
ATTEMPT TO DISABLE THE ROBOT SO YOU CAN REPAIR IT.
You trap the ancient robot in a net and take it to the mechanic shop down the street. He resets the brain and memory mechanisms, and the robot wakes up as a helpful companion. "I'd like to visit my designer," he says. "If you help me find him, I'm sure it will be worth the trip."
7: +3 reputation, red faction, Q13
9: coin

~ Ryan Laukat

Q13 ☐

You search until you find a broken, iron titan, half-buried in the earth. As you approach, you notice that a few wooden stairs have been built up to the mouth, and, climbing inside, you discover a clean, well-furnished office. At a desk sits an old, bald man with a scraggly white beard. Your robot companion's eyes turn a deep blue. "You will tell me where my child is," demands the robot, slamming its iron fingers down on the desk so hard that it cracks the wood.

Combat 6
SIDE WITH THE ROBOT AND FORCE THE MAN TO TALK.
You tie the man to his chair. "You don't know what you're doing," says the man bitterly. You ransack the office, finding a journal filled with maps in the desk. "This will help us find my child," says the robot. On the road again, you ask the robot to explain more about his child. "Just wait, you'll see," responds the robot quietly.
6: -2 reputation, yellow faction, gem, Q21
8: gem

Skill 8
ACT AS MEDIATOR AND LEARN MORE OF THE STORY.
"He stole away my child," says the robot.

"What is your child?" you ask.

The old man interrupts. "It's a deadly weapon!" he says frantically. At this, the robot attacks him, and you rush to defend the old man, breaking the robot into spare parts.

"Thank goodness you stopped him," says the old man, sending you on your way with a few souvenirs.
8: +2 reputation, blue faction
10: coin

~ Ryan Laukat

Q14 ☐

Following a rough map made by the weaponsmith, you find the entrance to the Lolun Mines. It seems the icy shafts are deserted, though you don't know how long you can withstand the cold darkness. You delve deeper and deeper, crossing a frozen bridge, until you find the ore—green like algae. Just as you cut it from the stone, a swarm of tiny, glowing creatures descend upon your party, biting, scratching, and screeching. A group of the little monsters crawl over the ore, protecting it.

Combat 7
FIGHT YOUR WAY OUT OF THE CAVE WITH THE ORE.
You cut, smash, and swat the frenzied pixies and flee the mines with the ore, returning to the forge covered in swollen scratches. "Ah, so you've met the Marliks," says the blind smith when you tell him what happened. He spends all night at the furnace and anvil, and gives you a magnificent green sword the next day. "The weapon practically made itself," says the smith. "I could almost hear it speaking to me, telling me what to do as I made it."
7: green faction, gain the "Algae Sword" card, Q15
9: +2 reputation

Skill 6
PUT THE ORE BACK AND ATTEMPT TO COMMUNICATE WITH THE CREATURES.
They stop biting when they realize that you are not still holding the algae ore. Their language is quick and you cannot understand it, but you get the idea that the ore is sacred to them. Some of them have surrounded it and are bowing in a semicircle, singing a high-pitched chant as they sway. As you leave, one of the creatures indicates that it would like to travel in your bag.
6: +1 reputation, yellow faction, gain the "Marlik" card
8: gem

~ Ryan Laukat

Q15 ☐

At a small, moss-covered trading post a young woman with pale skin and white hair approaches you. "You... you have the sword from my dream," she says, eyes wide. She says that her name is Neela, and describes the dream, telling you that the sword is meant to free an enslaved people. "I would join you on this quest, but I need to convince my father."

Skill 9
CONVINCE NEELA'S FATHER THAT SHE WILL BE SAFE.
When you tell him of your many journeys, and show him the sword, the girl's father agrees.
9: +3 reputation, yellow faction, Q25
11: coin

Skill 6
CONVINCE NEELA TO JOIN YOU WITHOUT HER FATHER'S CONSENT.
You sneak away before he notices, Neela brushing away her guilty tears.
6: -1 reputation, red faction, coin, Q25
8: 2 food

~ Ryan Laukat

Q16 ☐ You follow the robot's directions to a nearby town where colorful cottages line busy, narrow streets. The gates of the town are open and unguarded, as if to welcome customers. Birdfolk merchants hustle back and forth in a crowded marketplace, moving money and merchandise as fast as they can. Everyone you pass asks you what you're buying or selling.

Skill 6
FIND THE RIGHTFUL OWNER OF THE BOOK.
In a nearby alleyway you find a small house with the paint peeling from its walls. An old birdfolk botanist, her feathers a dusty brown, works in the well-kept garden. When you give her the book and tell her how you came across it, you can see tears in her eyes. She asks you for directions to the abandoned quarry, and as thanks she says you can take anything you want from her garden.
6: +1 reputation, yellow faction, food
8: 2 food

Skill 9
SELL THE BOOK TO ONE OF THE MANY MERCHANTS.
These merchants are practiced in the art of making a good deal and try to convince you to sell the jeweled book for a song. You refuse to be cheated, and somehow manage to haggle a good price from a nearby antiques dealer.
9: green faction, 2 coins, gem
11: gem

~ Brenna Asplund

Q17 ☐ Outside of a small desert village you find Garlan sitting by a well. The lizard is sobbing, head in his hands. You approach and ask him what's wrong. "You!" he shouts. "You said I'd never see those bandits again! Well, now they're reading my diary out loud in the village square. My life is over!"

You go to the square and find a bandit woman standing on a box in front of a crowd. "I'm still too shy to talk to Neela," she reads, the audience laughing.

Skill 5
APPEAL TO THE CROWD'S BETTER NATURE.
You get the people's attention and ask them how they would feel in Garlan's shoes. "Does Garlan deserve this humiliation?" you ask them. "Isn't he your neighbor? Your friend?" Members of the audience, looking ashamed and uncomfortable, begin to wander away. The bandit leaves before you can ask for the diary back. You tell Garlan that no one is laughing at him anymore. "Thanks," he says. "But I think I'm going to move far away and never talk to anyone again in my whole life."
5: +1 reputation, blue faction
7: +1 reputation, food

Skill 9
MAKE A TRADE FOR THE DIARY.
You sneak around and search through the bandit's belongings while she's busy with her reading. Sure enough, you find a copy of the bandit's own diary (as well as a few other odds and ends). You get her attention, and threaten to read *her* diary out loud. She quickly agrees to make a trade. "Thank you, thank you!" Garlan says when you return his book. "Now I'm going to move far away and never talk to anyone again in my whole life."
9: +2 reputation, yellow faction, coin
11: gem

~ Brenna Asplund

Q18 ☐

After gathering rumors in the shadowy recesses of Snazra's slum district, you put together enough of the puzzle to track down the criminal. You rap on the door and it opens to reveal a mirror. The image in the mirror shifts, and you realize it is not a reflection, but a person that is your exact copy. "What are you?" you ask. "I'm you, of course," responds your copy, smiling darkly.

Combat 6
ASSAULT AND CAPTURE YOUR COPY.
You tie your copy up, but when you attempt to take it to the authorities, it transforms into a tiny, red bird and flies away. "Never cross a shape-changer!" says the bird. You search the shape-changer's hideout and find a lovely-looking outfit.
6: +1 reputation, green faction, gain the "Smashing Outfit" card
8: 2 food

Skill 8
MAKE A DEAL WITH YOUR COPY.
You promise to let your copy go free if it explains itself. "I'm a shape-changer," says your copy, suddenly transforming into a small, cat-like creature. She gives you a few coins and bids you farewell.
8: -1 reputation, yellow faction, 2 coins
10: coin

~ Ryan Laukat

Q19 ☐

"According to my research," says Dr. Saminda, "there's about a 50 mile range where the creature could live. We can set non-lethal traps with foods it might like or we could concentrate on searching for signs of the creature—tracks, scat, dismembered carcasses, etc. Which approach do you think would be better?"

Skill 5
MAKE NON-LETHAL TRAPS.
You discover one of the traps, empty but torn apart, with a clear set of tracks leading away from it.
5: red faction, food, Q20
7: 2 food

Skill 8
SEARCH FOR SIGNS OF THE CREATURE.
You're not sure exactly what it is she looks for, but Dr. Saminda seems to be an expert tracker—and you find a few other interesting scientific specimens on the way. "I'm going to name this new species of cactus after you," says Dr. Saminda. "Since you've been such a big help."
8: +2 reputation, blue faction, Q20
10: 2 food

~ Brenna Asplund

Q20 ☐

You stand outside of a deep, dark cave. You can hear a loud growling coming from inside. "This is it," says Dr. Saminda. "I'm sure this has to be the creature, the descendant of the carnivorous giant-fish that roamed this ocean."

Combat 6
RUN IN AND ATTACK THE CREATURE.
The creature is surprisingly easy to kill. It turns out to be a strange-looking scaled creature with four legs. Dr. Saminda comes running in, tears in her eyes. "How could you? I wanted to bring it in alive! You've ruined everything! At least let me study the body." You let her take the body, but you insist that she pay you for it.
6: -2 reputation, green faction, 2 coins
8: coin

Skill 9
ATTEMPT TO LURE THE CREATURE OUT OF THE CAVE.
You place some old rabbit meat in front of the cave and wait patiently. Eventually, it comes out of the cave. It's some sort of scaley, strange looking creature on four legs. It eats the meat and sniffs the air, and when it notices your group, it runs towards you. You're prepared to run, except it seems excited, rather than vicious. "I didn't expect it to be so. . . friendly," says Dr. Saminda. She studies it for a while, but when it comes time for you to part ways, the creature insists on following you. "It's fine," says Dr. Saminda. "It clearly likes you better. Maybe I can find another one."
9: blue faction, gain the "Dogfish" card
11: +2 reputation

~ Brenna Asplund

Q21 ☐ You follow the old scientist's journals to a ruined tower, descending a broken staircase to a deep cavern. Your robot companion grows more impatient as you descend. "We'll find your child soon," you say. "Don't worry." You come to a great chamber where a giant, iron titan sits, its eyes dead, its head hanging to the side. "My child!" says your robot.

Combat 7
DESTROY YOUR ROBOT COMPANION SO HE CANNOT BRING THE TITAN TO LIFE.
After breaking the robot into scrap, you search the place for valuables and continue on your way.
7: +1 reputation, green faction, coin
9: coin

Skill 8
HELP WAKE UP THE GREAT TITAN.
You climb up the titan and open a rusted hatch near the head, placing the blinking cylinder inside. The titan rumbles to life as you leap to the floor. "My child, I have rescued you!" says your robot companion, but the titan doesn't seem to hear. It escapes from the chamber and you watch it bound over the hills, wild and feral. What have you unleashed upon the land?
8: -3 reputation, red faction, 2 coins, gem, gain keyword TITAN
10: gem

Skill 6 AND Keyword Sphere
HELP WAKE UP THE GREAT TITAN USING THE SPHERE YOU FOUND.
You climb up the titan and open a rusted hatch near the head, placing the blinking cylinder and sphere inside. The titan rumbles to life as you leap to the floor. "My child, I have rescued you!" says your robot companion, and the titan's eyes glow. You leave the happy reunion with a bag of treasure.
6: +2 reputation, red faction, 2 gems
8: gem

~ Ryan Laukat

Q22 ☐ You follow the eye guardian's instructions to a labyrinth in the roots of the mountain, where the darkness is like a thick fog. Your mole companion carries a rusty lantern with a violet flame, a gift from the eye guardian. "This lantern carries an enchantment," he says. When you come to the center of the labyrinth, the creature of shadow appears from a dark corner, violet eyes glinting. It seems drawn to the mole's enchanted lantern.

Combat 7
ATTEMPT TO FIGHT THE CREATURE AND TRAP IT WITHIN THE LANTERN.
Using the lantern as bate, you surround the monster and attack. The creature grows smaller and smaller with each strike, retreating into the open lantern door. You slam it closed and escape back to the surface. "I will take the lantern to the Southern Ziggurat. They will keep it safe," says the mole, bowing.
7: +1 reputation, blue faction
9: coin

Skill 5
CONVINCE THE SHADOW CREATURE TO JOIN YOUR CAUSE.
You tempt the creature with promises of power and influence, and it joins you in your travels. The mole flees in terror.
5: -3 reputation, green faction, gain the "Shadow of Poison" card
7: gem

~ Ryan Laukat

Q23 ☐ With your recipe from the eye guardian, you gather ingredients from the mountain and bake a strange-smelling pie in a make-shift oven. "Take a care not to eat any of that," says your mole companion. As the sun sets, the air grows cold, and the shadow of poison emerges from the rocks like noxious fumes from a geyser.

Skill 7
CONVINCE THE CREATURE TO DINE WITH YOU.
You feed the pie to the shadow creature, who gobbles it down in two wolfish bites. Not a moment later, the creature starts to writhe and shiver. Bits and pieces of it fall away and disappear into the mountain wind, until all that remains is what looks like a shriveled tree, burnt to charcoal. "The mountain is cured," says the mole, bowing.
7: +1 reputation, blue faction
9: +2 reputation

Skill 5
CONVINCE THE SHADOW CREATURE TO JOIN YOUR CAUSE.
You tempt the creature with promises of power and influence, and it joins you in your travels. The mole flees in terror.
5: -3 reputation, green faction, gain the "Shadow of Poison" card
7: gem

~ Ryan Laukat

Q24 ☐ You journey with the warrior woman toward her village. On the way, near a field of half buried columns, you come upon a soldier of the Copper Empire alone and unguarded, carrying a short spear and a defiant expression. "That's their captain, Shreya," whispers the warrior woman to you. Moments later, she sneaks up and throws Shreya to the ground. "We should end her wretched life here," she says, holding a knife to Shreya's throat.

Skill 6
CONVINCE THE WARRIOR WOMAN TO TAKE SHREYA TO HER VILLAGE FOR JUDGEMENT.
You help tie up Shreya. "My regiment will free me," she says with a growl.
6: yellow faction
8: +2 reputation

Combat 7
ATTACK THE WARRIOR WOMAN AND FREE SHREYA.
The woman flees, swearing her revenge for your betrayal. Shreya thanks you, telling you of a nearby burnt cottage where you might find some supplies.
7: -3 reputation, green faction, 3 coins
9: gem

~ Ryan Laukat

Q25 ☐ Neela's dreams show you where to go, and she guides you toward an open-pit mine that's almost a mile wide. Stone-skinned glogos line the walls, cutting away at the stone with pickaxes, tattered blindfolds shielding their sensitive underground eyes from the bright sun. A band of fiery creatures stand watch, red-skinned and glowing hot, burning with their flaming hands any glogo that dares to sit and take a rest.

Combat 6
ATTACK THE FIERY CREATURES WITH THE ALGAE SWORD TO FREE THE GLOGOS.
You drive off the fiery captors, quenching the creatures with each strike of your watery Algae Sword. The glogos thank you. "I will stay here and help them rebuild their lives," says Neela.
6: +2 reputation, green faction
8: coin

Skill 8
GIVE THE ALGAE SWORD TO ONE OF THE ENSLAVED GLOGOS AND HELP LEAD A REBELLION.
The glogo miners drive off their fiery captors, quenching the creatures with each strike of the watery Algae Sword. "With this sword, they'll never enslave us again!" they say. You thank Neela and send her toward home.
8: +2 reputation, yellow faction
10: gem

~ Ryan Laukat

Q27 ☐ You follow the map to a forboding, stone gate cut in the shape of an open jaw. A toad sits under a tent. Before him is an array of multicolored jars filled with coins. The coins are restless, hopping about, clinking against their glass confinement. "Care to buy a soul coin? I trap souls within coins," he says. "Have you lost someone? A family member, a close friend perhaps? If you can find their soul in the underworld and bring it here, I'll trap it within a coin so you can be together again. In fact, it is much more convenient this way, because you can carry them in your pocket wherever you go and you don't have to worry about feeding them!"

Skill 7
SEARCH THE UNDERWORLD FOR A LOST FAMILY MEMBER.
You journey through the underworld, along the fiery halls to a misty, dreamy lake, where your great grandmother is catching silver fish on a crescent-shaped dock. "Oh fine. I can come with you for a time," she says grudgingly. You return to the frog and trap her soul within a large, copper coin. "It doesn't last forever," warns the toad.
7: blue faction, gain the "Soul Coin" card
9: +2 reputation

Skill 5, -1 coin
BUY ONE OF HIS HOPPING SOUL COINS INSTEAD.
The soul belongs to a melancholy poet. "Oh, the irony," says the coin as you toss it into your pocket.
5: -2 reputation, yellow faction, gain the "Soul Coin" card
7: 2 hearts

~ Ryan Laukat

Q28 ☐ Following the ghost woman's directions, you find the burnt shell of a cabin in the mountains. It looks like you're too late. Then you see the ghost of a man floating in the middle of the cabin. "Take this letter to my wife," he says. "Then I can rest peacefully."

Skill 4
GIVE THE GHOST MAN HIS WIFE'S LETTER.
He reads the letter, looking confused. "Then she's dead, too. I must go to her." He floats away and you wonder if he'll find the hidden cave. You take some carrots from the cabin's old garden when you leave.
4: -1 reputation, red faction, food
6: 2 food

Skill 7
BRING THE GHOST MAN TO HIS WIFE.
You convince the ghost to leave his cabin and follow you to the cave. Reunited, the two spirits begin to glow, dancing and then spinning around together, faster and faster, losing their human shape, until finally they disappear in a sparkling of light. The sound of their laughter lingers, and you notice a handful of coins in the center of the cave. Next to the coins is a note that reads, "Thank you."
7: +1 reputation, yellow faction, coin
9: coin

~ Brenna Asplund

Q29 ☐

You hear a strange and oddly familiar song echoing in the distance, like the ringing of little bells. Following it, you see that an abandoned mansion stands sentinel over a pond strewn with lily pads. You are curious to know what the mansion contains, but you see no other way to reach it except across the pond, which is much too cold to swim. At that moment you notice that a rabbit sits in the middle of the pond on top of one of the lily pads. It stands on its hind legs a moment, sniffs the air, and then bounds away across the rest of the pond. As it does so, each lily pad resonates with a different tone, the source of the music you heard only moments earlier. Probing the water, you find that most of the lily pads sink, and only certain ones can support your weight. All of them let out a distinct chime, a vast watery musical instrument.

Perhaps if you knew which song to play, you can find the stable lily pads and leap across safely as well?

If Keyword RITUAL
You recall the song hummed by the rabbits during their strange stone-circle dance. Testing each lily pad with a stick, you repeat its notes. Jumping from one lily pad to the next, soon you are across the pond. Unfortunately, the mansion is barred and impossible to enter, apart from a rabbit-sized hole in the main door. However, its garden is full of food, and you help yourself to some of it.
red faction, 3 food, Q30

Otherwise, Skill 7
SOUND OUT THE SONG AS BEST YOU CAN, AND CROSS THE POND.
You do your best to hammer out the notes from the song you heard moments earlier. Jumping from one lily pad to the next note in the song, soon you are across the pond. Unfortunately, the mansion is barred and impossible to enter, apart from a rabbit-sized hole in the main door. However, its garden is full of food, and you help yourself to some of it.
7: blue faction, 2 food, Q30
9: 2 food

~ Alf Seegert

Q30 ☐

A row of standing stones leads into a darkened chamber in the side of a hill. A chipped rabbit silhouette is burned into the entryway, seeming to stand guard. You find yourself unable to enter because the weight of darkness presses so heavily upon you, and your torches refuse to stay lit within.

If Keyword BEESWAX
You soak a rag in the beeswax you gathered earlier and wrap it around a stick. The smell is delicious, almost intoxicating, and when you strike a flame your improvised torch ignites brilliantly. The rabbit silhouette vanishes in the beelight, and the chamber seems to welcome you in. You exit hours later, unable to recall anything that happened inside, but find yourself changed.
+2 reputation, yellow faction

Otherwise, Skill 5
FIND ANOTHER WAY INSIDE THE CHAMBER.
You wander the hillside. You find no other way in, but you do stumble on some buried valuables, the offerings of long-vanished worshippers.
5: red faction, coin
7: heart

~ Alf Seegert

Q31 ☐

You come upon a weathered sign that you can barely make out as reading "—T SPRINGS." Unlike the earlier hot spring you visited, the pools are empty and no trees provide shade. A low, croaking voice suddenly speaks: "The Glogos, curse them, have diverted all the water from the hot spring for their underground city. They haven't left us even a little!" You turn and see the brother of the giant toad you met before, a sad, thin husk of a creature—nothing like you'd expect to see from normally robust toadfolk. He shows you the spring where the water would usually flow from underground. It's as dry as bone. His large eyes look at you imploringly, and he leads you to the opening of a dark cave.

Skill 4
STAY OUT OF THE GLOGO-TOADFOLK FEUD AND LEAVE WELL ENOUGH ALONE.
You continue on your way, leaving the haggard toad behind.
4: red faction
6: coin

Skill 9
DESCEND INTO THE CAVE TO PERSUADE THE GLOGOS TO SHARE THEIR WATER.
You enter the cave and follow its winding interior until you at last descend to the lichen-lighted underground city of the Glogos.
TURN IMMEDIATELY TO Q32

~ Alf Seegert

Q32 ☐ You can't help but notice that most of the residences have swimming pools, filled from a channel of warm water pouring from above. Glogo children splash each other, oblivious to your presence. You notice a giant chockstone that the Glogos have used to block the flow of the spring, and a diversion pipe channeling the hot water entirely into the underground city.

If Keyword TALISMAN
Your attempts to meet with the Chief Glogo are not promising. He shouts angrily and threatens you with his spear. As you begin to make your escape, you drop the strange necklace given to you by the giant toad at Meteor Mountain Hot Springs. On seeing it, the Glogos collectively let out a gasp. The Chief Glogo kneels before it and carefully puts it around his neck. Clearly it is a talisman held sacred by the Glogos. The Chief bows to you respectfully, and leads you to the chockstone blocking the water to the hot springs above. Piercing it with his spear, water begins to flow through it. He makes a gesture that convinces you that his city will now share their hot water with the toadfolk's hot spring above.
+3 reputation, yellow faction

OTHERWISE
Your attempts to meet with the Chief Glogo are not promising. He shouts angrily and threatens you with his spear. As you hurry to escape, you feel the point of his spear more than once.
red faction, 2 gems

~ Alf Seegert

Q33 ☐ A weather-stained, one-armed bounty hunter approaches your party. She offers to share the secret to a great treasure hoard and to split it if you are able to defeat the monster guarding it. When you ask about her missing arm, she shrugs and spits. "Goes with the territory." The bounty hunter leads you along unmarked paths until you reach a dead, hollowed out tree. As you lean over to peek inside, she pushes you in, and you fall...

Your fall is broken by decaying leaves, and you hope nothing worse. The hollow below the tree holds a pile of gleaming treasure, untouched, just as the bounty hunter said. It is decorated with bright bones and a weather-stained sleeve containing, presumably, the bounty hunter's missing arm. At this point you notice that a multi-suckered tentacle is emerging from behind the treasure pile. It wriggles blindly towards you.

If Keyword FANG
The tentacle lunges before you can react, and its suckers affix to your arm. It feels like dozens of tiny needles jabbing into you all at once. But, strangely, that's it. The pain is brief, and moments later the tentacle detaches and begins thrashing wildly around the chamber, before collapsing lifelessly. The one-armed bounty hunter appears and grins at you. "I knew it by the look of you! You're immune, and then some! That's one clever trick." She then reaches down for her missing arm and pulls it out of its sleeve. It's made of dull metal and she clicks it back into place, smiling grimly. It seems that the "tiny bite" you let yourself receive earlier has indeed protected you from greater harm. You remind yourself to reward that three-toothed lizardfolk merchant, if you ever see him again.
blue faction, 2 gems

Otherwise, Combat 7
FIGHT THE HORRID TENTACLE.
The tentacle lunges before you can react, and its suckers affix to your arm. It feels like dozens of tiny needles jabbing into you all at once. You slash at it and sever it neatly. The tentacle unwraps from your arm, which is now polka-dotted with purplish bruises. As you begin to black out, the bounty hunter crawls in and grins. She reaches down for her missing arm and pulls it out of its sleeve. It's made of dull metal and she clicks it back into place, smiling. Looking at your own wounded arm, she spits. "It'll heal. Though I recommend using a metal arm next time."
7: -1 heart, green faction, 2 gems
9: coin

~ Alf Seegert

Q34 ☐

A host of rusty sentry robots guard a long-rotted wagon full of ancient royal artifacts. The antiquated robots make hideous grinding noises as they move, but they refuse to let you near. You have no chance of defeating them.

Your companion the stone golem sighs. "BORING!" he says. "Will you PLEASE continue the story now? If you make it good, I'll take care of these rusty robots, pronto." He eagerly waits for you to tell more of your story.

Skill 4
"THERE ONCE WAS A YOUNG GOLEM, HEIR TO A ROYAL LINE..."
The stone golem looks sleepy. Abstract political alliances are apparently not his strong point. He falls asleep.
4: red faction, 2 coins, lose the "Stone Golem" card
6: gem

Skill 9
"THERE ONCE WAS A YOUNG GOLEM, HEIR TO THE *STONE THRONE*...."
"AH, STONE THRONE! I LIKE THAT!" says the stone golem. "AND?" You continue: "Although heir to the Stone Throne, our young golem was hidden away to keep him safe from his family's... deceitful rockbrothers. A test was devised to reveal him as ruler at the right time. A sword was plunged into a stone, which only the rightful king could remove." At this point the Stone Golem winces, showing obvious concern. "Poor stone!" He gets rather worked up at this sad development in the story and starts hitting things. Fortunately for you, the things he hits most are the Rusty Robot Sentries, and several noisy minutes later the entire opposing robot army is reduced to gears and springs. You can now safely loot the ancient treasure cart.
9: +2 reputation, blue faction, gem, Q35
11: coin

~ Alf Seegert

Q35 ☐

A fabled temple lies atop a small hill, dedicated to a long-forgotten god or king. It is deserted, and rumored to be full of secrets and lost treasure, but its mighty doors forbid entrance. The stone golem in your party yawns and looks at you knowingly, stretching out his mighty stone arms.

You know the drill by now: tell the golem a good story and he'll help you. You scratch your head, "Where was I? Oh, yes, the heir to the Stone Throne was kept hidden away to keep him safe. A test was devised to reveal him as the true king when the time was right. A sword was plunged into a stone, which only the rightful king could remove."

The Stone Golem winces at the memory. You continue.

"One day, the young golem was present when many human nobles gathered around the stone. Each one tried to pull out the sword and claim the throne. None succeeded. The young golem tried to take a turn at his rightful destiny, but a cruel young man pushed him away. Finally, our young golem hero seized his moment: he bent down, grasped the sword's hilt, and the sword slid easily out of the stone."

The golem is visibly relieved. "That's much better! Now give it the perfect ending."

Skill 4
YOU SAY: "THE YOUNG GOLEM TAKES THE SWORD AS HIS OWN AND WEARS IT, BECOMING THE ONE TRUE KING."
The golem claps... slowly and politely. The sound makes you feel like you're being concussed by geodes. He's trying really hard not to appear rude, but you can tell that he wasn't terribly impressed by your conclusion.
4: green faction, coin, lose the "Stone Golem" card, Q36
6: gem

Skill 8
YOU SAY: "THE YOUNG GOLEM TOSSES THE VILE SWORD AWAY AND KISSES THE WOUNDED STONE GENTLY, SAYING 'AT LAST, I HAVE FREED YOU FROM YOUR PAIN.' HE THEN PICKS UP THE BOULDER AND SQUISHES THE CRUEL YOUNG MAN BENEATH IT."
"Bravo, bravo!" The golem weeps with joy. "You must have a suitable reward for such a worthy tale. And if you ever need help, just smash these two stone crystals together for luck!" He then thuds away.
8: +1 reputation, yellow faction, coin, gain keyword GEODE Q36, lose the "Stone Golem" card
10: gem

~ Alf Seegert

Q36 ☐

A cold wind emanates from a darkened cave, whose rusted gate breaks apart when you touch it. You can't resist exploring to find out more. After a long descent, you discover a wide chamber filled with blocks of ice. In the room's center is a depressed and impossibly lonely fire golem, huddled desperately for warmth.

A dusty plaque here reads: "DO NOT DISTURB. FIRE GOLEM MUST BE PUNISHED ON THE ORDERS OF KING...." The rest is unreadable.

You feel pity for the miserable creature, and wonder how many long years she has been trapped in this prison of magically unmelting ice. You wave at her to get her attention, but she doesn't seem to see you.

If Keyword GEODE
You smash the geodes together. The fire golem raises her flaming head at the noise, but on seeing nothing happen, lowers it again.

Several minutes later, a distant *THUD THUD THUD* approaches. Before you know it, the stone golem stands before you. He sees the imprisoned fire golem and the ice, and begins to get angry. Very angry. You know better than to stay, and run quickly back to the surface.

Sounds of smashing and crashing ensue. The ground shakes. The cave entrance collapses. You feel sad at the Golems' shared fate, but there's nothing you can do. You begin to walk away. At that very moment, rocks and ice fly from the entrance. From the cave emerges both the stone golem and the fire golem. They dance gleefully together, celebrating the fire golem's new-found liberation. The stone golem bows gratefully to you, and the fire golem waves. They tramp away together, hand in hand.
+2 reputation, yellow faction, lose the "Stone Golem" card

OTHERWISE
You leave the fire golem alone and depart.
-2 reputation, red faction, gem

~ Alf Seegert

Q37 ☐

Out of nowhere you hear the sound of thudding against glass. It's the little tentacled beast you rescued from the fishfolk merchant, struggling in its vial. Uncorking it, you see that the creature looks hungry.

Skill 4
IGNORE THE CREATURE.
You come upon a glittering grotto, where stone walls are etched with markings that closely resemble the little creature you carry in the vial. Perhaps this is its home, or the home of its ancestors?

You uncork the vial, and recoil in dismay. The little creature has died, probably of starvation. You gently pour it into the water. Moments later, several other creatures just like it appear, and drag it into the depths. They return with a present, grateful to have their comrade returned, even if no longer living.
4: -2 reputation, red faction, gem
6: 2 hearts

Skill 6
FEED THE CREATURE.
You come upon a glittering grotto, where stone walls are etched with markings that closely resemble the little tentacle creature you carry in the vial. Perhaps this is its home, or the home of its ancestors?

The very moment you uncork the vial, the little creature shoots out and splashes into the water, jubilant. Moments later, dozens of similar creatures gather around it, dancing and swirling, welcoming it home. After they settle down, you see them begin to pry loose some of the glittering underwater gems, which they offer to you in gratitude.
6: -1 food, +1 reputation, yellow faction, gem
8: gem

~ Alf Seegert

Q38 □

Even though you are locked inside a room slowly filling with sand, the fact doesn't seem to bother you much. The treasure is simply too distracting. You lovingly stroke the rolls of velvet and silk. You pop the corks on vials to sniff precious spices and saffron. Your senses wallow in the coolness of coins falling through your hands like water. You stage mock sword fights atop the treasure heap, brilliant magical blades sparkling and flashing in the torchlight.

But the fact that you are locked in with all this treasure starts to bother you a little. And that falling sand... How will you get this treasure out of here, anyway? It's time for logistics. You drop your weapons when you notice that the trickle of sand from above becomes a downpour.

And then you see it, sitting there in front of you: a lever clearly labeled "Thy greatest desire." You're certain that this lever will allow you to escape, but the treasure beckons to you as well...

Skill 9
PULL THE LEVER.
Success:
You pull it and the door opens. You are free to go. The treasure has been lost beneath the sand.
9: +2 reputation, blue faction, heart
11: 2 hearts

Failure:
Lever? What lever? The downpour of sand becomes a sandy torrent, but you scarcely notice. You sit atop your treasure trove laughing at your having found your greatest desire. You are taken completely by surprise when the sand douses first your torchlight, and then your very lives...
lose 1 adventurer from your active party

~ Alf Seegert

Eyim

Introduction (Read First)

Your name is Eyim and you were once a famous bandit leader, feared across the lands. Then you were in prison. Then you weren't. There was some unpleasantness in between but you'd rather not dwell on it.

Now you wander, lost in more ways than one. You have many regrets, but there's no changing what you've done. To truly change the past would take a power only spoke of in legends—it would take the power of the Last Ruin.

E1 ☐ While you're camping near an ancient gate-stone covered in carvings of a forgotten language, a hooded stranger approaches. "Can I join you for supper?" she asks. You offer a plate of stew, and she eats it quickly. "It was much easier to find you than I thought," she says, drawing two knives; another bounty hunter has come to attempt to take you back to your cell. "That guard you killed deserves some justice," she says.

Skill 4
CONVINCE HER TO LET YOU GO FREE.
You spin a tale of regret and redemption and she agrees to take a bit of food as a bribe. You pick her pocket before she bids you farewell.
4: +1 reputation, yellow faction, -1 food, E2
6: coin

Combat 6
FIGHT FOR YOUR FREEDOM.
The bounty hunter leaves her satchel as she flees.
6: -2 reputation, green faction, 2 coins, E2
8: 2 food

~ Ryan Laukat

E2 ☐ You're resting at an inn when your old friend John approaches. "You son of a gun," he says. "I heard you'd escaped but I didn't believe it! Listen, I've got a big thing going, been planning it a long time. We could really use your famous name. What do you say. You ready to get back in the game?" You turn him down, and he continues. "They said you'd gone straight, too, but I didn't believe that, either. After all you've done? After who you've killed? Don't kid yourself. There's no going back from that. You can't change the past, unless. . ."

Combat 5
MAKE HIM TELL YOU WHAT HE KNOWS.
John never was any good in a fight. "I was gonna say you can't change the past unless you use the power of the Last Ruin!" he shouts as you hold his head down on the table. "But it's just a dumb legend! I don't even know if it's real or not!" You let him go. "I swear you'll regret this," he says, making a rude gesture before leaving the bar.
5: -1 reputation, green faction, coin, gain keyword ENEMY, E3
7: coin

Skill 6
ASK HIM TO EXPLAIN FURTHER.
You ask him what he means with a straight-forward, polite sincerity and your friend eyes you warily. "You do seem different," he says. "But you can't change the past without the power of the Last Ruin, and you and I both know that's just a legend. I'm telling you, you're missing out on a good thing here." You decline again and he leaves.
6: blue faction, E3
8: +2 reputation

~ Brenna Asplund

E3 ☐ All the legends say that the Ruin is in the east, so you head east. You're trudging down the road, tired and hungry, when you spot a nomad trade caravan stopped by a river up ahead. "You there!" says their leader, a tough-looking woman in her fifties. "Help us out and there's a hot meal in it for you."

Skill 5
HELP THE NOMADS FORD THE RIVER.
You spend all afternoon wading back and forth through the water, carrying crates on your head so none of the goods get wet and ruined. At the end of the day you sit, soaked and shivering, by a warm fire and share a good meal with good people.
5: red faction, food, E4
7: coin

Skill 7
HELP THE NOMADS FIND ANOTHER WAY ACROSS.
Just a few miles downriver you find a bridge big enough for the caravan to cross. The whole group crosses over in no time and you travel with them for some distance before stopping for the meal they promised you.
7: yellow faction, food, E4
9: 2 food

~Brenna Asplund

E4 ☐ You travel with the caravan for several days, working and eating with the nomads. Then one night a group of men surrounds you. One of them holds your wanted poster in his hand. "I knew I recognized you," he says.

Combat 6
FIGHT YOUR WAY OUT.
You escape from the men and steal from the wagons on your way out. Their leader, Maya, sees you but does nothing. She stands with her arms folded, quietly watching as you limp into the darkness.
6: -2 reputation, green faction, 2 coins, E5
8: gem

Skill 7
BEG FOR MERCY.
You plead with the men not to turn you in for the reward, claiming to be a changed person. You remind them that you helped them. Then their leader, Maya, appears out of the darkness and stops them. "We all have a past," she says. "He stays. And as long as he works, he gets fed and he gets paid. If any of you have a problem with that, you can go." The men drift away. In the morning, a few of them are gone from their tents.
7: yellow faction, 2 food, E6
9: coin

~Brenna Asplund

E5 ☐ Along the road you come across a lizardfolk traveler being harassed by a couple of brigands trying to steal her bag. Looking closer, you realize that you know these people—a big hogfolk named Cliff, a middle-aged human woman named Belle, a fishfolk wearing gold jewelry named Arnold, and a cat. They're petty thieves who once worked for you. You remember how much they used to fear you.

Skill 6
INTIMIDATE THE BRIGANDS.
As soon as the thieves see you they give you the lizardfolk's bag along with some other things they'd stolen. Arnold the fishfolk gives you his jeweled knife, begging you, "Please don't hurt us!" before running away. You return the traveler's bag and she thanks you, cautiously.
6: -1 reputation, green faction, coin, E7
8: coin

Combat 6
COVER YOUR FACE AND FIGHT THEM OFF.
The thieves don't recognize you but you soon send them running anyway. The lizardfolk traveler thanks you when you return her bag, and she insists on giving you a reward.
6: +1 reputation, green faction, coin, E7
8: coin

~Brenna Asplund

E6 ☐ The caravan stops in the middle of the day and you work your way to the front to see what's happened. A log is blocking the road. Suddenly, the stalled caravan is attacked by bandits.

Combat 5
JOIN THE FRAY.
With the whole caravan fighting together, you quickly fight off the bandits. You celebrate later that night with stories and laughter around the fire. Later, when the excitement has died down, your companions speak in whispers of a mysterious bandit army gathering in the east. "Led by a famous outlaw," says one of the men. "What's his name? Starts with an E. Eyim." You wonder on this, confused. You have no army. Could there be another Eyim?
5: +1 reputation, green faction, E8
7: 2 food

Skill 7
TRY TO TALK TO THE BANDITS.
When you try to talk to them, one of the bandits recognizes you. He shoves a coin purse in your hand, babbling something about not wanting to get in the way of the famous Eyim or your army in the east. Soon word spreads of your presence and all the bandits disappear. The crisis is averted, but your comrades begin to look at you with greater suspicion. You are confused yourself, wondering what the bandits could have meant. You have no army. Could there be another Eyim?
7: -1 reputation, yellow faction, coin, E8
9: coin

~Brenna Asplund

E7 ☐ You walk for a while with the lizardfolk traveler, whose name you learn is Rin. "When my mother died she left me an old book," she tells you. "She told me it contains the secret of the Last Ruin. I never planned on using it, but. . . my husband, Gen, was a prison guard back west. He died when a prisoner escaped. I'm going to find the Last Ruin to bring him back."

Your heart drops as you recognize her husband's name and realize, with horror, that he's the guard you killed when you escaped.

"I'm not used to traveling," Rin says, "and I could use a companion. Will you come with me as extra defense along the way? I'll pay you."

Skill 5
HIDE WHO YOU ARE AND AGREE TO GO WITH RIN.
Rin is glad when you agree to go with her. She says, "Eyim, the man who killed my husband, is gathering a bandit army to the east. We'll have to pass by him to reach the Ruin." You wonder on this, confused. You have no army. Could there be another Eyim?
5: -2 reputation, red faction, 2 food, E9
7: 2 food

Skill 8
TELL RIN THE TRUTH.
"No, that can't be," she says. "Eyim, the man who killed my husband, is gathering a bandit army in the east. You can't be him." You insist that the other Eyim must be an imposter and she goes quiet for a moment. "If that's true," Rin says, "then you *have* to travel with me. You owe me and him that much, at least."
8: +2 reputation, blue faction, gain keyword HONESTY, E9
10: 2 hearts

~Brenna Asplund

E8 ☐ The caravan is entering a big trading town when guards stop you to search the wagons. Maya shoves a package in your arms and says, "Here, hide this!" You look dumbfounded and she says, "Don't act so high and mighty Mr. Escaped Criminal! Now do as I say!"

Skill 7
HIDE THE PACKAGE BEHIND A TREE.
The guard doesn't find the package and you collect it later on when the caravan starts moving again. You open it and find a wheel of cheese inside. Maya tells you: "The governor here banned all non-local cheeses to try to boost the economy, but none of the local dairy farms are any good. This will fetch a high price. Good work. You'll get a cut."
7: -1 reputation, green faction, 2 coins, E10
9: gem

Skill 4
GIVE THE PACKAGE TO THE GUARD.
The guard opens the package and you sees that it contains a wheel of cheese. The guard confiscates the cheese and waves the caravan through. "Well, have you eased your conscience by stopping the illegal sale of cheese?" asks Maya, mockingly. "I'm warning you, don't disobey me again."
4: red faction, E10
6: +2 reputation

~Brenna Asplund

E9 ☐ You eat at an inn, Rin's book placed on a table beside you. She spends the evening telling you stories about her husband. You remember him well. Gen was a good guard, fair and kind. He didn't enjoy tormenting the prisoners the way the other guards did. But still, when you escaped, Gen tried to stop you and you. . . Suddenly, you're brought out of your contemplation by two men shouting at you. "Give us the book!"

Skill 5
TAKE THE BOOK AND RUN.
The men chase after you and the book, leaving Rin alone. With your experience as a fugitive, you easily shake the two men, but when you double back to meet up with Rin, you can't find her anywhere.
5: red faction, food, E11
7: gem

Combat 7
FIGHT THE MEN TO GIVE RIN A CHANCE TO ESCAPE.
It's two against one and the men are good fighters. Still, you manage to hold them off long enough for Rin to get away before running yourself. You easily give the men the slip. When you come back to the inn, the innkeeper sees your injuries and takes pity, giving you a free meal. While you're eating you notice the book, still sitting on the table. You wait around for a few days to see if Rin will come back, but she never does and you eventually move on.
7: +2 reputation, green faction, food, E11
9: 2 food

~Brenna Asplund

E10 ☐ Maya calls you to her wagon. "Normally we're just smugglers," she tells you. "But there's a lizardfolk in that inn who has a book we need and she refuses to sell. Steal it for us. You're good at that."

Not knowing what else to do, you go into the inn and spot the lizardfolk sitting at a table by herself, the book by her side. You sit next to her, striking up a conversation, and learn that her name is Rin. You ask her about the book. "It's going to lead me to the Last Ruin," she tells you, her voice hushed. "My husband, Gen, was a prison guard back west. He died when a prisoner escaped. I'm going to use the power of the Ruin to bring him back."

Your heart drops as you recognize her husband's name and realize, with horror, that he's the guard you killed when you escaped.

Skill 4
STEAL THE BOOK.
You grab the book and run before Rin can stop you. "Good work," says Maya. "You've earned an extra reward."
4: -2 reputation, green faction, coin, E12
6: gem

Skill 7
TELL RIN THE TRUTH.
"No, that can't be," she says. "Eyim, the man who killed my husband, is gathering a bandit army in the east. You can't be him." You insist that the other Eyim must be an imposter and she looks at you, her eyes wide with fear, before running away and leaving the book behind. You take the book and return to the caravan. "Good work," says Maya. "You've earned an extra reward."
7: blue faction, heart, keyword HONESTY, E12
9: +2 reputation

~Brenna Asplund

E11 ☐ One morning, you run into a large group of refugees heading in the opposite direction. You ask an old woman what they're running from and she says, "The bandit king Eyim! He's conquered a town and is capturing everyone he can to sell as slaves." Every time you hear something new about this bandit king you feel more confused. According to rumors this "Eyim" has not only your name, but your personal history, your old comrades, and even your appearance—it's enough to make you feel as though this bandit king is the true Eyim, and you yourself are merely a shade. You're still processing this thought when you see a horse spook and throw its rider.

Skill 5
HELP THE RIDER.
The man is panicking, screaming about how he has to get his horse back. You manage to calm him down and convince him to let you treat the bleeding wound on his head. "Thank you," he says, when he's all patched up. "You're a good man, unlike that Eyim. Now I need to find my horse." Seeing how his crimes have affected people, you feel determined to find this false "Eyim" and put a stop to him.
5: blue faction, E13
7: +2 reputation

SKILL 9
CATCH THE HORSE.
You manage to corner the horse against a fence and calm it down before leading it back to the refugees. "Thank you," says the rider, who is still bleeding from a head wound. "You're a good man, unlike that Eyim. Here, let me give you something in return." Seeing how his crimes have affected people, you feel determined to find this false "Eyim" and put a stop to him.
9: +2 reputation, yellow faction, food, E13
11: coin

~Brenna Asplund

E12 ☐ In the middle of the night you take the book and slip out of camp. You try to put as much distance between yourself and the nomads as you can. In the morning, you run into a large group of refugees heading in the opposite direction. You ask an old woman what they're running from and she says, "The bandit king Eyim. He's conquered a town and is capturing everyone he can to sell as slaves." Every time you hear something new about this bandit king you feel more confused. According to rumors this "Eyim" has not only your name, but your personal history, your old comrades, and even your appearance—it's enough to make you feel as though this bandit king is the true Eyim, and you yourself are merely a shade. You're still processing this thought when you see a horse spook and throw its rider.

Skill 5
HELP THE RIDER.
The man is panicking, screaming about how he has to get his horse back. You manage to calm him down and convince him to let you treat the bleeding wound on his head. "Thank you," he says, when he's all patched up. "You're a good man, unlike that Eyim. Now I need to find my horse." Seeing how his crimes have affected people, you feel determined to find this false "Eyim" and put a stop to him.
5: blue faction, E13
7: +2 reputation

SKILL 9
CATCH THE HORSE.
You manage to corner the horse against a fence and calm it down before leading it back to the refugees. "Thank you," says the rider, who is still bleeding from a head wound. "You're a good man, unlike that Eyim. Here, let me give you something in return." Seeing how his crimes have affecte people, you feel determined to find this false "Eyim" and put a stop to him.
9: +2 reputation, yellow faction, food, E13
11: coin

~Brenna Asplund

E13 ☐ Following directions from the refugees, you find the stronghold of the bandit king "Eyim" and walk straight to the center of the town. There, in front of you, stands a series of metal cages. Each one is full of humans, birdfolk, lizardfolk, and even a few glogos. You spot Rin near the front of one of the cages and you meet her eye before turning your attention to the intricately carved wooden throne in the center of the square, where you see. . . yourself, but too perfect, too clean. There's a sort of shivering at the edge of his appearance, and you have trouble looking directly at him. Magic?

But behind that magic, you can now see the truth. "You're John, aren't you?" you say. "I wouldn't join you, so you did this?"

"I needed your name," says John, still wearing your face. "But you wouldn't let me use it, so I had to take it."

If Keyword ENEMY
John has his men beat you and toss you in one of the cages. "I told you you would regret the day you attacked me," he says. He forgot that you have experience breaking out of cages. You soon escape, freeing all of his captives along with you. You try to reuinite with Rin, but you lose track of her in the crowd.
+3 Reputation, E14

Otherwise, Combat 9
CHALLENGE JOHN TO SINGLE COMBAT.
When John is laying on the ground, defeated, the members of his crew recognize you, the true Eyim, as their new leader. You order them to release everyone from the cages. When that's done, you order the group to disband. You try to find Rin, but you lost track of her somewhere in the chaos, so you leave alone to finish your quest.
9: +3 reputation, green faction, coin, E14
11: gem

Otherwise, Skill 6
CONVINCE JOHN'S CREW THAT HE'S AN IMPOSTER
It's hard for John to maintain his deceit with you standing right in front of him. The magical glamour that transformed him into you looks too fake. His crew soon recognizes you as the real famous outlaw and they chase John out of town. You command the men to let all of the people out of their cages. When the captives are all free, you order the group to disband. You try to find Rin, but you lost track of her somewhere in the chaos, so you leave alone to finish your quest.
6: yellow faction, E14
8: +2 reputation

~Brenna Asplund

E14 ☐ You carefully decipher the book, following its directions. You walk through a vast ruined city, grand old buildings all around you, but when you finally reach your destination you find, not a ruin, but an empty field. You check and double check, but there's no way the book leads anywhere but here. You fall to your knees and stare at the ground. You don't know how long you've been there when Rin walks up behind you. "There's nothing here, I see," she says. "So much for my book." She sits next to you. "*You* took Gen from me, Eyim, and now there's no way to get him back."

If Keyword HONESTY (OPTIONAL)
ASK FOR FORGIVENESS
You tell Rin the whole story, of how you were a famous criminal, how you were caught, and how you befriended her husband the prison guard. You tell her about how you killed him in your escape, how you were haunted by the look in his eyes as he died, and how you couldn't bring yourself to hurt anyone else after that.

"You didn't try to hide what you've done from me, and it would have been easy to. And from what I can tell, you've tried to live a good life since." She sighs. "To tell the truth, I used to be a criminal, too. Long ago, back before I met Gen. I was just a thief, though, I never killed anyone!"

You look at her, shocked.

Rin smiles at your expression, lightening the mood a little. "I forgive you," she says, then stands up. "Now come on. Let's both give up this foolish quest and get on with our lives." She helps you up and the two of you walk away, leaving the book and its deceptive secrets behind in the grass.

You can't change your past but you can still change your future.
+4 reputation, gain the "Self Respect" card

OTHERWISE
ASK FOR FORGIVENESS.
You tell Rin the whole story, of how you were a famous criminal, how you were caught, and how you befriended her husband the prison guard. You tell her about how you killed him in your escape, how you were haunted by the look in his eyes as he died, and how you couldn't bring yourself to hurt anyone else after that.

She listens quietly. When you're finished, she speaks.
"I can't forgive you," she says. "But holding on to the past won't do either of us any good." She stands up. "Let's both give up this foolish quest and get on with our lives." She helps you up and the two of you walk away, leaving the book and its deceptive secrets behind in the grass.

You can't change your past but you can still change your future.
+1 reputation, gain the "Self Respect" card

OTHERWISE
REFUSE TO GIVE UP
You just nod and the two of you sit in silence for a moment. Eventually, Rin stands. "My husband is gone," she says. "I'm giving up this foolish quest and moving on with my life. You can stay here and rot for all I care." She leaves, but you stay. You pull a shovel out of your bag and start to dig. You're going to find the Last Ruin. You're going to change the past. You're going to undo your mistakes if it kills you.
-2 Reputation, gain the "Stubborn Determination" card

~Brenna Asplund

Kiku

Introduction (Read First)

Your name is Kiku. Your father was a famous scholar in his prime, but he never had time for you.

All you've ever wanted was a bit of encouragement from him. Though he could orate on the most famous ancient civilizations, or the clues to unlocking dead languages, he could never utter a kind phrase to his daughter.

Now that you've come of age, perhaps there is something that will buy his love. There is one thing his heart has sought more than anything for all these years—a path to the Last Ruin.

K1 □

Your father spent a lifetime seeking ancient knowledge, learning of the powerful empires that once covered the land. Now he sits in a leaning hut, wrinkled and dejected and full of regret. You knock at the door, and he greets you with a sigh. Sitting down to a cup of tea and a plate of baked snails, you can hear your heart beating in your ears—you have planned to tell your father about your resolve to journey to the famous Last Ruin.

Skill 6
USE LOGIC TO DESCRIBE YOUR METHOD OF SEARCH.
Your father nods slowly, his forehead wrinkled in concentration. "Take my old book of notes," he says.
6: blue faction, K2
8: +2 reputation

Skill 5
TELL YOUR FATHER HOW HE'LL BE REMEMBERED IF YOU FIND THE CITY.
"Dedication is its own reward," your father says flatly. "But there was a time I sought to make fame my friend and companion." He sends you away with his old travel pack and his old book of notes.
5: -1 reputation, green faction, coin, K2
7: 2 food

~Ryan Laukat

K2 □

You're having trouble with your father's notes, so you visit The Academy, an ancient university containing vast knowledge of the buried world. You ask for an audience with the headmaster, remembering that your father and he were once colleagues. When admitted, you struggle to hide your surprise at seeing a large, blue cat sitting on a sagging, velvet divan. "My, you do look delicious," he says, licking his chops. "Welcome to my Academy."

Skill 6
CONVINCE HIM NOT TO EAT YOU IN EXCHANGE FOR ORGANIZING HIS MESSY STUDY.
He shares what knowledge he can while you dust and shelve books. "Be sure to come again, and perhaps we could play cat and mouse," he says as you leave.
6: yellow faction, K3
8: +1 reputation, food

Skill 8
CHALLENGE HIM TO A DUEL OF WITS FOR THE RIGHT TO BE HEADMASTER.
"Many have attempted to best me, and all have ended up a good meal," says the cat as you begin a game of chess. Early in the game he leaves his queen unprotected, and when he realizes he's lost, he bursts into a rage, destroying his study. You flee from the place, and when the other scholars see the destruction of so many priceless books, they surround and capture the feral feline. To everyone's relief, you are named the new headmaster, and partake of the vast well of words for a time before continuing your journey.
8: +2 reputation, blue faction, gain keyword HEADMASTER, K3
10: coin

~Ryan Laukat

K3 ☐ You reach the famous Ribs of Hibs, not made of bone, but of massive, carved stone, as if an ancient beast made of earth died here in the plains, and time left nothing but a stripped, cracked, ribcage. Your father's journal describes the home of a scholar nearby, and you find his place at the bottom of one of the buried ribs. A bald man with a massive mustache answers, declares his name to be Frez, and immediately pulls you inside. "Glad you came!" he says, directing you to a back room filled with books, papers, and jars of smoking incense. "I'm at the verge of a breakthrough and require assistance!"

Skill 8
HELP THE CRAZY MAN WITH HIS STUDIES.
"Excellent! Excellent!" says Frez, hopping in place. "We've almost deciphered the first letter in this ancient tome! I must travel with you to gain more clues." You're glad to invite him along, but secretly it pains you that your father would never have been willing to come with you.
8: +1 reputation, blue faction, food, K4
10: coin

Skill 6
HELP THE MAN CALM DOWN SO HE CAN THINK CLEARLY.
"Yes, yes, you're right, I should sit and have some tea. Think things over. Hrmm," says Frez. "Perhaps I should journey with you to find more clues." You're glad to invite him along, but secretly it pains that your father would never have been willing to come with you.
6: -1 reputation, yellow faction, coin, K4
8: 2 food

~Ryan Laukat

K4 ☐ Frez delves into your father's old book of notes as you travel, unearthing hidden clues that you would never have found without him. One morning, you leave him to study by the fire, hiking an overgrown path to find the remains of a craggy fortress. You walk ancient halls lined with stately columns and admire a complex mosaic of panthers ruling the great fortress, basking in the sun on golden thrones. As you enter a dark cathedral, a shadow flicks past a hole in the wall. You spin around and find yourself surrounded by panthers, crazed and feral and looking for a good meal.

Skill 7
HIDE FROM THE PANTHERS.
You dash through the dusty halls and the hunters scramble after you, their claws scraping across the broken, tiled floor. There's an old well ahead. You leap into it. The cold water threatens to pull you down to a dark end, but you swim. When you think you can swim no longer, a familiar, aged head pears over the side far above. "There are better places to bathe!" says Frez with a wink, lowering a rope. As you slink back to your camp to dry off, Frez shows you a few treasures he found in the ruins.
7: -1 reputation, red faction, gem, K5
9: gem

Combat 8
FIGHT THE PANTHERS.
The panthers wage a ferocious battle, scratching you badly across the face. One of them leaps, throwing you to the ground, and your panicked mind scrambles for a way to escape. Without warning, Frez bounds into the chaos, flinging yellow flowers on the cats. The cats scream, fleeing from the flowers as if they were on fire. Frez grips your hand with surprising strength and pulls you to your feet. "There are better ways to get exercise, you know," he says with a wink. After you've had a moment to recover, you slink back to camp to bandage your wounds, and Frez shows you a few treasures he found in the ruins. "The panthers here hate the smell of the saltflower more than anything," says Frez. "I was lucky that I found some! Hundreds of years ago, there was a powerful panther kingdom here, but a strange illness killed almost all of them. Now only a few remain."
6: -1 reputation, green faction, gem, K5
8: coin

~Ryan Laukat

K5 ☐ After a cold rain, Frez comes down with a blazing fever. "I'll never go home!" he wheezes. "Not until we reach our destination!" You feel a pang of guilt—you'd been thinking of giving up. You are determined to see him well again; he deserves that much.

Skill 6
SEARCH FOR SOMEONE TO HELP CURE FREZ.
Marching the muddy trails and following local rumor, you find a young woman wandering nearby. She gives you a strange, glowing moss, which you boil into a tea. After drinking it, Frez leaps to his feet. "Come on!" he yells. "Let's find this Last... whatever it is." You're impressed at his energy, which gives you new motivation to continue on your quest. Besides, you can't let your father see you fail after all you've done to prove yourself to him.
6: yellow faction, K6
8: 2 food

Skill 8
WORK TO CURE FREZ YOURSELF.
Marching the muddy trails and following local rumor, you discover a cavern and within, an ancient pool, brightly lit by glowing moss beneath the surface. You gather some of the moss, boil it to make a healing tea, and Frez is up on his cracked feet before storm has cleared. You're impressed at his endurance, which gives you new motivation to continue on your quest. Besides, you can't let your father see you fail after all you've done to prove yourself to him.
8: +2 reputation, blue faction, K6
10: 2 hearts

~Ryan Laukat

K6 ☐ Frez follows a map in your father's book, now muddy and stained, the pages torn. You climb a statue of an enraged head the size of a mountain, its mouth open wide in a silent bellow, its eyes shut tight. At the precise top of the head is an iron door with a large keyhole. "According to your father's notes—well written notes, I must say—within this abominable head lies a key to secrets at the Last Ruin," says Frez.

Skill 8
PICK THE ANCIENT LOCK.
You crack open the rusty door and descend into a circular room. In the center sits a tiny brain made of gold. "Sometimes I think most people's brains must be about this size relative to their stature," says Frez.
6: green faction, coin, gain keyword BRAIN, K7
8: coin

Skill 6
ENTER THE STATUE'S MOUTH.
You follow a narrow passage to an underground waterfall. A nearby sign reads: *Drink from these waters, the stomach fluids of a forgotten god, and heal your inner wounds.* You take a drink and fall into a deep sleep. When you awake, you find yourself back at camp, with little memory of how you arrived.
6: yellow faction, 1 heart, K7
8: 2 hearts

~Ryan Laukat

K7 ☐ You travel through a steaming lake surrounded by sulfuric geysers. Dead, grey trees reach up from the salty, barren ground, and the air is so thick you can hardly breathe. The lake rumbles, and a monstrous crocodile erupts from the water. Startled, Frez drops your father's journal into a nearby geyser and you watch it disappear into the boiling depths with horror. You're furious that Frez would be so careless, but there's no time for arguing. The crocodile is ambling across your path with greedy eyes.

Combat 9
FIGHT THE SULFURIC CROCODILE.
You climb to higher ground and battle the crocodile, dodging quick snaps and deadly lunges from the beast. When the monster finally falls to the ground, you collect some of its teeth and scales to sell at town. "My father's book..." you say, your hopes crushed and temper flaring. "We'll never get to the Last Ruin now." Frez laughs so hard he starts choking. "That old book? It was filled with nonsense! I only made you think it was important so you would trust me. I've been using my own studies to guide us this whole time!" You can't believe your ears. Your own father's book nonsense? Was he really not the man you thought he was? The revelation is sobering. Your anger at Frez is replaced with a grateful admiration.
9: green faction, 2 coins, K8
11: +2 reputation

Skill 6
ESCAPE THE SULFURIC CROCODILE.
You flee through the geysers, hiding in an old tree until the crocodile returns to his lake. "My father's book..." you say, your hopes crushed and temper flaring. "We'll never get to the Last Ruin now." Frez laughs so hard he starts choking. "That old book? It was filled with nonsense! I only made you think it was important so you would trust me. I've been using my own studies to guide us this whole time!" You can't believe your ears. Your own father's book nonsense? Was he really not the man you thought he was? The revelation is sobering. Your anger at Frez is replaced with a grateful admiration.
6: red faction, food, K8
8: 2 food

~Ryan Laukat

K8 □

If Keyword HEADMASTER, Read K9
Otherwise, Read K8

The remains of a village sprawl beside the path, the blackened buildings like burnt loaves of bread. A woman in furs stands amid the charred houses. "A rebellious group from my tribe destroyed this village, driving the people as far away as the glogo's homeland," she says. "They meet secretly, wearing masks, and its impossible to tell now who from my village is one of them and who is not. I fear there will be great retribution one day unless they are stopped."

Skill 8
ATTEMPT TO HELP THE WOMAN ROOT OUT THE RAIDERS IN HER TRIBE.
"We'll set a trap," suggests Frez, so you build up a large camp near the woman's village, stacking empty boxes and barrels nearby to entice a raid. Early in the morning, the masked raiders surround the camp, burning the empty tents and snatching the empty boxes. Just as they crack open the cases, a militia from the village descends from their hiding places in the trees, arresting the raiders. The woman in furs thanks you. "I only hope we can repair our reputation," she says.
8: +2 reputation, blue faction, K10
10: 2 hearts

Skill 6
SEARCH THE BURNT VILLAGE FOR GOODS.
You find a hidden doorway to an untouched cellar and pick the place clean.
6: -2 reputation, red faction, 2 coins, food, K10
8: coin

~Ryan Laukat

K9 □

As a pink-cloud dusk stretches through the sky, you follow bright lights to a travelling circus camped amid dry, grassy hills. "We're hoping to set up near town tomorrow, but you're welcome to join us for dinner" says the captain, a thin woman carrying a whip. You wander amid the striking red tents and sickly animals in cages. Near the back you find an expansive cage with a familiar purple cat. "Oh look, it's the girl who beat me at chess," says the old headmaster of the Academy. "Laugh at my predicament, if you will," he says bitterly.

Skill 8
CONVINCE THE CAPTAIN TO LET THE CAT GO.
You give the captain a rare bestiary that you'd carried with you from the Academy in exchange for the cat headmaster's freedom. "I suppose I must apologize for trying to eat you back at the Academy," says the big cat. "You are much kinder than your father." He spends the night detailing everything he knows about the Last Ruin before bidding you farewell. "I must find a new academy at which to study, and rule," he says.
8: +2 reputation, yellow faction, heart, K10
11: +2 reputation

Combat 6
BREAK OPEN THE CAGE AND ESCAPE WITH THE CAT.
You flee into the night, escaping into an old cave, where you set up camp for the night. "I suppose I must apologize for trying to eat you back at the Academy," says the big cat. "You are much kinder than your father." He spends the night detailing everything he knows about the Last Ruin before bidding you farewell. "I must find a new academy at which to study, and rule," he says.
6: -2 reputation, green faction, 3 food, K10
8: gem

~Ryan Laukat

K10 ☐ Aged and fatigued, Frez trips over the rocky path. You put his arm around your shoulder and help him along. Soon, a growth of strange, red thorns block the path. Far to the east, you spy an old bridge that could offer an easier path around the thorns.

Skill 8
CUT THROUGH THE THORNS.
The sharp barbs cut and sting, but deep within the overgrowth you find an old guard house, and within, a chest filled with coins. "You seek something on this journey that you cannot find at home," says Frez as you rest and count your findings. "Yes, it's the only way my father will see me as someone important," you reply. "Your father's book of notes wasn't the only thing he was wrong about, you know," says Frez. You turn away so that Frez won't see the tears gathering in your eyes.
8: +1 reputation, yellow faction, coin, K11
10: coin

Skill 6
TAKE THE BRIDGE.
As the last of your party cross the bridge, the supports snap, the braided rope breaks, and the bridge tumbles into a rocky abyss. On the path, you find a nest of large, red eggs and take them."You seek something on this journey that you cannot find at home," says Frez as you rest and stow your findings. "Yes, it's the only way my father will see me as someone important," you reply. "Your father's book of notes wasn't the only thing he was wrong about, you know," says Frez. You turn away so that Frez won't see the tears gathering in your eyes.
6: green faction, 2 food, K11
8: 2 food

~Ryan Laukat

K11 ☐ The archaic remains of a once all-powerful civilization surround you. "This place is filled with traps," says Frez, watching the ruins carefully. Suddenly, what you thought was a statue of a sphinx speaks. "Welcome, travellers, to a place that can heal your heart. What do you have that you can offer the gate keeper to true happiness?"

If Keyword BRAIN
You offer up the golden brain, and the sphinx's bright, empty eyes widen. "How did you find that?" it asks, trembling. "It was the mind of the greatest Arzian philosopher that ever lived. I have been searching for it for hundreds of years. I must keep it safe until this city returns to its full glory." The sphinx takes the brain in its mouth and swallows it, telling you of a great vault filled with treasure. You thank the sphinx and leave quickly, eager to find your reward. When you reach the vault, it is empty, and when you return to the sphinx, the statue has disappeared.

Frez lets out a hearty laugh. "I knew it," he says, much to your annoyance.

You explore more of the city, but find mostly rubble. That night, at camp, you sit in silence for some time. "How did you know that the sphinx was going to deceive us?" you finally ask Frez. "I've been here before, and the sphinx did the same thing back then," admits Frez. "Forty years ago, I was greedy for power, and I wanted to find this place so that I could fix all of my problems. But in the journey, I discovered that my problems weren't all that important. Not as important as, say, being with the people that you care about and that you can count on." A grin crosses your lips, and you grip the old scholar in a tight hug. The next day, the two of you set off toward home with a light step.
+3 reputation, blue faction, yellow faction

Skill 8
OFFER YOUR SERVICES AS A SCHOLAR.
The sphinx laughs—a great, throaty, grinding sound. "A scholar? This is the most powerful place in the world, even in ruins," it says. One of your adventurers steps forward, their eyes filled with greed. "I offer myself," they say.

Frez reaches out, his eyes panicked. "No!" he screams, but before anyone can stop it, the sphinx reaches down and swallows your party member in one bite.

"A delicious, and satisfying sacrifice." says the sphinx licking its mouth. "As your reward, I will tell you of a great vault filled with treasure." You leave quickly, eager to get away as your mind reels in terror. When you reach the vault, it is empty, and when you look back, the sphinx has disappeared.

Frez lets out a hearty laugh. "I knew it," he says, much to your annoyance.

You explore more of the city, but find mostly rubble. That night, at camp, you sit in silence for some time. "How did you know that the sphinx was going to deceive us?" you finally ask Frez. "I've been here before, and the sphinx did the same thing back then," admits Frez. "Forty years ago, I was greedy for power, and I wanted to find this place so that I could fix all of my problems. But in the journey, I discovered that my problems weren't all that important. Not as important as, say, being with the people that you care about and that you can count on." A grin crosses your lips, and you grip the old scholar in a tight hug. The next day, the two of you set off toward home with a light step.
8: 2 yellow factions, return one of your active-party adventurers to the supply
10: coin

~Ryan Laukat

Riza

Introduction (Read First)

Your name is Riza. It was a name chosen by your mother, the name of an ancient hero known for her ability to see the good in all creatures.

From the earliest years of your childhood, your mother and father told you tales of an ancient city that was going to make all of your lives better. That was before your mother sent your father away, and all your dreams of the fabulous city were forgotten.

But now your father has returned, and he's taken up the old quest. Can you convince your mother to join you and make your family whole again? The dangers of the journey may spark a long-dead flame, and at the end you will have found more than the Last Ruin—maybe you will have retrieved your lost family too.

R1 ☐ You knock on the cracked, wooden door of your mother's house for a visit. She invites you inside and you sit down to a bowl of soup and bread. "Father sent me here," you say. Your mother's face turns crimson. "Don't talk to me of your father!" she says. You plead with her to listen. "He wants to see you. We've been searching for the Last Ruin again." Your mother pauses at hearing this.

Skill 6
PERSUADE YOUR MOTHER TO WRITE A LETTER TO YOUR FATHER.
The letter is somewhat scathing, but at least it's a start.
6: yellow faction, R2
8: +1 reputation

Skill 4
MAKE A FAKE LETTER FROM YOUR MOTHER TO YOUR FATHER.
Someone has to take the first step. Your father needs some encouragement if this is going to work.
4: -1 reputation, green faction, food, R2
6: 2 food

~Ryan Laukat

R2 ☐ Just as you find your father's camp, ready to deliver the letter from your mother, four ironclad soldiers ride in on pack birds and seize him. "You're under arrest for stealing the Oracle's Amulet," says one of them as he binds the poor, bald man in manacles. "I didn't take anything!" says your father, confused and surprised.

Combat 6
FIGHT THE SOLDIERS TO FREE YOUR FATHER.
You fight so viciously that the soldiers flee from the camp. You grab what you can and escape into the wild with your father.
6: -1 reputation, green faction, 3 food, R3
8: coin

Skill 8
ASK THE SOLDIERS TO TELL WHAT EVIDENCE THEY HAVE THAT YOUR FATHER IS GUILTY.
"He recently visited Pebble Manor, and many eyewitnesses describe him with the missing amulet," says the captain before dragging your father away. You decide you have to try to free him, and take some supplies from the camp before leaving.
8: +2 reputation, blue faction, R4
10: coin

~Ryan Laukat

R3 ☐ At a roadside inn made of clay, a sweaty cook serves you a spicy stew. "Thank you for helping me," says your father, gulping down his meal. "But perhaps you should let me turn myself in. I don't want you to be on the run for the rest of your life." Suddenly, Pebble Manor guards, with tall, feathered helmets burst in and surround you.

Combat 6
FIGHT AND ESCAPE.
You start a raging tavern brawl and escape in the chaos.
6: -2 reputation, green faction, 2 coins, R6
8: coin

Skill 7
CONVINCE THE GUARDS TO TAKE YOUR FATHER BUT LET YOU GO.
"It's better this way," says your father as they tie his hands and take him away.
7: -2 reputation, yellow faction, coin, food, R5
9: coin

~Ryan Laukat

R4 ☐ You visit your cousin's packbird ranch in the highlands and are surprised to find your mother, packing for what must be a long journey. "Father has been accused of stealing," you say, explaining everything. Throughout the tale, your mother mostly nods and says nothing. You can tell she's hiding something.

Skill 6
PERSUADE YOUR MOTHER TO COME HELP YOUR FATHER.
"I cannot join you—the hurt he caused me is still too strong," she says. "But I will send you with some of these supplies."
6: yellow faction, R5
8: coin

Skill 8
BID FAREWELL AND SPY ON YOUR MOTHER.
You follow your mother to a crossroad where hundreds of merchants have gathered to trade, but lose track of her in the commotion. You haggle for a few things before moving on.
8: -1 reputation, red faction, gem, 2 food, R5
10: gem

~Ryan Laukat

R5 ☐ You journey to Pebble Manor, where your father is being held in the lower dungeons. The captain of the guard grants you a visit with your father.

Skill 6
BRIBE THE GUARD TO LET YOUR FATHER GO.
You escape through a back entrance. "Did you really steal the Oracle's Amulet?" you ask when Pebble Manor lies far away. Your father sighs, his features heavy, "I did steal it, for a masked woman. I was in great debt and I needed money to begin our search for the Last Ruin." You vow to find the masked woman and reclaim the amulet. "We can make things right if we return it," you say. "If we don't, we'll be on the run for the rest of our lives."
6: -1 coin, yellow faction, 2 hearts, R7
8: 2 food

Skill 7
BREAK YOUR FATHER OUT OF THE DUNGEONS.
You pry free a loose bar in the cell and escape through a back entrance. "Did you really steal the Oracle's Amulet?" you ask when Pebble Manor lies far away. Your father sighs, his features heavy, "I did steal it, for a masked woman. I was in great debt and I needed money to begin our search for the Last Ruin." You vow to find the masked woman and reclaim the amulet. "We can make things right if we return it," you say. "If we don't, we'll be on the run for the rest of our lives."
7: -3 reputation, green faction, 3 coins, R7
9: 2 food

~Ryan Laukat

R6 ☐ The campfire crackles as you sit with your father in silence. You feel you can no longer go forward unless you get some answers.

Skill 5
PERSUADE YOUR FATHER TO TELL YOU THE TRUTH.
"Did you really steal the Oracle's Amulet?" you ask. He sighs, his features heavy, "I did steal it, for a masked woman. I was in great debt and I needed money to start our search for the Last Ruin again." You vow to find the masked woman and reclaim the amulet. "We can make things right if we return it," you say. "If we don't, we'll be on the run for the rest of our lives."
5: red faction, food, R7
7: coin

Combat 7
THREATEN YOUR FATHER UNTIL HE TELLS THE TRUTH.
"Did you steal the amulet? Tell me!" you demand. Your father backs away, his eyes filled with shame, "I did steal it, for a masked woman. I was in great debt and I needed money to start our search for the Last Ruin again." You vow to find the masked woman and reclaim the amulet. "We can make things right if we return it," you say. "If we don't, we'll be on the run for the rest of our lives."
7: green faction, gem, R7
9: 2 food

~Ryan Laukat

R7 ☐ Whispered rumors of a masked traveler heading east greet you at every cantina, and you track the masked woman to an inn built within the hollow head of a fallen statue. You wait until dark, hiding in the rocks. You see her—she's mounting her horse, and you spring from your hiding places, surrounding her. "So you found me again," she says to your father in a hoarse whisper.

Skill 7
PERSUADE HER TO GIVE BACK THE AMULET.
"I see I have no choice," she says. She removes her mask, revealing the face of your mother. "Why?" you ask, shocked. "Because I wanted to get back at your father," she says. "I don't even need the amulet." She tosses it to the ground, mounting her horse. "And I will find the Last Ruin before you," she says, riding into the night.
7: +1 reputation, yellow faction, R8
9: gem

Combat 5
TAKE BACK THE AMULET BY FORCE!
You cross blades, flanking her until she is forced to retreat to a cracked wall. Seeing she has lost, she takes off her mask, revealing the face of your mother. "Why?" you ask, shocked. "Because I wanted to get back at your father," she says. "I don't even need the amulet." She tosses it to the ground, mounting her horse. "And I will find the Last Ruin before you," she says, riding into the night.
5: -1 reputation, green faction, coin, R8
7: gem

~Ryan Laukat

R8 ☐ "We will find the Last Ruin, before Mother. With its power we can clear your debts and erase your past," you tell your father as you travel. You follow her trail to a village built in the bones of an ancient, broken city. In the town square, you find a newly-painted reward poster with a sketch of a masked woman which you recognize as your mother. It reads, "WANTED DEAD OR ALIVE FOR STEALING PACKBIRDS."

Skill 7
HUNT DOWN YOUR MOTHER FOR THE BOUNTY.
You find your mother's camp in the wasteland. She spots you coming from far off and escapes, but not with all of her stolen pack birds, which you take back to town.
7: green faction, coin, R9
9: +2 reputation

Skill 6
MAKE UP A STORY AT THE TOWN HALL TO SEND THE BOUNTY HUNTERS ON THE WRONG TRAIL.
You tell a gripping tale about how you chased the masked woman south, where she escaped into a canyon filled with birds.
6: +1 reputation, yellow faction, R9
8: 2 food

~Ryan Laukat

R9 ☐ While you travel a sheer pass, a group of bandits slips from behind some boulders, flanking your party. The leader, a lithe man with an angled chin and wide hat, tosses a woman bound with cords to the road. "You know this woman?" he asks. You start to shake your head but stop when you see that it is your mother.

Skill 7
NEGOTIATE FOR YOUR MOTHER'S FREEDOM.
You convince the bandits to let her go by offering to cook them a quiche with bacon and toast. Your mother thanks you. "Let's find the city together," you tell her. Your parents are both silent. They can hardly look at each other; the tension is awful. But neither of them is making a decision, so you take charge and the next day, the three of you head off in search of the Last Ruin together.
7: +1 reputation, yellow faction, gain keyword BANDIT, R10
9: 2 food

Combat 6
TEACH THE BANDITS A LESSON WITH YOUR SWORDS.
You fight like a cornered animal, sending the bandits running. Your mother thanks you. "Let's find the city together," you tell her. Your parents are both silent. They can hardly look at each other; the tension is awful. But neither of them is making a decision, so you take charge and the next day, the three of you head off in search of the Last Ruin together.
6: +2 reputation, green faction, R10
8: gem

~Ryan Laukat

R10 ☐ As you travel, your mother and father grow more and more hostile. One night at supper, your father burns the flatcakes. "You fool, we're running out of supplies! Next time I'll cook," says your mother. "Yes, we all love *your* cooking," says your father, his eyes filled with contempt.

Skill 8
TALK YOUR PARENTS THROUGH THEIR DIFFERENCES.
After hours of discussion, the two of them at least stop yelling at each other.
8: +2 reputation, yellow faction, gain keyword MOTHER, R11
10: 2 heart2

Skill 5
BANISH YOUR PARENTS FROM THE CAMP UNTIL THEY CAN BE CIVIL.
The two of them return hours later, silent and cold. Your mother found some turnips while away.
5: red faction, food, R11
7: +2 reputation

~Ryan Laukat

R11 ☐ Hearing rumors of an ancient sage, you track down his cave library and knock on the front door. A little girl with bright, blonde hair answers. "Little girl, we have come to speak to the sage," you say. "Come in," she says, inviting you to sit in a cozy cavern. Down the hallway, you spy hundreds of shelves filled with books. "Would you like to hear a story?" asks the little girl. "We don't have time for this," snaps your mother. "Yes, we'd like to speak to the sage," asks your father earnestly.

Skill 7
TALK WITH THE GIRL AND LISTEN TO HER STORY.
The girl tells a tale about a mammoth who crushed his friend the turtle when the turtle was caught stealing food. As you listen, you realize the girl has hidden clues about the Last Ruin within the story. You thank her and leave as your parents give you a baffled look.
7: +1 reputation, blue faction, R12
9: food

Skill 6
ASK IF YOU CAN SEARCH THE LIBRARY.
You dig through many books but find no clues to help you in your search for the Last Ruin. You look for the little girl to ask where you might find the sage, but she is gone. You take a few neglected objects on your way out.
6: -1 reputation, red faction, coin, R12
8: coin

~Ryan Laukat

R12 ☐ After a weeks of grueling travel, you find it--the Last Ruin. The crumbling stone palaces, statues, and houses are endless and grand, even in their decay.

Keywords BANDIT and MOTHER
Skill 7
You delve deep into the ruins, but after hours of searching you find nothing—no treasure, no forgotten gods, no ancient machines of immense power. Nothing but cracked stone. You enter an ancient colosseum, sitting for a rest near the bottom of the arena. A sudden bitter smell fills the air, and from a darkened door a massive lizard appears. Its obsidian eyes shine and flames curl from its nostrils. As it leaps at you, a whistle sounds from above, and a hoard of bandits suddenly descend upon the lizard, the same bandits for whom you made a lovely quiche! They fight off the monster and you thank them. "I see you are one big family again," says the leader, the man with the angled chin and wide hat, and for the first time you notice that your parents are holding hands. Over the past few weeks, the two of them had started talking, and even laughing at each other's jokes, but you hadn't let yourself hope too much. With the bandits' help, you find a vault filled with ancient treasure, and the three of you travel home together carrying bags of gold and full hearts.
7: green faction, 3 coins
9: +2 reputation

Keyword MOTHER
Skill 7
You, your mother, and your father journey below ground, finding a square chamber lit by blue jellyfish creatures, suspended in the air like miniature air balloons. At the end of the hall sits a giant statue of a beautiful woman, the face made of gold, her dress covered in pentagonal designs. Her lips suddenly move. "You have arrived. And I can give you nothing but what you have already found," says the statue in a booming voice that shakes dust from the ceiling. "What do you mean?" you ask. "You are rejoined," says the statue, and for the first time, you notice that your parents are smiling at each other. Over the past few weeks, the two of them had started talking, and even laughing at each other's jokes. "There's really nothing here?" asks your father, dejected. "Only emptiness, as there always has been," says the statue. You collect a few ancient relics on your way out and leave with the hope that your family can one day be whole again.
7: +1 reputation, blue faction
9: gem

Keyword BANDIT
Skill 7
You delve deep into the ruins, but after hours of searching you find nothing—no treasure, no forgotten gods, no ancient machines of immense power. Nothing but cracked stone. You enter an ancient colosseum, sitting for a rest near the bottom of the arena. A sudden bitter smell fills the air, and from a darkened door a massive lizard appears. Its obsidian eyes shine and flames curl from its nostrils. As it leaps at you, a whistle sounds from above, and a hoard of bandits suddenly descend upon the lizard, the same bandits for whom you made a quiche! They fight off the monster and you thank them. With their help, you find a vault filled with ancient treasure, and you travel home carrying bags of gold. Your mother and father part ways, but at least they can live out the rest of their lives in comfort.
7: -1 reputation, green faction, 2 coins
9: coin

OTHERWISE
Skill 7
You delve deep into the ruins, but after hours of searching you find nothing—no treasure, no forgotten gods, no ancient machines of immense power. Nothing but cracked stone. You enter an ancient colosseum, sitting for a rest near the bottom of the arena. A sudden bitter smell fills the air, and from a darkened door a massive lizard appears. Its obsidian eyes shine and flames curl from its nostrils. The creature dives for your mother, but your father shoves her from danger. The lizard spews a raging fireball, and your father tumbles to the ground, singed and smoking. You manage to pull him to safety, and your crew distracts the beast while you escape. Your father is badly injured—within hours his body is covered in blisters. Your mother is in tears, her heart softened by your father's sacrifice, and the two of you leave the city to find a healer. Your father slowly recovers, but for months he is too sick to travel, so you set up a hospital in town, which soon grows into the most famous in the land, with a team of healers and physicians from far and near. Your mother and father build a little clay house so they can live out the rest of their days together.
7: +1 reputation, blue faction
9: 2 food

~Ryan Laukat

Tanian

Introduction (Read First)

You've been friends with Leyla for years, but lacked the courage to make it something more. And now she's grown restless, tired of the drudgery of working her fields, and tired of the drudgery of your blacksmith shop. One day, she knocks on your door before the sun rises. "Tanian, last night I dreamt I travelled to the Last Ruin. Every step of the journey felt right. I know I must go there, and I want you to come with me," she says, breathless from the run to your house. What can you do? You dislike travel, and the whole thing sounds a bit crazy to you, but you can't stand to think of her on the journey alone, so before you know it, you've locked up the old smithy, packed your bags, and are on a wild trail to the Last Ruin.

T1 ☐ An angry wind turns into a wild storm. The rain slaps down in drenching bucketfuls, and all you can think of is your comfortable fire at home. "We've got to find shelter," says Leyla. Up ahead you spy a copse, and within, a dim light and a trail of smoke. Closer still is a cave cut into the rock, but without any sign of habitation.

Skill 5
EXPLORE THE LIGHT IN THE TREES.
Stepping into the trees, you spy a large bonfire through the branches, and a couple of canvas tents nearby. A troupe of jugglers welcomes you and they share a few juggling tricks and a meal before you fall asleep. The next morning, the jugglers are gone, along with a few of your possessions. Leyla laughs at your poor luck, but you silently vow to take more care the next time someone invites you to dine.
5: -1 coin, yellow faction, food, T2
7: 2 food

Skill 6
TAKE SHELTER IN THE CAVE.
You climb through the cavern to find a forest of small mushrooms. In the next passage sits the head of a statue carved into the cave wall, its blank eyes seeming to follow you as you pass. "I don't like the look of that thing," you say, so you backtrack and set up your sleeping bag where you can't see it. In the middle of the night, you wake to the sound of Leyla laughing. The statue head has moved, and it now sits in the wall chatting with Leyla as though they're old friends. "Come over here," she beckons to you. You stay up with them for hours swapping stories, and in the morning, the statue head invites you to take a few of the cave mushrooms. "Good luck in your journey!" it says.
6: +1 reputation, red faction, T2
8: 2 food

~Ryan Laukat & Malorie Laukat

T2 ☐ A horseman kicks up a cloud of dust on the road behind you in his hurry to catch up. "I'm searching for Leyla Zanmar," says the rider. "I am she," responds Leyla, taking the letter. As she reads it, a delighted laugh escapes her lips. Leaning over, you catch a bit of the message:

I wish to offer a proposal of marriage. My greatest wish is that we be together. I must finish some business at home and then I will meet you on the road. Sincerely, Martio

Your blood boils. That deplorable candle maker has always been after Leyla.

Skill 5
ATTEMPT TO PERSUADE LEYLA TO REFUSE HIS PROPOSAL.
Leyla grins when begin your tirade against the candle maker. "I think I can make my own decisions," she says, wearing her maddeningly stoic expression. She writes the letter alone, leaving you without a hint of her response.
5: yellow faction, T3
7: +2 reputation

Skill 7
WRITE YOUR OWN THREATENING LETTER TO MARTIO FOR THE RIDER TO DELIVER BACK.
Asking the rider to wait, you scribble a few choice words telling Martio that he has no business courting Leyla. If he continues then you will deal with him. When she asks about your letter, you mumble something about writing to your mother.
7: -1 reputation, green faction, draw 2 artifact cards, T3
9: 2 food

~Ryan Laukat & Malorie Laukat

T3 ☐ Within ochre flowered briars sits a group of rocks, each of them roughly cut into the shape of a hand. "These are treasure stones," Leyla tells you, and you begin your hunt, marking down the shape and direction of each hand on a piece of velum to create a map. Within minutes, you find that another party of travelers has surmised what you are up to and are making their own map with hopes of beating you to the hidden treasure.

Skill 6
SPLIT UP SO YOU CAN GATHER CLUES MORE QUICKLY.
You spread out, hoping to solve enough of the puzzle before the others do, but when it is time to return Leyla is nowhere to be seen. Your stomach sinks, and you fear the worst, barely controlling your panic in a frantic search. Before long you find her tied to a tree. Relief floods her face when she sees you. "Tanian, they tied me here just before I reached the treasure," she says, dejected. You free her and get her to her feet. "If we hurry we might still be able to stop them," you say, and her expression turns from sad to determined. Your make-shift map leads you to the treasure's hiding spot, but you're too late. There's a rough hole dug in the ground, and an empty stone box next to it. At least, you think it's empty until you open a small, hinged flap in the bottom and find an ancient manuscript. As you glance over the image drawn in ink, your blood runs cold. It's a perfect representation of Leyla. You roll it up and hide it from her before she can see.
4: blue faction, T4
6: +2 reputation

Combat 7
FIGHT OFF THE INTERLOPERS.
After a quick skirmish, the other travelers flee. The ragged frontiersman and his lackeys are unwilling to fight too hard for something so nebulous. You finish your map, follow the clues, and dig up a stone box filled with a few gemstones. You open a small, hinged flap in the bottom and find an ancient manuscript. As you glance over the image drawn in ink, your blood runs cold. It's a perfect representation of Leyla. You roll it up and hide it from her before she can see.
7: -1 reputation, green faction, 2 coins, T4
9: gem

~Ryan Laukat & Malorie Laukat

T4 ☐ The air is thick with sour ale and hearth smoke inside a leaning roadside tavern. Inside, the locals' faces are none too welcoming. You try to ignore them, requesting a hot meal and a place to sleep for the night, even if it be a place in the stables. One of the patrons, an aged woman with a long braid of gray, stops you. "Strangers must sing us a song so we know if their hearts be true or corrupt," she says.

Skill 7
SING A SONG YOUR FATHER USED TO SING TO YOU AS A CHILD.
The woman listens and then nods, seemingly pleased. She leads you to a small, warm room with mats and a loaf of bread. You thank her and she gives you a smile. "This is my room, but you may have it. I haven't heard that song since I lost my father long ago. You've warmed my heart tonight, stranger." When the woman has left, you catch Leyla smiling at you, silent. You keep her eye for a moment then go to bed wondering what the smile could have meant.
7: blue faction, heart, T5
9: +2 reputation

Skill 4
TELL HER YOU DON'T SING.
The woman sneers at you and turns away, but just then Leyla begins to sing. You've heard her voice many times before but tonight, in the light of the fire, with all these strangers around her, she looks like a glowing light and you feel the pain of not being able to tell her how much you care about her. After Leyla's voice trails away, the captivated tavern owner leads you up to a room with some mats and a loaf of bread. Then he hands you a pitchfork and says, "You can join your angelic friend after you've cleaned my stables. Everyone pulls their weight here." He laughs and bids you a good night.
4: -1 reputation, red faction, food, T5
6: 2 hearts

~Ryan Laukat & Malorie Laukat

T5 ☐ Smoke trails from a nomad camp dance in the orange sky. Hearing calls for help, you rush to the edge of a cliff. A girl lies on a shelf halfway to the bottom, strewn and stuck, her clothes torn. She wears a dark blindfold, tied in back between obsidian braids.

Skill 7
CLIMB DOWN, ATTACH A ROPE TO THE GIRL, AND HOIST HER TO SAFETY.
After she has caught her breath, you gently clean a cut on the girl's head and let her rest a moment. Suddenly the girl stands to face you. "Three trials await the prophesied one," she says to Leyla. "You must overcome hunger, fire, and betrayal." Without another word the girl starts down the road, and when you blink, she's disappeared.
7: +2 reputation, green faction, food, T6
9: gem

Skill 6
GATHER HELP FROM THE NOMAD CAMP NEARBY.
Working as a team, you lower a net and hoist the girl to safety. After you clean a cut on her head and let her rest a moment, she stands to face you. "Three trials await the prophesied one," she says to Leyla. "You must overcome hunger, fire, and betrayal." Without another word the girl starts down the road, and when you blink, she's disappeared.
6: +1 reputation, yellow faction, T6
8: 2 hearts

~Ryan Laukat & Malorie Laukat

T6 ☐ Your supplies run low and you've wandered for days without sleep. In the dreary hours forward, you're starting to wonder if the Last Ruin really exists, or if it is nothing but a story to keep children and inebriated tavern dwellers entertained. Besides that, you haven't found any opportunity to find out how Leyla feels about you. What if she's accepted Martio already? That night, when you set up camp, you trip over the stewpot, spilling that night's meal everywhere. "Curse the Last Ruin and everything to do with it," you snap. Leyla throws her empty bowl to the dirt. "If you don't want to be here, you can just go home!" She storms into the night. Your first instinct is to simmer in your own misery, but you worry that she'll be unsafe in the darkness.

Skill 7
GO AFTER HER.
You grab a torch and stumble through the dark wilderness, calling Leyla's name. Her footsteps lead to a strange temple covered in complex, geometric patterns, and inside, you find a closed stone door. You spend hours trying to open it, finally unearthing a hidden lever. The door falls open, and within you find Leyla in a square, golden-walled room lit by glowing orbs. She sits in the middle in some sort of deep meditation. Moments later, she opens her eyes. "What a strange place. I feel as though I've been here before," she says. "I dreamt of golden fields and sparkling orchards." You take her back to the safety of the camp and make something else for supper.
7: +1 reputation, yellow faction, gain keyword LOYAL, T7
9: 2 hearts

Skill 5
COOK A NEW MEAL AND WAIT FOR HER RETURN.
The eerie moon dips below the rough horizon before Leyla returns. "I found a strange temple," she says. "It felt good to have some time by myself. I feel better now." The next morning, you apologize to each other, but she says little about the temple she found, and there is no sign of it near the road.
7: -1 reputation, red faction, 2 food, T7
9: coin

~Ryan Laukat & Malorie Laukat

T7 ☐ An orange glow lights a billow of smoke against the clear night sky. When you crest the hill you find an inferno—a village is in flames, the townsfolk fleeing for their lives. Raiders on horseback ride through town, yelling wildly, spreading the fire and looting the place. "We have to help them!" says Leyla.

Skill 5
HELP EVACUATE THE TOWN AND GET EVERYONE TO SAFETY.
You gather the survivors and save a few more from a burning house before escaping into the hills nearby. A woman sits next to you, shivering in the night air, her eyes devoid of hope. "I spent years building that house," she says. Leyla builds a warm fire, gathering everyone near, and sings an ancient song of golden harvests and warm hearths. The notes and words have a remarkable healing effect, and by morning the villagers are ready to rebuild their town. "I hope they'll be alright," Leyla says as you leave, and you put your arm around her.
5: blue faction, T8
7: 2 hearts

Combat 8
FIGHT THE RAIDERS AND DRIVE THEM OFF.
The inferno rages in all directions as you engage the raiders, chasing them away before they can steal anything else or burn more houses. The villagers save some of their houses from falling to ashes, but some of them sustain burns almost harsh enough to end their lives. As you gather everyone together, Leyla sings an ancient song of golden harvest and warm hearths. The notes and words have a remarkable healing effect, and by morning the villagers are ready to rebuild their town. "Those poor people," says Leyla. "Will they be alright?" "Of course," you say and put your arm around her.
8: +3 reputation, green faction, T8
10: coin

~Ryan Laukat & Malorie Laukat

T8 ☐ You reach a great iron machine resting and rusting in the sand, a monument to a dead civilization. At the base sits a rider and his servants, and when you grow closer, you realize with disgust that the rider is Martio. "How did he find us," you hiss. "I've been writing him letters," says Leyla, and your heart sinks. You had assumed that your troubles with Martio were over.

Skill 6
ATTEMPT TO PERSUADE LEYLA TO SEND HIM BACK HOME.
"I know you don't like him, but he's offered to help us find the Last Ruin, and I think he can," she says, frowning. It looks as though you have no choice in the matter—Martio has come to help Leyla complete her journey. You storm away, letting the two of them catch up. In your walk you find an abandoned wagon and some unused supplies. When you return, Martio and Leyla are waiting for you, ready to complete the last leg of the journey.
6: yellow faction, T9
8: 2 food

Skill 7
THREATEN MARTIO IF HE DOESN'T AGREE TO LEAVE.
Martio laughs, bowing to you and asking for your pardon if he caused offense. Leyla insists that he stay, and you storm away to sulk. As you walk the trail, a rock suddenly unfolds, standing to become a stone soldier, which you handily defeat in your rage. When you return, Martio and Leyla are waiting for you, ready to complete the last leg of the journey.
7: -1 reputation, green faction, 2 coins, T9
9: coin

~Ryan Laukat & Malorie Laukat

T9 ☐ Martio and Leyla spend increasing amounts of time together as you travel. The roads have grown more dangerous and overgrown. Leyla's dreams at night have her reaching the ancient city and opening a hidden chamber filled with light somewhere in the ruins. "We must find this chamber," she insists. One night, you find her walking alone and sprint to join her.

Skill 6
TELL HER THAT YOU THINK THE TWO OF YOU SHOULD BE TOGETHER.
Your heart races and your face grows unbearably hot as you tell her the feelings you've kept hidden for so many years. As she listens, she looks at you with a pained expression. "I'm sorry... I've already promised Martio I would marry him," she says. You feel as though your heart has been ripped from your chest, but you have something else to tell her, so you press on. You've kept the ancient manuscript with the picture of Leyla that you found in the stone box this whole time, and you decide that now is the moment to show her. "You have a much bigger destiny than Martio," you say, passing the ancient inking to her. "You can feel it as well as I can. You're destined to be a great leader. Remember the blind girl's prophesy. Think of all the miraculous things that have happened on this journey." The two of you return to camp, silent and pensive, but ready to finish your quest.
6: blue faction, gain keyword DECLARE, T10
8: 2 hearts

Skill 7
CONVINCE LEYLA THAT SHE NEEDS TO FOLLOW HER DREAMS AND FORGET ABOUT MARTIO.
You've kept the ancient manuscript with the picture of Leyla that you found in the stone box this whole time, and you decide that now is the moment to show her. "You have a much bigger destiny than Martio," you say, passing the ancient inking to her. "You can feel it as well as I can. You're destined to be a great leader. Remember the blind girl's prophesy. Think of all the miraculous things that have happened on this journey." The two of you return to camp, silent and pensive, but ready to finish your quest.
7: +2 reputation, yellow faction, T10
9: 2 hearts

~Ryan Laukat & Malorie Laukat

T10 ☐ You enter the ancient city and wander amid the uncanny remains of the Arzians' dead civilization. Martio seems ever more eager to find the place from Leyla's dreams, his speech barely hiding an irritated edge at any delay. Leyla follows the streets in a very particular pattern, "Like in my dreams," she says. She leads you to a triangular doorway in a decayed building and utters a handful of unfamiliar words. Hidden lights suddenly glimmer on the wall nearby, and the stone door disappears into the wall. The room beyond spills a brilliant, blinding light, and you raise up an arm to shield your eyes. You step inside, and find the walls covered in bright lights. The blind girl you saved from the cliffs stands in the center of the room. "I am but a memory," she says. "A guide and a teacher for you, Leyla. I was made by a good Arzian, a prophet that knew of the coming downfall of his city, but had foreseen your life and knew you would be a leader of the tribes of the frontier, one who could bring peace to this ravaged land." As the blind girl takes a breath, Martio suddenly draws a knife and holds it to Leyla's throat. "Enough of this," he hisses. "I've traveled far to find this place, and I demand you tell me about the power of the Last Ruin."

If Keywords LOYAL and DECLARE:
Knowing you cannot disarm him or get close without risking harm to Leyla, you unroll the ancient parchment with the image of Leyla that you've carried in your satchel for weeks. "Leyla is the power of this city," you lie. "You can see it on this parchment as plain as day. Why do you think she's had dreams of this place, and was able to find it so easily?" You hold the ancient document so he can see it. "But if you harm her, all the power will be lost. Take the parchment, you'll see." Martio inches forward, reaching out, and in an instant you knock the knife from his hand. Your party surrounds the traitor and drags him from the room, binding his hands. Pain and alarm fill Leyla's eyes. "I was fooled," she says simply.
Leyla spends the day speaking with the blind girl, and that night, she emerges from the bright room with an ancient book. "Everything I need to learn is within this," she says, looking you in the eye. "I never would have made it this far without you. I know you still miss your home, but I need a friend. I must heal this land, and I'd like you to stay with me." She grips your hand and begins her new journey as prophesied leader, with you at her side.
+2 reputation, blue faction, yellow faction

If Keyword LOYAL
Knowing you cannot disarm him or get close without risking harm to Leyla, you unroll the ancient parchment with the image of Leyla that you've carried in your satchel for weeks. "Leyla is the power of this city," you lie. "You can see it on this parchment as plain as day. Why do you think she's had dreams of this place, and was able to find it so easily?" You hold the ancient document so he can see it. "But if you harm her, all the power will be lost. Take the parchment, you'll see." Martio inches forward, reaching out, and in an instant you knock the knife from his hand. Your party surrounds the traitor and drags him from the room, binding his hands. Pain and alarm fill Leyla's eyes. "I was fooled," she says simply.
Leyla spends the day speaking with the blind girl, and that night, she emerges from the bright room with an ancient book. "Everything I need to learn is within this," she says, looking you in the eye. "I never would have made it this far without you," she says. "I know you still miss your home, but I need a friend. I must heal this land, and I'd like you to come with me if you can." You nod, willing to follow Leyla through a seemingly endless wasteland in search of peace.
+3 reputation, yellow faction

OTHERWISE
Knowing you cannot disarm him or get close without risking harm to Leyla, you unroll the ancient parchment with the image of Leyla that you've carried in your satchel for weeks. "Leyla is the power of this city," you lie. "You can see it on this parchment as plain as day. Why do you think she's had dreams of this place, and was able to find it so easily?" You hold the ancient document so he can see it. "But if you harm her, all the power will be lost. Take the parchment, you'll see." Martio inches forward, reaching out, and in an instant you knock the knife from his hand. Your party surrounds the traitor and drags him from the room, binding his hands. Pain and alarm fill Leyla's eyes. "I was fooled," she says simply.
Leyla spends the day speaking with the blind girl, and that night, she emerges from the bright room with an ancient book. "Everything I need to learn is within this," she says, looking you in the eye. "I could never have made it this far without you. I know my true destiny now, and I know you miss your home. I must brave this new journey alone, but I know we will see each other again, some day." You embrace each other and part ways, watching her walk north until she disappears over the ruin-covered hills.
+2 reputation, red faction, coin

~Ryan Laukat & Malorie Laukat

Vera

Introduction (Read First)

Your name is Vera and you are Captain of the Guard in the prosperous mining town of Highcliff. Although you grew up poor, you joined the Guard at a young age and quickly climbed through the ranks. As Captain of the Guard, you are expected to mingle with the merchants and mine owners as well as the workers. You feel a little out of place in high society, but you take pride in your work, happy to serve both the people and the governor.

But more and more lately those two goals are at odds. The governor is becoming less stable, demanding higher and higher taxes, throwing more lavish parties, and harshly punishing his political enemies. People who were once your friends now look at you with fear and distrust and there are whispers of rebellion in the pubs and workhouses. Soon, you may be forced to take sides.

You have spies in the streets, keeping an eye on the tense situation in case it breaks out into open hostility. Several of them return the same report: The workers are speaking of a power great enough to overthrow the governor—the power of the Last Ruin.

V1 ☐ While out on patrol, a young recruit runs up to you, out of breath and looking scared. "Guard-Captain," he says, "The miners are marching on the governor's mansion!" Following him, you find a large gathering of angry men and women. A young man you know as Leon stands on a box in front of the crowd, giving an impassioned speech on working conditions and the price of bread. A woman near the front shouts, "Kill the governor!"

Skill 6
CONVINCE THE PROTESTORS TO GO HOME.
You cup your hands around your mouth and shout until you have the people's attention. You tell them that, while their cause might be just, fighting and dying here won't help their families. As the people begin to drift away, Leon approaches you. "I know you're only trying to keep the peace, but sooner or later the people will reach their breaking point and change will come." He slips a piece of paper into your hand. "Be at this location tonight if you would hear more."
6: +2 reputation, red faction, V2
8: coin

Combat 4
ORDER YOUR MEN TO BREAK UP THE MEETING.
You and your men fire a few warning shots over the heads of the crowd and then move in with wooden batons. Some of the protestors fight back, but soon they're all either fleeing or arrested. You confiscate the belongings of your prisoners and interrogate them, learning of a secret rebel meeting happening that night.
4: -2 reputation, green faction, gem, gain keyword LACKEY, V3
6: coin

~ Brenna Asplund

V2 ☐ You join the small group of rebels for a meeting in the back room of a carpenter's workshop. After a brief discussion of the governor's oppressive regime, Leon pulls out an ancient-looking sheet of vellum. "I've discovered a map to the Last Ruin," he says. "I will travel there and use its power to take control of this town and free the people."

Combat 6
TAKE THE MAP BY FORCE.
The rebels are miners and artisans, not trained fighters, and you quickly defeat them. You pillage the shop on your way out. You leave a trusted lietenant in charge and set off to find the Last Ruin and its power.
6: -3 reputation, green faction, 3 coins, V4
8: gem

Skill 7
PURSUADE THEM THAT YOU SHOULD SEEK THE RUIN.
You argue that Leon is needed here, to lead the movement, and that your combat experience gives you a good chance of reaching the Ruin alive. They decide to put their trust in you. "Go, and fight for our future," says Leon. "I will stay here and fight for our present." They send you off with what supplies they can find. You leave a trusted lieutenant in charge, telling him that the safety of the people should be his number one priority.
7: +1 reputation, yellow faction, gain keyword ALLY, V4
9: 2 food

~ Brenna Asplund

V3 ☐ Your prisoners point you toward a secret meeting in the back of a carpenter's shop. When you and your men arrive, you can see by the lighted windows that the subversives are already inside.

Skill 4
APPROACH NOISILY TO WARN THE REBELS.
The rebels hear you coming and flee through the back door. In their haste, they leave behind supplies and what looks like an old map. When you give the map to the governor, he tells you, "This is a map to the Last Ruin. Go there and use its power to crush those who oppose me."
4: -1 reputation, red faction, food, V4
6: gem

Skill 7
APPROACH SILENTLY TO TAKE THE REBELS BY SURPRISE.
You make sure all exits are covered before you go in. In the chaos, many rebels are killed and more are arrested, although a few escape through a secret door. You search the room, finding what looks like an old map. When you give the map to the governor, he tells you, "This is a map to the Last Ruin. Go there and use its power to crush those who oppose me."
7: -2 reputation, blue faction, coin, food, V4
9: gem

~ Brenna Asplund

V4 ☐ It becomes clear that your ancient map depicts a land that no longer exists. You walk tirelessly towards towns you never reach. You follow roads that end abruptly, blocked by glistening lakes or towering cliffs. Finally, you reach a thick grove of trees that seems the same as the one on your map. An overgrown path leads straight through trees, and you can hear a loud buzzing coming from the woods in that direction.

Combat 6
CUT THROUGH THE WOODS.
As soon as you enter the grove, you are surrounded by a swarm of angry bees. You do your best to fight them off, running wildly through the woods. Eventually the remaining bees lose interest, and fly off. As they do, you notice something about the body of a bee you killed—it's made of pure gold.
6: red faction, coin, V5
8: coin

Skill 5
TRY TO FIND ANOTHER WAY AROUND.
You follow a large road to a nearby town, where the locals welcome you with a warm meal and a comfortable bed. In the morning you tell them where you're going, and they tell you about a small cow path that leads to the other side of the woods.
5: yellow faction, V6
7: 2 food

~ Brenna Asplund

V5 ☐ You are lost in the woods when you come across an interesting sight—an old woman in front of a broken down cottage, defiantly staring down a group of sneering bandits. She meets your eye and says, "Well, don't just stand there."

Combat 5
ATTACK THE BANDITS AND CHASE THEM AWAY.
You run, swinging at the bandit, but just as your sword would have connected, all the bandits vanish into the air. The old woman cackles. "You pass the test," she says. "You're a decent person, so I'll help you out." She tells you to show her the map, and she points to one of the landmarks on it. "You'll find this mountain to the east. I can show you the way, but in return you must find the giant, Svyatogor, who lives near there and convince him to return my mortar and pestle. It's on your way." She gives you some supplies.
5: green faction, food, V7
7: 2 food

Skill 6
ASK THE OLD WOMAN IF SHE REALLY NEEDS HELP.
The old woman laughs and the bandits vanish into thin air. "So you saw through my test," she says. "You're a clever person, so I'll help you out." She tells you to show her the map, and she points to one of the landmarks on it. "You'll find this mountain to the east. I can show you the way, but in return you must find the giant, Svyatogor, who lives near there and convince him to return my mortar and pestle. It's on your way."
6: +1 reputation, blue faction, V7
8: +2 reputation

~ Brenna Asplund

V6 ☐ You're passing by the eastern edge of the woods when you spot an old woman sitting in a rocking chair in front of a broken down cottage. When she sees you, she scoffs. "Choosing to go around the menacing woods instead of through them? Where's your adventuring spirit? I had a test all set up for you and now you've ruined it. You somehow failed the test before it even started. Tell me why I shouldn't just eat you now."

Combat 7
ATTACK THE OLD WOMAN.
You swing your sword and suddenly the old woman isn't there. You hear her laughter behind you and you turn around to see her. "I guess you're not a coward after all," she says. She has your map in her hands. "See this mountain? There is a giant named Svyatogor who lives there. You must find him and convince him to return my mortar and pestle. It's on your way, anyway." She vanishes, leaving the map and her belongings behind.
7: green faction, coin, food, V7
9: gem

Skill 5
CONVINCE THE OLD WOMAN NOT TO EAT YOU.
You craft a rambling argument about the general immorality of cannibalism, your own particular skills and worth as a human being, your quest and its significance, etc, etc. "Never mind!" shouts the old woman. "I can't stand to listen to you anymore." Suddenly your map is in her hand. "See this mountain? There is a giant named Svyatogor who lives there. You must find him and convince him to return my mortar and pestle. It's on your way, anyway." She gives you some supplies for the journey.
5: yellow faction, V7
7: 2 food

~ Brenna Asplund

V7 ☐ You are almost to the mountain when you see a giant man in rusty chainmail sleeping on the side of the road. This must be Svyatogor. You try shouting and pushing on his leg, but he won't wake up.

Skill 8
WAKE HIM UP WITH YOUR WORDS.
You climb on a rock near Svyatogor's head so that you can stand next to his ear and shout "Wake up!" as loud as you possibly can. After a couple of shouts, he stirs, and the rumbling ground knocks you back to the ground. "Hmm, what?" he says groggily, and you explain what you're doing here. He quickly agrees to return what he borrowed. You show him the map and he recognizes another landmark. "I can show you how to get to this crossroads, but you must do a favor for me and take this golden saddle back to the wolf I borrowed it from. It's on your way, and I'll give you something for your trouble."
8: +2 reputation, yellow faction, V8
10: coin

Combat 6
WAKE HIM UP WITH YOUR SWORD.
You attack him one, two, three times with your sword and the only affect is that Svyatagor (still asleep) picks you up and puts you in his pocket. When he wakes up a few hours later, he notices you in there and pulls you out. "Hmm, what's this?" he says. You explain yourself and he quickly agrees to return what he borrowed. You show him the map and he recognizes another landmark. "I can show you how to get to this crossroads, but you must do a favor for me and take this golden saddle back to the wolf I borrowed it from. It's on your way, and I'll pay you for your trouble."
6: -2 reputation, green faction, 2 coin, V8
8: coin

~ Brenna Asplund

V8 ☐ On your way to the crossroads you come across a group of hunters who have surrounded a huge gray wolf caught in a trap. They tease it with spears and laugh as it whines and whimpers.

Combat 6
FIGHT OFF THE HUNTERS.
You make quick work of the hunters. You take what supplies they leave behind and free the wolf, who thanks you. He thanks you again when you give him the saddle. He asks about your journey and you show him the map. "I recognize this place," he says, indicating the next stop. "Put the saddle on me and I'll give you a ride."
6: - 1 reputation, green faction, 3 food, V9
8: gem

Skill 9
INTIMIDATE THE HUNTERS.
You approach the group and the hunters welcome you, asking you to tell a story of far-off lands. You spin a tale of your own skill and experience, then congratulate them on capturing the (so you claim) famous Gray Wolf, slayer of bandit armies, boon companion to Svyatogor the giant. The Gray Wolf who (rumor has it) once caught a meteor in his mouth as it fell from the sky, which coated his teeth with celestial iron. Soon enough the hunters willingly cut the wolf free and beg you to take him with you. When you're far enough away, the wolf thanks you, and thanks you again when you return the saddle. He asks about your journey and you show him the map. "I recognize this place," he says, indicating the next stop. "Put the saddle on me and I'll give you a ride."
9: +2 reputation, yellow faction, food, V9
11: coin

~ Brenna Asplund

V9 ☐

You have been riding on the back of the gray wolf for days, heading east, when he stops at a roadside inn and asks you to dismount. "I must travel south," he tells you. "I must eat Prince Ivan's horse. This is a long-standing appointment and I can't miss it. You may accompany me, and I'll take you the rest of the way after, or I can point you in the right direction and you can try to find the way for yourself."

Skill 5
GO WITH HIM TO EAT THE HORSE.
You allow the wolf to carry you with him on his errand. While he's busy, you go foraging to pass the time. "It's done," says the gray wolf, when he returns. He then carries you further on your journey, dropping you off at a town far to the east. "This is where we part ways," he says. "Keep heading east, you will know the ruins when you see them."
5: red faction, food, V10
7: 2 food

Skill 9
FOLLOW THE MAP ON YOUR OWN.
You wander the countryside, doing your best to follow the map, but getting more and more lost. You pass through a tunnel that is full of shining crystals growing from the wall. On the other side, you find your way again.
9: yellow faction, 2 gems, V10
11: coin

~ Brenna Asplund

V10 ☐

You sit on the porch of a small pub, basking in the morning sun, waiting for a yellow toadfolk waitress to bring you a drink. A hooded figure approaches.

If Keyword ALLY
He removes the hood and reveals himself as Leon, the rebel leader from your hometown. "Our group's influence has spread far and wide and this has become bigger than our one oppressive governor, but freeing our people is still the first step. The success or failure of our movement depends on the outcome of your journey, so I've come to offer you assistance."
green faction, food, V11

If Keyword LACKEY
She removes the hood and reveals herself to be one of your soldiers from back home. "The governor's power has grown in your absence. He sent you this to ensure your journey is successful." The girl pulls out an elaborately-decorated pistol.
red faction, coin, V12

OTHERWISE
She removes the hood and reveals herself to be an old school friend. "It's good to see you!" she says. You spend the morning catching up before you continue on your way.
yellow faction, V13

~ Brenna Asplund

V11 ☐

The stone walls of what was once a huge castle jut out of the landscape, grand and barren. "This must be it," says Leon. And yet just outside the impressive gate you find an old, broken down cottage with chicken legs, and an old woman, looking very out of place. "It's been fun watching your adventures," she says. "But now it's high time I made you my dinner. And your friend, too."

Combat 7
TAKE ON THE OLD WOMAN YOURSELF.
You and Leon both work together to fight off the old woman, but she's surprisingly strong and fast, with nails like claws. You don't know what magic she employs so you focus on getting past her and eventually you break through her defense and into the ruined castle, leaving Leon behind. You desperately search from room to room and find many treasures, but no great power. You find a stone tablet on an ancient iron throne. It's a map. A different map. The true map.
7: +1 reputation, green faction, gem, V14
9: coin

Skill 4
LET LEON HANDLE IT.
Leon engages the old woman in political discourse. While he argues with her about whether or not her chicken-legged cottage is a moral agent, you manage to sneak past. You search the ruined castle and find many treasures, but no great power. You find a stone tablet on an ancient iron throne. It's a map. A different map. The true map.
4: red faction, V14
6: gem

~ Brenna Asplund

V12 ☐ Stone walls of what was once a huge castle jut out of the landscape, grand and barren. This must be it, you think to yourself, holding your new rifle close. Just outside the impressive gate you find an old, broken down cottage with chicken legs, and an old woman, looking very out of place. "It's been fun watching your adventures," she says. "But now it's high time I made you my dinner."

Combat 4
FIGHT THE OLD WOMAN FOR YOUR LIFE.
One quick shot from your pistol sends the old woman off screaming before she can dodge or attack with her magic. Before she can recover, you run into the ruined castle. You desperately search from room to room and find many treasures, but no great power. You find a stone tablet on an ancient iron throne. It's a map. A different map. The true map.
4: green faction, V14
6: gem

Skill 7
TRICK THE OLD WOMAN.
You quickly invent a story. "Do you really have time to eat me when you've been cheated?" you ask her. "The giant Svyatogor was boasting to me about how he had made a fake mortar and pestle to return to you, so he could keep your magical set for himself." The old woman is furious and forgets all about you as she climbs back into her cottage, which walks away on its chicken legs. You figure the giant will be able to defend himself. With nothing else in your way, you enter the ruined castle, searching from room to room. You find many treasures, but no great power. Finally, you find a stone tablet on an ancient throne. It's a map. A different map. The true map.
7: blue faction, gem, V14
9: coin

~ Brenna Asplund

V13 ☐ Stone walls of what was once a huge castle jut out of the landscape, grand and barren. This must be it, you think to yourself. Just outside the impressive gate you find an old, broken down cottage with chicken legs, and an old woman, looking very out of place. "It's been fun watching your adventures," she says. "But now it's high time I made you my dinner."

Combat 7
TAKE ON THE OLD WOMAN YOURSELF.
You take up your sword to fight off the old woman, but she's surprisingly strong and fast, with nails like claws. You don't know what magic she employs so you focus on getting past her and eventually you break through her defense and into the ruined castle. You desperately search from room to room and find many treasures, but no great power. You find a stone tablet on an ancient iron throne. It's a map. A different map. The true map.
7: +1 reputation, green faction, treasure, V14
9: gem

Skill 9
TRICK THE OLD WOMAN.
You quickly invent a story. "Do you really have time to eat me when you've been cheated?" you ask her. "The giant Svyatogor was boasting to me about how he had made a fake mortar and pestle to return to you, so he could keep your magical set for himself." The old woman is furious and forgets all about you as she climbs back into her cottage which walks away on its chicken legs. You figure the giant will be able to defend himself. With nothing else in your way, you enter the ruined castle, searching from room to room. You find many treasures, but no great power. Finally, you find a stone tablet on an ancient throne. It's a map. A different map. The true map.
9: blue faction, gem, gain a pack bird, V14
11: treasure

~ Brenna Asplund

V14 ☐ You follow the true map to a small cave carved in the side of a cliff near the ruins. The old woman stands next to the entrance. "You have proven yourself," she says. "Now choose carefully." She waves you inside and as soon as you pass the threshold you can feel the power of the place. Inside is a huge chamber lined with ancient statues, and at the end of the chamber you see two suits of armor. The first one shines. It's well made and is covered with fine, gold-filigree. The second suit of armor looks old and well-worn, but practical.

TAKE THE SHINING ARMOR.
You put on the first suit of armor and return to your hometown. Fighting at the side of the governor, you conquer many lands and bring their people under your control. You hunt down every last one of Leon's rebels and soon no one will dare oppose you. When the time is right, you depose the governor and take his power for yourself. You spend the rest of your days as a conqueror and absolute ruler of your homeland.
-4 reputation, gain the "Gilded Armor" card

TAKE THE OLD ARMOR.
You put on the second suit of armor and return to your hometown. You join with Leon's rebellion, recruiting people to your cause along your way, until finally you stand united, thousands strong in front of the governor's palace. Your old allies stand against you, and you give them one final chance to switch sides or be killed. About half make one choice, half the other. You take control of the palace and throw the governor in the dungeons, to await a fair trial. The battle won, you devote your time to working with Leon to create a new, fair system of government. You spend the rest of your life as a statesman and defender of your homeland.
+4 reputation, gain the "Worn-Out Armor" card

~ Brenna Asplund

Grear

Introduction (Read First)

Your name is Grear, although you can no longer remember who it was who first called you that. There are many gaps in your memory since you were built hundreds, maybe thousands of years ago.

You can no longer remember who built you, or why. You can no longer remember how you work. Which is bad, because you're on the fritz and you don't know how to fix yourself. No one else knows how to fix you, either. Whatever technology was used to build you has been lost to time—just like the Last Ruin.

G1 ☐ For a while now, you've been able to tell that something is wrong, but you don't know enough about your own inner workings to know what's broken or how to fix it. None of the mechanics you've visited have been able to help, either. Now you've arrived at the famous Byzant university, hoping that one of the historians will know something about the ancient technology that powers you. You feel a bit out of place among the large white buildings with their copper domes and gold-tipped spires gleaming in the sun.

Skill 5
ASK THE FIRST PERSON YOU FIND.
You enter one of the buildings and flag down the first person you see carrying a stack of books. He turns out to be a mechanical history professor's assistant. At your request, he takes a look inside your head. "Yeah, you definitely look broken. In fact, it's amazing you're still functioning. But I just don't know how to fix you. This sort of technology has been lost to us." You're about to leave, dejected, when he calls you back. "Wait, there's a marking of a rune inside your headplate that I recognize from some of the old books about the Last Ruin. Maybe if you go there you can find a way to fix yourself?"
5: +1 reputation, red faction, G2
7: gem

Skill 7
SPEND TIME SEARCHING FOR A PROFESSOR.
It's hard to find anyone that's willing to talk to you or give you directions, but with a lot of persistence you manage to find the office of Professor Rusticana, head of the Mechanical History Department. She takes a look inside your head and says, "Yes, you are certainly broken. In fact, I'd go as far as to say you're dying. By my calculations, you have only one or two months left. And I'm afraid I can do nothing to fix you. Whatever technology was used to build an intelligent entity such as yourself has been lost to time. However, I can tell you that the general academic consensus is that whatever civilization built the Last Ruin also had the capability to build artificial intelligences. I cannot tell you what you'll find there, as there has never been a successful archeological expedition to the Ruin, but attempting to find it may be your best bet. I wish you luck."
7: +1 reputation, blue faction, G3
9: coin

~ Brenna Asplund

G2 ☐ The professor's assistant gives you directions to the cave home of a genius mechanic who might be able to help you. You find the cave behind a waterfall and follow the tunnels down through the dark, surrounded by the sound of scurrying rats. Finally, you see a light ahead of you. You emerge into a small cave and find a toadfolk woman lounging on a pile of rusty, old metal tools and mechanical parts. She looks at you silently until you shyly ask if she's Betty the mechanic. "Sure," she says. "But I don't work for free."

Combat 4
OFFER TO EXTERMINATE THE RATS FOR HER.
You're not sure what you were built to do. You're pretty sure it wasn't to kill rats, but you turn out to be good at it anyway. When you're done, the toadfolk mechanic opens up your chest compartment and fishes around inside it for a moment. You hear something click, and suddenly you're moving much easier. "Your actuator was misaligned," she says. "There's also something seriously wrong with your control unit. It's not something I can fix."
4: -1 reputation, green faction, heart, gain keyword REPAIR, roll 1 die: 1-3 = G4, 4-6 = G5
6: 2 hearts

Skill 7
OFFER TO HELP HER BUILD SOMETHING.
You dig through the toadfolk mechanic's pile of spare parts until you find all the pieces to build a small, mechanical rat. The mechanic watches it scamper across the floor and smiles. She waves you over and opens up your chest compartment, fishing around inside it for a moment. You hear something click and suddenly you're moving much easier. "Your actuator was misaligned," she says. "There's also something seriously wrong with your control unit, but it's not something I can fix."
7: +2 reputation, red faction, gain keyword REPAIR, roll 1 die: 1-3 = G4, 4-6 = G5
9: gem

~ Brenna Asplund

G3 ☐ As you leave her office, Professor Rusticana tells you to go visit an historical cartographer friend of hers. You eventually find this historical cartographer living in the top of a tree in a small wood. The cartographer—a small, blue birdfolk gentleman named Johnson—throws rocks at you from a basket. "Don't come any closer!" shouts Johnson. "I don't care how valuable the lumber is, I'll never let anyone chop down these rare harmonic wood trees!"

Skill 7
TRY TO EXPLAIN YOURSELF.
"You mean you're not here for the harmonic wood? Then what are you here for? A map to the Last Ruin? I don't have one of those! No one has one of those! But tell you what, I'll give you some supplies for your journey if you promise to come back after and tell me what you discovered."
7: +2 reputation, red faction, food, roll 1 die: 1-3 = G4, 4-6 = G5
9: 2 food

Combat 4
TAKE THE BIRDFOLK CARTOGRAPHER'S BASKET OF ROCKS SO HE CAN'T HIT YOU ANYMORE.
"Hey!" shouts Johnson when you take his weapon. You lift one of the rocks and Johnson cowers further up in his tree. "No, no, please! I'll give you whatever you want! You ask him for a map to the Last Ruin and he replies, "Anything except that. There are no maps to the Last Ruin! Please, take whatever else you want. Just leave me alone."
4: -2 reputation, green faction, coin, roll 1 die: 1-3 = G4, 4-6 = G5
6: gem

~ Brenna Asplund

G4 ☐ You pass by a coach inn, where humans and lizardfolk run around, shoeing horses, preparing carriages, and shouting. In front of the Inn is a small patio where travelers sit with their suitcases, eating quick, awkward meals between legs of their journey.

Skill 5
CHAT WITH THE TRAVELERS.
You share your story with the travelers and a grizzled old woman nods understandingly. "I know what it's like when your body won't listen to you anymore." She shares some of her supplies with you.
5: red faction, food, roll 1 die: 1-3 = G6, 4-6 = G7
7: 2 food

Skill 7
OFFER TO HELP THE STAFF WITH THE COACHES.

If Keyword REPAIR
You offer to lift a cart for a group of workers so that they can fix its broken wheel. The job is finished quickly and the workers pay you for your help. "It's only fair," says a yellow lizardfolk worker, handing you a few coins.
7: +1 reputation, red faction, coin, roll 1 die: 1-3 = G6, 4-6 = G7
9: coin

Otherwise,
You offer to lift a cart for a group of workers so they can fix its broken wheel, but when you lean over to grab the cart you suddenly stop. You can feel that your power is still on, but you can't move. The workers look at each other, confused, and wander off to find another way to finish their repairs. Slowly, you tip over and when you hit the ground with a *thud* you hear something inside you click back into place. You can move again! A yellow lizardfolk worker pats you on the back and shares some supplies with you to cheer you up.
7: +1 reputation, red faction, food, heart, roll 1 die: 1-3 = G6, 4-6 = G7
9: food

~ Brenna Asplund

G5 ☐ You're passing by a pit mine when you feel a surge of magical energy pass through you. Looking over the side of the pit you can see two wizards dueling each other.

Skill 5
WAIT TO SEE WHAT HAPPENS.
As you watch the fight you feel wave after wave of powerful spells crash over you. They have no effect on you, but they transform the landscape around you. The trees turn a bright pink, the grass grows before your eyes, and a nearby flower explodes into a cascade of soap bubbles. It's all very interesting. When a nearby rock transforms into a sparkling gem, you quickly scoop it up and continue on your way.
5: red faction, gem, roll 1 die: 1-3 = G6, 4-6 = G7
7: gem

Combat 7
TRY TO STOP THE FIGHT.

If Keyword REPAIR
You march down the side of the pit towards the wizards. They shoot magic at you to try to stop you, and you can feel that they're using powerful spells, but it has no effect on you. You lift the two wizards into the air, one in each hand. "NO MORE OF THIS THEN," you bellow, setting them back down. You watch them carefully until they apologize and shake hands. "We were fighting over this," says one of the wizards, holding out an impressive looking stone. "I guess you might as well have it.'
7: +2 reputation, green faction, gem, roll 1 die: 1-3 = G6, 4-6 = G7
9: gem

If Keyword REPAIR
You march down the side of the pit towards the wizards. They shoot magic at you to try to stop you, and you can feel that they're using powerful spells, but it has no effect on you. Then, suddenly, you stop. You can feel that your power is still on, but you can't move. The wizards stare at you for a moment and then return to their fierce battle, moving away from you until you can no longer see them. Slowly, you tip over and when you hit the ground with a *thud* you hear soemthing inside you click back into place. You can move again! You find an abandoned camp nearby and raid it for supplies.
7: green faction, 2 food, roll 1 die: 1-3 = G6, 4-6 = G7
9: coin

~ Brenna Asplund

G6 ☐ A jumpy lizardfolk peddler stops you on the road and asks if you want to buy one of her grab bags. She shows you one of them: It's a cloth bag tied shut with a small ribbon. "There's a 60% chance that what's inside is worth more than what you paid for it," she says.

-1 Coin, Skill 4
BUY A GRAB BAG.
The peddler thanks you and continues down the road. You open the bag to find that you'll have to dig through a lot of colorful confetti to find your prize.
4: yellow faction, food, roll 1 die: 1-3 = G8, 4-6 = G9
6: coin

Skill 6
DECLINE THE PEDDLER'S OFFER.
"You'll regret missing out on this amazing deal," she says, throwing a handful of colorful confetti at you before continuing down the road. While cleaning up the confetti, you notice a small patch of wild potatoes growing by the side of the road.
6: red faction, 2 food, roll 1 die: 1-3 = G8, 4-6 = G9
8: 2 food

~ Brenna Asplund

G7 ☐ You're taking a rest by a tree on the side of the road when you notice a bunch of little fuzzy blue bugs. Watching them closely, you see that they're each traveling in their own looping pattern, taking the same path over and over again. One bug has come to a halt in front of a pebble. It occasionally backs up and then moves forward again, stopping at the pebble. You attempt to move the pebble out of the way, but instead of smoothly grabbing it, your arm jerkily smashes the bug. There must be something wrong with your trajectory generation. Suddenly, the rest of the bugs buzz angrily and take to the air, attacking you.

Skill 4
RUN AWAY.
You flee quickly, but jerkily down the road, all the while being pelted by an angry cloud of flying, fuzzy bugs. You can't really tell if they're trying to bite you or sting you, since it has no effect on your metal body, but the whole situation is pretty disheartening.
4: red faction, -1 heart, roll 1 die: 1-3 = G8, 4-6 = G9
6: coin

Skill 5
FIGHT THEM OFF.
Your arms move slowly, jerking back and forth, and you have a hard time moving where you want to. Still, somehow, you manage to chase the bugs away. Looking more closely at their tracks in the dirt, you realize that the bugs had been tracing patterns around a number of small gems, barely poking out of the dust.
5: -1 reputation, green faction, gem, roll 1 die: 1-3 = G8, 4-6 = G9
7: gem

~ Brenna Asplund

G8 ☐ You're walking down the road, concentrating deeply on trying to sort through your scrambled thoughts, when something startles you out of your reverie. It's a robot, standing by a farm gate. It looks exactly like you, standing perfectly still, holding what looks like a mailbox.

Skill 7
TRY TO TALK TO YOUR DUPLICATE.
You speak excitedly to the other robot for several minutes before noticing that it's not responding. You knock on the robot's chest and realize that it's hollow. Dead. A farmer hears the noise and comes out of the house to greet you. "Wow, the resemblance is uncanny! We've had this thing in the family for generations. As far as I know it's been broken the whole time; doesn't even have any of its insides left." The farmer notices how sad you look and takes pity on you, giving you some supplies for your journey.
7: yellow faction, food, roll 1 die: 1-3 = G10, 4-6 = G11
9: +1 reputation, food

Skill 4
STEAL THE MAILBOX.
You rationalize that it's not really stealing because you took the mailbox from yourself.
4: -2 reputation, green faction, coin, roll 1 die: 1-3 = G10, 4-6 = G11
6: gem

~ Brenna Asplund

G9 ☐ You come across an abandoned quarry through a thicket of trees just off the road. A robot sits under an overhang of hewn stone, his legs rusted beneath him. A red light blinks on in your fellow robot's eyes as you approach.

Skill 8
OFFER TO HELP THE ROBOT FIND NEW LEGS.
"No, thank you," says the robot in a quiet, unsteady voice. "I'm happy to remain here, but I truly appreciate the offer. The miners left some valuables behind in the old quarry office. Take them. Perhaps they'll help you on your journey."
8: +1 reputation, yellow faction, coin, roll 1 die: 1-3 = G10, 4-6 = G11
10: coin

Skill 6
GATHER SOME STONES FROM THE QUARRY.
The stones are a rare kind of marble—white, with light pink veins that give off a faint magical glow. They're worth a good deal.
6: -2 reputation, 2 coins, green faction, roll 1 die: 1-3 = G10, 4-6 = G11
8: gem

~ Brenna Asplund

G10 ☐ You come to a fork in the road. A nearby sign reads "Left for Pain, Right for Gain."

Skill 5
GO RIGHT.
You make a decision and start to move, then you stop. What was it you decided again? Left? You take the pathway to the left. You're crossing a bridge when it gives way and drops you in the middle of a cactus patch. Luckily, thorns can't really do much to you. You pick some prickly pears to take with you.
5: red faction, food, G12
7: 2 food

Skill 7
TURN LEFT.
You make a decision and start to move, then you stop. What was it you decided again? Right? You take the pathway to the right. A few feet down the path, the dirt road turns to mud and it becomes harder and harder to walk forward. You're pretty annoyed until you notice that, amazingly, the mud is full of gold pieces.
7: green faction, 2 coins, G12
9: coin

~ Brenna Asplund

G11 ☐ You come across an orchard growing a pink, speckled fruit you've never seen before. A wooden sign nailed to one of the trees reads, "Free samples! Take just one!"

Skill 4
TAKE ONE FRUIT.
You can't eat it, but the nice, soft pink of the fruit makes you feel happy. And it was so nice of the farmers to share like that. The whole experience is very heartening.
4: 2 food, 2 hearts, G12
6: coin

SKILL 3
TAKE TWO FRUITS.
As soon as you pick the second fruit an alarm sounds. A fishfolk farmer appears and grabs both fruits from you before you can protest. "Now you get nothing!" he shouts before walking away.
3: -1 reputation, green faction, G12
5: gem

~ Brenna Asplund

G12 ☐ You pass through a town that's been devastated by a terrible storm. Many of the buildings have large holes in the sides or the roof. Some are half collapsed. There's water damage everywhere. The place is bustling with people working on repairs. A woman calls you over and you go talk to her. "You look like a good worker," she says. "I'm the mayor here. If you stay and help for a few weeks I'll make sure you get paid." You try to think. Was there a reason you were in a hurry to get somewhere?

Skill 7
STAY AND HELP REBUILD.
You spend a few weeks helping rebuild the town, making several new friends in the process. They don't even mind when you occasionally drop things or forget things. After a couple weeks, you remember your quest to find the Last Ruin. The villagers pay you and see you off. "You always have a home here," says the mayor.
7: red faction, coin, food, gain keyword DELAY, G13
9: +2 reputation

SKILL 5
OFFER SOME RESOURCES TO HELP THE TOWN.
"We don't need charity," says the mayor. "But we'll gladly make a fair trade."
5: -1 coin OR -1 gem, yellow faction, food, G13
7: 2 food

~ Brenna Asplund

G13 ☐ You're examining a small patch of wildflowers by the side of the road, when a young human in a cap runs up to you. "Grear!" says the boy. "When you wandered off I thought I'd never see you again." You search your memory banks but you can't seem to remember this boy.

Skill 4
PICK SOME WILDFLOWERS AND LEAVE.
You take the wildflowers and begin to walk away, but the boy follows you. "Oh yeah, good idea. Those flowers make a good medicine. I bet you can get some money for them in the next town. Where are you going?" You tell him and he nods. "You've helped me and my family so much, I'd love to help you find a way to repair yourself. Let me come with you!"
4: red faction, coin, G14
6: coin

Skill 7
PRETEND TO KNOW THE BOY.
The boy beams at you when you say hello to him. "I really miss having you around the farm," he says. "What are you doing all the way out here?" You tell him about your quest and he nods. "You've helped me and my family so much, I'd love to help you find a way to repair yourself. Let me come with you!"
7: +1 reputation, blue faction, G14
9: 3 hearts

~ Brenna Asplund

G14 ☐

The human boy continues to follow you, and although you still can't recall his name or anything about him, he treats you like an old friend. You enjoy his company.

The sun has just gone down and you're setting up camp when a giant spider drops out of a tree and grabs the boy, pulling him up into the branches. "Grear!" you can hear him shouting from the gloom. "Help me!"

Skill 8
CLIMB THE TREE TO SAVE THE BOY.
You quickly climb up the tree. The spider, when it sees your large metallic form heading towards it, quickly retreats and you're able to rescue the boy from its web. You also find many treasures hidden in the web. You carefully carry the boy back down and set him on the ground. He's visibly shaken by the incident. "I want to go home," he tells you, tears in his eyes. "But my friend, when you've fixed yourself, please come find me again. I know you don't really remember me from before, but we can create new memories together." He takes a pen and writes the words "Weston, Eastray" on a piece of paper and then puts the paper in your chest compartment. "My name and the town I live in. Fix yourself and come find me," says Weston. "You can do it."
8: +1 reputation, green faction, gem, G15
10: coin

Skill 4
SHAKE THE TREE UNTIL THE BOY AND THE SPIDER FALL OUT.
You shake the tree as hard as you can, accidentally tearing it out by the roots. You carefully lay the tree down on its side and walk up to the top of it. The spider, when it sees your large metallic form heading twoards it, dizzily wobbles away. You help the boy untangle himself from the spider's web and he hugs you, visibly shaken by the incident. "I want to go home," he tells you, tears in his eyes. "But my friend, when you've fixed yourself, please come find me again. I know you don't really remember me from before, but we can create new memories together." He takes a pen and writes the words "Weston, Eastray" on a piece of paper and then puts the paper in your chest compartment. "My name and the town I live in. Fix yourself and come find me," says Weston. "You can do it."
4: +1 reputation, red faction, G15
6: 3 hearts

~ Brenna Asplund

G15 ☐

You find yourself at the edge of a great valley where you can see countless ruins stretching off into the distance. Late evening light shines off of the ancient stone buildings and a light mist hangs low to the ground. It's a beautiful sight.

If Keyword DELAY, but NOT Keyword REPAIR
You walk among the ruins, looking at whatever catches your fancy. Was there a reason you came here again? You can't remember. Everything feels disjointed. You lift your arm to touch an interesting inscription and your arm falls off. You stare at your severed arm for a moment before you get distracted again and wander off. Later you find a paper in your chest compartment that reads "Weston, Eastray." You're not sure what it means, but you feel a connection to it, so you put it back. You'll try to figure out that mystery later.
blue faction, gem, -2 hearts, treasure

If Keyword REPAIR, but NOT Keyword DELAY
You wander the ruins, looking for something to help you fix yourself when you come across a vast field of robots that all look exactly like you. There are hundreds of them, none of them functional. You find a service manual in the chest compartment of one of your duplicates. It's written in a strange script but you find you can understand it, and you scavenge enough spare parts from the other duplicates to fix yourself. When you go to store the manual in your own chest compartment, you find a piece of paper that reads, "Weston, Eastray." You remember! You remember Weston, your friend. You lived with him on his family's farm for many years as a farm hand. Now that you're fixed, you decide to return to the farm. On your way out you gather many spare parts from your broken bretheren so that you'll be prepared to fix yourself again in the future.
yellow faction, coin, 2 hearts, treasure

If Keyword DELAY AND Keyword REPAIR, OR no Keywords
You wander the ruins, looking for something to help you fix yourself when you come across a vast field of robots that all look exactly like you. There are hundreds of them, none of them functional. You find a service manual in the chest compartment of one of your duplicates. It's written in a strange script but you find you can understand it, and there are plenty of spare parts around, but you have a hard time moving well enough to fix yourself. You do your best and when you go to store the manual in your own chest compartment you find a piece of paper that reads, "Weston, Eastray." You remember the boy who travelled with you for a time. You still can't remember where you knew him from before, but you decide to go find him again after you're done repairing yourself. It will be nice to have a friend.
red faction, coin, heart, treasure

~ Brenna Asplund

Shardling

Introduction (Read First)

(Shardling and Rin are recommended for a 2-player game)

Your name is Shardling, but when you were a child, nobody called you that. They called you Cloudbound, because you wandered around as if lost in the clouds. This was partly because of your imaginative temperament, but mostly because of your terrible eyesight. When other children were practicing with bows and spotting high-flying birds, you squinted eagerly, and saw only smudges. You always missed your target.

When your parents sought a healer, none was able to help. But word must have gotten around. One morning you are awakened by the tapping and scraping of a staff outside your tent. A strange woman pokes her head inside and dangles a pouch towards you as an offering. You feel a cool, smooth shard of glass inside. "For you," she says, gesturing at your face.

You discover that if you hold the shard of blue glass up to your eyes, you can see clearly – perhaps even more clearly than the brightest of eyes might. The woman, whose pointy nose is now crisp behind the glass, looks pleased. You also notice: she has no eyes.

"Now that you can see, I need you to go somewhere and do something for me, my little Shardling," she says, re-naming you even as she nods meaningfully at the pouch. "And use your shard carefully: you might see more than you expect." And then she is gone, and you hear the tapping of her cane as she wanders away.

When you look after her, using your shard to see clearly, you find that she has scratched three words into the dirt: The Last Ruin.

S1 ☐ You stand amid the remains of a grand temple complex: toppled columns, headless statues and bodiless marble heads, some human, some animal, all relics of decayed glory.

When you survey the broken landscape through your shard of glass, the scene swirls and the past gives itself back. You gasp a little, astonished to find that the statues, columns, and plinths are not only reassembled, but are painted vibrant colors. Columns stand upright, and statues are made whole again. A fountain burbles quietly, flanked by two sky-colored archways.

The first archway leads to an ascending staircase guarded by a pair of onyx cat statues. They have golden eyes and little tin bells wrapped around their necks. The other archway leads to a ramp sloping into the earth, guarded by a pair of dog-like statues. Their eyes burn red, and their spiked collars sparkle.

Both archways beckon, and both frighten you a little. You know that what you see is only a vision of a long-crumbled past, but you feel impelled to follow anyway...

Skill 4
FOLLOW THE WAY OF THE CAT.
Holding the shard in front of your eyes, you warily tiptoe between the two cat statues and start climbing the stair, nervous that they might come alive. The next thing you know, you are being revived by your companions. Your precious shard lies next to you, and you are back in the desiccated waste. Your head hurts. Your only memory is that of falling, and the ringing of tin bell... Three small pieces of metal are in your left hand, which jingle gently as you examine them.
4: red faction, gain keyword BELLS, S2
6: coin

Combat 4
FOLLOW THE WAY OF THE DOG.
Holding the shard warily before your eyes, you begin your dog-flanked descent into the underworld – and abruptly smack your forehead. Your shard drops, and the present day rolls back. No passage underground remains. Your head throbs, and you collapse. Consciousness slowly returns as you are licked by the tongues of two enormous dogs... and you awake with something like a small belt in your hands.
4: green faction, gain keyword COLLAR, S2
6: gem

~ *Alf Seegert*

S2 ☐ Bright tents have cropped up from nowhere like mushrooms after a rain shower. It's a traveling circus, filled with the sounds of carnival barkers and the smells of cotton candy and strange creatures. As you approach the Big Top, you hear a "Psssst! Over here." A mandible beckons you from within a dark cage. To your surprise, the cage is crammed with nine giant spiders. "Will you help us?" Seventy-two earnest eyes (eight per spider) plead for your aid.

The spiders explain that they have been captured as part of an exotic trapeze-and-tightrope act in which the ropes are made of spider silk. They say that you can help them by cutting an escape route in the tent where they will perform tonight. "But you'll have to wait till the event itself. If you cut the tent early, someone will notice!"

Oddly enough, one spider insists that you bring some cotton candy with you to the performance.

You can speak together no further; an entourage of strong men approaches and, with a suggestive flex of their mighty muscles, warns you away.

Skill 5
IGNORE THE SPIDERS' PLEAS.
Unmoved by these six dozen unblinking eyes beseeching your aid, you walk away. You distract yourself from feelings of guilt by playing a few sideshow arcade games on your way out.
5: -2 reputation, red faction, 2 coins, S3
7: gem

Skill 7
HELP THE SPIDERS.
You buy some cotton candy and attend the evening's performance: "MATILDA AND THE EIGHT, EIGHT-LEGGED WONDERS! WATCH THEM SPIN THEIR MIGHTY WEBS AND SWING ABOVE AND BELOW!" The performance is in fact dazzling. When the audience's gaze is fixed on Matilda's brilliant quadruple-somersault you use your glass shard to cut a neat line down the side of the circus tent, offering plenty of room for all to escape.

But no escape attempt is made. In fact, the only noticeable event is when a man in an overcoat stumbles into you, making you drop your cotton candy. He picks it up for you with a mumbled apology, and when you look into his face, you see that he has eight dewy eyes—it's a giant spider in disguise. "Please keep it safe. And don't eat it, whatever you do!" He nods meaningfully at your cotton candy and from under his awkward disguise, he gestures towards the tent flap.

You notice that your cotton candy is now gently palpitating—it's not cotton candy at all, but a spider's egg sac! You duck through the tent and make your escape with it.
7: +1 reputation, blue faction, gain keyword EGG SAC, S3
9: gem

~ Alf Seegert

S3 ☐ Rainclouds have dogged your every step, and the trail has become so slick and obscured by mud that you lose your way. As night approaches you look for shelter but see nothing... except, now that you look closely again, animal tracks! They lead over a nearby hill.

If Keyword COLLAR
Mournful barks and yips greet you as you cross over the hill: you seem to have interrupted a village of dog people conducting a funeral in the rain. An assembly of canine pallbearers drags a muddy blanket holding an ancient dog covered in ritual garments, his cold paws and tail wrapped around a large ceremonial pipe. When they bury him at nightfall, the howl of the Top Dog's widow echoes bleakly.

That night you are made welcome and offered shelter by the four-legged sexton in charge of the graveyard. Early the next morning, before the sun rises, you witness the dressing of the new Top Dog in elaborate, new robes. A young pup proudly grips a newly-fashioned ceremonial pipe and offers it to their new leader. Although the rain clouds have passed, everything has gotten wet, and the dogs are clearly unhappy at their inability to start a fire and light the pipe.

Skill 4
LEAVE THEM TO THEIR OWN PROBLEMS.
You have better things to do, and proceed on your journey.
4: -1 reputation, red faction, S4
6: 2 food

Skill 9
TRY TO USE YOUR SHARD TO LIGHT A FIRE.
You hold your shard up towards the rising sun. *The effect is startling, because through the shard you not only see the sun, but gain an uncanny glimpse of the old Top Dog sucking at his pipe meditatively, as if he were watching you all, even now.* Soon the sunlight is too bright to bear, and you feel it begin to burn your face! It seems that your shard is working as a lens to channel sunlight into a tight beam. When you aim it at the fire pit, the kindling begins to smolder, and soon flames rise up joyfully. The dogs yip with glee and immediately use this kindling to ignite the ceremonial pipe for their new Top Dog. As the delicious tang of pipe-smoke greets the day, the entire village yodels with a sunrise celebration. If you had a tail, you'd wag it too.
9: +1 reputation, blue faction, gem, gain keyword BONE, S4
11: coin

~ Alf Seegert

If Keyword BELLS
At the top of the hill you find an unexpected sight. A very well-dressed, black-and-white, feline artist stands before an easel, painting the sunset—or as close to a sunset as the rain permits. The tuxedo cat dips his tail in a dab of vermilion paint to finish off his masterpiece. On the canvas, bold strokes convey the impression of landscape, color, and texture—and even motion, for at the canvas' edge is a pronounced black-and-white blur of a cat digging– an homage to the artist, perhaps? When you look up again, the cat artist is nowhere to be seen. If you were to guess where he's gone, you'd swear he escaped into the canvas itself.

SKILL 5
EXAMINE THE CANVAS WITH YOUR SHARD.
The canvas shimmers briefly, before its layers of paint begin to give way in your vision. You begin to realize that what is painted on the canvas actually covers an earlier painting... a top-down view of a strange cat-shaped mound with a bold "X" marking the tip of its tail. A catmap? As the vision fades, you note that the "X" marks the very same spot now covered by the blur of the cat artist... digging for treasure, perhaps? Or merely using an outdoor litter box?
5: red faction, heart, gain keyword MOUND, S4
7: coin

Skill 7
EXAMINE THE LANDSCAPE WITH YOUR SHARD.
The land around you contains the broken relics of a long-departed civilization. *But through your shard, these shimmer and reassemble into full columns and countless animal statues. The sunset casts long shadows, and some of the statue-silhouettes begin to move, stretch, paw, and pounce on each other. Not statues, but cats! Cats, cats, cats, cats, cats, and more cats! You find yourself taking part in a feline processional where each cat tips onto its back and rubs itself on a giant brown-green bush with small flowers and a minty smell. Just as it becomes your turn, the sunlight fades, and your vision does also.* The silhouettes evaporate and the columns are reduced to rubble once again. But you see that a small plant remains in the very spot where the giant bush once grew. You gather some of its fragrant leaves before you depart.
7: yellow faction, heart, gain keyword CATNIP, S4
9: gem

~ Alf Seegert

S4 ☐ As the fog-shrouded day comes to an end, the mist finally parts enough for you to see your way. However, your joy is short-lived. The sun is setting and the moon is full, and if the dark legends are true, then you know what that means. The tidegrass is rising, its tall, wispy tendrils blocking any clear vision of what is ahead. Without a guide, you will surely get lost, and if the stories are true, you might get eaten as well. The grasses stir menacingly, as if waiting for you.

If Keyword COLLAR
The collar in your supply begins glowing.

If Keyword COLLAR (OPTIONAL), Skill 7
ATTEMPT TO USE THE GLOWING COLLAR AS YOUR GUIDE.
As you hold the glowing collar before you, it brightens, and in the fading twilight it fills with the body of an enormous, luminous dog, nose to the ground. It tugs gleefully and you are pulled forcefully forward into the grassy sea. Where the grass seemed daunting before, now it pulls back, tendrils cringing, bowing obediently on every side. Apparently this dog commands respect.

Before you know it, you are led safely through the tidegrass plain. But not until the dog sniffs its way to a rewarding side path first: a buried treasure chest, which it digs up for you. Once you are safe on the other side of the grassy sea, the giant dog slips out of its collar and bounds back into the grass, rolling vigorously, scratching its back joyfully. It then bounds away.
7: +1 reputation, yellow faction, food, S5
9: gem

Skill 5
PLUNGE FORWARD, USING YOUR SHARD AS A GUIDE.
As light fades, your shard shows the landscape as it once was, before it was colonized by this lush, green, terrifying sea. *A hard-packed chalk road winds beneath the sea of tidegrass and you follow it faithfully. The blades of grass thrash hungrily above your head, frustrated that you know a safe passage through. They are not used to being denied such prey. You snatch a few strands of tidegrass as a souvenir and find a few other things along the way.*
5: green faction, coin, gain keyword TIDEGRASS, S5
7: gem

~ Alf Seegert

S5 ☐ The marble shell of a vast and ancient amphitheater beckons you to enter, a proud animal silhouette carved over the entrance, suggesting that a powerful ritual happens within. Inside, narrow shafts of light shine in from the damaged ceiling, but it's still too dark to see...

If Keyword COLLAR
The ruined amphitheater smells vaguely of fur and honey. Looking around through your shard, the space brightens and you see it shimmer to life as it once was. *Little lights dance in the stands, beeswax candles held high by a long-departed convocation of dog people. In the very center of the room the Top Dog, magnificently robed, leads a procession of smaller dogs around the amphitheater, all wielding clay containers. The candle-lit canine audience sniffs expectantly.*

In the very back, a small black-and-white dog—a soprano—begins to yip rhythmically, accenting each fourth beat while a larger black dog counts out a baritone pulse in counterpoint. The dogs with clay containers begin to open and close them in time with the song, and smells fill the room in olfactory harmony. The tang of fur and beeswax gives way to new smells distilled in the clay pots: decaying bark and well-chewed leather, along with echoes of wet tobacco, rotting bone, and half-buried apples, a luscious symphony of sound and scent.

At this point your vision of the past is interrupted. You hear a growl and see a large four-legged dog skeleton shambling your way, hackles raised—a guardian protecting the ritual from beyond the grave?

If Keyword BONE (OPTIONAL), Skill 6
OFFER THE BONE TO THE DOG-SKELETON.
You hold out the bone gifted to you by the Top Dog. The dog's hollow snout sniffs curiously, mistrusting what it smells: recollections of happy dog years engraved on bone by countless kindred canines. It relaxes its hackles. And more than that: you would swear that if this undead dog still had a tail, it would wag it. You leave the bone as a gift and use this opportunity to escape without harming the guardian or desecrating the ritual.
6: yellow faction, S6
8: +1 reputation, heart

Skill 4
RUN AWAY!
You escape your canine attacker, unscathed.
4: -1 reputation, red faction, S6
6: coin

Combat 6
FIGHT IT!
You smash the dog-skeleton into fragments.
6: -1 reptuation, green faction, 2 coins, S6
8: coin

~ Alf Seegert

If Keyword BELLS
As your eyes adapt to the darkness, your shard-vision shimmers and grants you a glimmer of the uncrumbled past. *A throng of silent cats fills the stands, tense in anticipation, all eyes gleaming in the half-light. They stare upward at their more limber companions traversing—appropriately enough—numerous catwalks far above the furry audience. Moments later, rhythmic scratching sounds begin, accompanied by a sudden dangling of strings, ribbons, and strands of hair bound with feathers, bobbing in erratic rhythm from the catwalks above. The cats bat frantically at the undulating symphony of sight and motion, mesmerized. One over-excited kitten gets its claws stuck in a ribbon and dangles high up over the audience, struggling like a rogue marionette.*

And suddenly your vision of the past is interrupted. You hear a low hiss and see a large four-legged cat-skeleton shambling your way in the dark, back arched threateningly—a guardian protecting the ritual from beyond the grave?

If Keyword TIDEGRASS (OPTIONAL), Skill 6
TANTALIZE THE CAT-SKELETON WITH A BLADE OF TIDEGRASS.
You wave around the long strand of tidegrass temptingly. The bone-kitten bats at it impulsively, forgetting its aggression towards you. You use this opportunity to escape without harming it or desecrating the ritual.
6: blue faction, S6
8: +2 reputation

Skill 4
RUN AWAY!
You flee your undead feline foe and escape, unscathed.
4: -1 reputation, red faction, S6
6: coin

Combat 6
FIGHT IT!
You smash the ancient bone-kitten into fragments.
6: -2 reputation, green faction, 2 coins, S6
8: coin

~ Alf Seegert

S6 ☐ At the outskirts of a poor village, a line of miserable, hunched-over men and women trudges ahead of you. Each one carries a bucket of water in one hand and drags an enormous length of braided rope in the other. When they turn to see you, you discover that it isn't actually rope they drag, but their own hair, epic amounts, sprouting from heads and chins, men and women alike. They gather up their hair uncomfortably, invite you into the village to eat and rest, and then share their sad tale.

A year earlier, the villagers were in fact quite unafflicted by so much unwanted hair, until one day they were visited by a traveling magician promoting a miraculous hair-growing tonic. But only a few of the villagers were bald, and of those, all were quite happy as they were. Frustrated at his failure to make a sale, the magician left angrily, yelling powerful curses as he went—and apparently one of the curses stuck. For one year now, despite the villagers' best attempts to shave and cut their ever-growing locks, nothing made a dent, and now they must bear the burdens of this hair-raising curse constantly.

You spit out several long hairs that have somehow gotten into your stew, and consider if you might be able to help them somehow.

LEND THE VILLAGERS YOUR MAGICAL SHARD TO SEE IF IT MIGHT BREAK THE CURSE SOMEHOW.
You reluctantly part with your shard long enough to see if it might help the villagers. They all gather around the hairiest, miserablist villager—a bearded eight-year-old girl scarcely visible beneath bushels of curls—to see if your shard might work. Moments later you hear a snick, snick sound—and cheering ensues. It worked. The villagers work all evening trimming their vine-long hair, and they treat you to a massive celebration afterwards.
Immediately turn to S11

Skill 4
DECLINE TO LEND YOUR SHARD TO THE VILLAGERS.
The villagers hide their hair-covered faces from you. Is it your imagination that your shard has grown darker?
4: -1 reputation, red faction, S7
6: 2 food

~ Alf Seegert

S7 ☐ A worn sign hangs from a gate guarding the entrance to an enclosed woodland, apparently abandoned for centuries. The sign's faded letters read "ROYAL GARDEN OF THE HUMMINGBIRD QUEEN." A rusty robot doorman appears and bows awkwardly, its innards grinding at the effort. Its unpracticed metal tongue struggles to speak, but the only words you can make out are "WELCOME... ALAS... NO VISITORS WELCOME TODAY... NESTS... SPIDERS... ATTACKED!" followed by a repeating motif: "FREE ADMISSION ON ALTERNATE SUNDAYS."

You detect neither hummingbirds nor spiders, and you find no evidence of battle. But you do see the remains of the woodland garden. Although the trees are tall and healthy, everything feels wrong somehow. You slip through the gate (the robot doesn't seem to mind) and survey a very well-kept woodland. So well-kept, in fact, that you can't fathom how it got that way. The trees are perfectly pruned and the ground so unnervingly tidy that it seems swept clean. You can't imagine how any remotely wild creatures might call this home.

As you wander the manicured woodland, you hear the sound of squeaky metal wheels slowly approaching. They feel vaguely menacing.

SKILL 3
HIDE.
You duck behind one of the larger trees. A strange wheeled robot prowls the garden, squeaking as it goes, trimming branches with a pair of sinisterly shaped shears. After it passes you, you can't resist peeking through the shard to find out what this is all about.
3: +1 reputation
Turn immediately to S12

PEER INTO YOUR SHARD TO FIND OUT MORE ABOUT THE HISTORY OF THIS STRANGE WOODLAND.

Turn immediately to S12

~ Alf Seegert

S8 ☐ Braving the winds, you wander atop a sinuous sandstone mound. You're not sure why, but the mound feels like something *designed*—as if sculpted by more than just wind and water. At its summit a rope twirls in the breeze, anchored to the ground by a sturdy pile of rocks and suspended beneath a giant kite far above. Small rungs have been knotted into the rope, inviting you to climb.

Skill 5
EXPLORE FROM THE SURFACE.
In stone crannies protected from the wind you see paw prints and find strange offerings: little bells and string, and what appear to be the dried out husks of mice. Little of it feels valuable to you.
5: -1 reputation, red faction, coin, S9
7: 2 food

Skill 7
REMOVE ALL YOUR HEAVY OBJECTS AND CLIMB THE PRECARIOUS ROPE-LADDER.
You half-expect the rope to drag down the kite and pile at your feet as you attempt to ascend. But the rope remains taut and the kite bears your weight easily. Winds buffet you and the rope swings wildly, but you hold tight and eventually make it to the kite itself, dancing high in the air. The experience is equally terrifying and exhilarating.

Surveying the landscape far below you through the clarity of your shard, you confirm that the mound you've been climbing is no work of nature alone. It bears the eroded but unmistakable outline of a vast, reclining cat. *When your shard vision shimmers you gaze upon the stone cat it in all of its ancient glory: a painted centerpiece to a thriving cat colony, certainly a shrine or center of feline worship. For a moment, your shard's vision wavers and you could have sworn that the massive golden cat stretches and licks its right paw before going back to sleep!*

If Keyword COLLAR
But the canine collar you bear reminds you where your true allegiances lie, of course, and you keep yourself from becoming too charmed with this carved feline prodigy. After descending, you dig around in hopes of finding something of value, but turn up little.
7: red faction, coin, S9
9: gem

OR if Keyword CATNIP
You feel an overwhelming impulse to offer this ancient stone cat a token of recognition, but not from your great height swaying with the wind. Taking note of the cat's face in the eroded landscape below, you descend and make your way to its rocky nose. You smear catnip leaves gently on the smoothed sandstone nostrils, enjoying their wild scent. As you walk away, you look back for a moment, and for the tiniest second it appears that a giant tongue slides out from under the rock, licking the leaves happily. Or were you only imagining it?
7: +1 reputation, yellow faction, S9
9: 2 hearts

OR if Keyword MOUND
You remember the catmap hidden beneath the tuxedo cat's painting and fix your eye on the ground where the big X boldly pointed: the very tip of the stone cat's tail. After you descend you make your way for this point and start digging!
7: green faction, 2 coins, S9
9: gem

~ Alf Seegert

S9 ☐ Just ahead, the remains of a wagon lie scattered in a grove of tall trees. The wagon appears to have been violently attacked and ransacked, and the horses are long gone. Two doves sit patiently on a high tree branch nearby. On closer inspection you see that on this same branch dangles a black top hat. *Gazing through the wreckage with your shard, it begins to shimmer, and you can barely make out the word "MAGICIAN" painted on the side of the wagon.*

Combat 6
EXAMINE THE WAGON MORE CLOSELY FOR ANY VALUABLES LEFT BEHIND.
A broken wand, half-a-dozen smashed crystal flasks labeled "MAGICAL HAIR TONIC," spoiled rabbit food, and little else of value remains.
6: -2 reputation, yellow faction, coin, S10
8: coin

Skill 7
CLIMB UP AND RETRIEVE THE MAGICIAN'S TOP HAT.
You grasp the trunk and struggle for footholds to help you reach the high branch holding the hat. The doves scatter at your approach, knocking down the hat as they depart.
Turn immediately to S13

Skill 10
TALK TO THE DOVES.
The doves look at each other in surprise, and then obligingly fly over to the hat and grasp each side of its brim in their beaks, lowering it gently to the ground. They look up at you expectantly, then back down at the hat.
10: +2 reputation
Turn immediately to S13

~ Alf Seegert

S10 ☐ When you enter the fabled Last Ruin – in all of its crumbling majesty—you are pained to find that you are not the first to have discovered it. Or the second, by the looks of it. The doors have been flung from their hinges. You are certain that any dark storehouse of treasures will have long since been looted.

So why, then, are you even here?

Perhaps the skeletal figure approaching you might know. With a scraping noise, the Guardian of the Last Ruin drags his glowing scepter across the flagstones. He touches its tip to the torches along the far wall, which each erupt into flame, generating long, uncanny shadows. Underneath cadaverous skin, his bones gleam in the half-light, revealing themselves as polished metal.

You take this moment to gaze at him through your shard, which immediately shimmers and lays his essence bare: a figure of pure and timeless darkness, wearing a temporary disguise of animated metalwork, a skeleton made of machinery, wrapped in decaying rags of flesh.

At a touch from his scepter, his crown bursts into flames, and you see that he has no eyes.

"Do you like my menagerie?" his voice scrapes. As he points his glowing scepter around the room, you now see that it is filled with countless living creatures subjected to dark enchantments, each one suspended in motion, forever unable to fight back. His collection includes dogs, cats, giant spiders, serpents, lizardfolk, even a solitary jewel-throated hummingbird—all displaying faces rapt with horror. All of them are missing their eyes.

"Come, join my menagerie! And feed me!" He stretches out his bony metal fingers, grasping for your eyes. You feel your muscles stiffen, arrested in motion just like the other creatures. You have scarce moments left to do something.

Combat 4
FIGHT!
You raise your hands to attack the Guardian of the Last Ruin. But there is simply no time. Well-prepared for such a predictable response, he makes a simple gesture with his scepter and you freeze solid in your steps. His bony metal hands reach out to you again, and you know nothing more.
4: green faction, return one of your active-party adventurers to the supply
6: coin

If Keyword HAT (OPTIONAL), Skill 7
GIVE THE EYE-SNATCHING GUARDIAN YOUR HAT.
The Guardian of the Last Ruin seems amused that you would make your last effort be that of offering your hat to him. He pauses a moment to bow mockingly to you, taking it from your hands. He removes his blazing crown to sardonically don the magician's hat. "How do I look?" he asks in deep, gravelly tones, tilting his shiny metal head in an arrogant pose. You don't answer. Instead, you pounce on him and smash the hat violently over his head—and the magical hat doesn't stop there. Under the weight of your fury, the magical hat eagerly swallows him up completely, and moments later, the Guardian of the Last Ruin is simply *gone*. His crown and scepter clatter to the ground.

As you reach for the top hat, it touches the scepter and promptly ignites into magical green flame. The sound of screams from inside the hat echoes throughout the chamber, and then all is silent again.
7: +1 reputation, yellow faction, V4
9: coin

SMASH YOUR SHARD.
Your shard is as precious to you as your very eyes. But what good is it if you join the Guardian's collection of frozen, eyeless specimens? His cold fingers touch your face even now...

You hurl your shard at the ground with violent force. It shatters into countless pieces and a shock wave rocks the room. Your shard-deprived vision blurs, and you fall to the ground, a stone from above hitting your head.

If Keyword COLLAR
Turn immediately to S14

If Keyword BELLS
Turn immediately to S15

~ Alf Seegert

S11 ☐ The only downside to the celebration is that their hair is still growing, and they don't want to give you your magical shard back. They offer to barter for it, but you can't imagine parting with it. You do, however, consider breaking off a small piece for them to use.

Skill 9
BREAK OFF PART OF THE SHARD AND LEAVE IT WITH THE VILLAGERS TO USE AS A MAGICAL RAZOR.
You very carefully chip off a small piece of the shard. You give it away and try not to think about the flowering of tiny cracks you noticed afterwards on your remaining piece. The villagers bow respectfully.

As you leave the next morning, the villagers give you an enormous net woven from human hair and filled with flowers—for luck, they say.
9: +3 reputation, blue faction, gain keyword WOVEN, S7
11: treasure

Skill 4
KEEP YOUR SHARD SAFE AND LEAVE THE VILLAGERS TO THEIR HAIRY FATE.
The villagers hide their faces from you. Is it your imagination that your shard has grown darker?
4: -2 reputation, yellow faction, S7
6: coin

~ Alf Seegert

S12 ☐ *You squint at the shimmering history revealed by your shard, and when you do, you can't quite believe what you see. This garden woodland once teemed with giant spiders. Not monsters, it seems, but peaceful eight-legged artists. As spinners weave intricate webs from branch to branch, one spider plucks delicately at reinforced strands to create harp-like music, while another uses an orb of spider-silk as a gossamer gong. The effect is uncannily beautiful, and becomes even stranger when a charm of hummingbirds appears, flitting excitedly from branch to branch, offering tiny insects to the spiders. After presenting these gifts, the hummingbirds gather up long strands of shimmering spider-silk draped in the trees and fly away with them. You are convinced that this precious spider-silk was used for building and adorning the nests of the Hummingbird Queen.*

But no longer, and now you know why.

A red-eyed gardening robot rolls towards you, wielding an enormous pair of oddly shaped shears. "NO THREATS TO THE ROYAL GARDEN OF THE HUMMINGBIRD QUEEN! NO VISITORS! NO SPIDERS!" the robot recites in a disconcertingly posh accent. To your dismay, the shears seem to spring to life: the robot opens and shuts them at unnerving speed, and you realize that they are made of spider mandibles. If you wish to avoid the spiders' violent fate and escape the garden with your limbs securely attached to your body, you should leave now.

If Keyword WOVEN, Skill 7
USE THE VILLAGERS' HAIR-NET AS A WEAPON.
The sinister gardening robot tilts forward and aims its mandible-shears your direction, intending to slice you apart with them as it rolls at high speed your way. You hear violent clacking noises as the shears open and shut impossibly rapidly, and the red-eyed robot is so close that if it had whites in its eyes you'd see them right about now. But scarce moments before the slicing begins, you unwind the hairy net given to you by the cursed villagers and whip it around the robot gardener. Shrieks of grinding metal are mingled with robotic curses as the wheels catch in the net-hair. The malicious metal gardener loses control and smashes into a tree. You are particularly pleased to see that its head pops loose, and its vicious red eyes dim.
7: +1 reputation, blue faction, S8
9: 2 food

Also, if Keyword EGG SAC
Catching your breath, you realize that now you know what to do with the spider's egg sac you rescued from the circus. You find a suitable hollow in one of the oldest trees and place the egg sac inside. You whisper blessings for—you hope—an arachnid-friendly garden, one brimming with musical spider-silk that brings hummingbirds back again.
(Bonus: +2 reputation)

Skill 4
RUN AWAY.
You escape just in time.
4: -2 reputation, red faction, gem, S8
6: coin

~ *Alf Seegert*

S13 □

The magician's black top hat appears to be the only thing that survived intact. How did it get way up in that tree branch, you wonder? As you rummage around inside the hat, your hand grasps two long furry ears. The face of a nervous rabbit greets you, eyes wide and nose twitching. With further pulling you discover that more than a rabbit is left inside! Clinging to the rabbit's feet is a bedraggled man with a curly moustache, surely the magician himself. As he is securely extracted from the hat, he shields his eyes from the daylight. "At your service!" he says, and with his pale and frightened expression of gratitude he looks like he means it.

"So... so... dark inside..." mutters the rabbit, through chattering teeth.

The magician eventually answers your questions about the attack on his wagon, muttering something about "blasted metal things wanting the iron from my wagon wheels" and lamenting the stealing of precious liquid from his crystal flasks. "We couldn't fight back, so we hid the only place we could! But it was so, so dark inside."

He hands you his magician's hat as a thank-you gift. "I never—*ever*—want anything to do with that magical hat again! Or that wagon!" and the rabbit nods emphatically in agreement. With a whistle the magician calls the doves to him, one per shoulder, and walks away, the rabbit's shaky paw holding his hand for comfort.

7: +1 reputation, red faction, coin, S10

9: coin

(If player succeeded on TALK TO DOVES roll, they automatically receive all these rewards as well.)

S14 □

When your vision returns—still blurry, of course—you see tiny blue shards glinting all over the ground, and you begin to gather them up. You can't see the Guardian of the Last Ruin, but you can hear him cursing in his gravelly voice as he crawls towards you. Crawling away in your own wounded state, you find yourself face-to-face with a specimen of the Guardian's collection: a dog, suspended by sorcery, mid-growl. You wince to see its eyeless face so close, and out of reflex place two little blue shards in its eye sockets to fill their empty spaces.

A bony hand reaches for your leg and you look back in terror: the metal-skeleton horror is laughing. On his feet again, the Guardian raises his scepter and prepares to smash it down on you...

and crumples before he can do so, his legs pulled out from under him by a mass of fur and teeth. The Guardian of the Ruin screams in horror, and the dog attacking him turns briefly from its prey to meet your gaze with bright blue eyes...

You scramble to fit shards to all vacant eyes in the Guardian's menagerie, and soon the sound of barks, hisses, and countless other animal noises form a chorus of blue-eyed reprisal at the Guardian of the Last Ruin. His metallic frame thrashes under the assault, but he doesn't rise again.

You sit in the Last Ruin with eyes blurred by tears. Your eyes stay blurry even after you wipe them dry. Without the vision granted by your shard, you will never again enjoy crisp landscapes or shimmering vistas of magically revealed antiquity. With such poor vision you'll never be self-sufficient again.

Instead, you now recognize the purpose of the eyeless, pointy-nosed woman who gave you your shard in the first place. She sent you on a quest for the Last Ruin, and this quest was never about you. You reach out your hands and feel the nuzzle of—on your left—a dog, and—on your right—a cat. You grasp both their tails. Along with a motley troupe of blue-eyed creatures, they lead you away from the Last Ruin, promising to guide you loyally on new adventures both near and far.

+3 reputation, yellow faction, coin, gem

S15 □

When your vision returns—still blurry, of course—you see tiny blue shards glinting all over the ground, and you begin to gather them up. You can't see the Guardian of the Last Ruin, but you can hear him cursing in his gravelly voice as he crawls towards you. Crawling away in your own wounded state, you find yourself face-to-face with a specimen of the Guardian's collection: a giant cat, suspended by sorcery in mid-hiss. You wince to see its eyeless face so close, and out of reflex place two little blue shards in its eye sockets to fill their empty spaces.

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+3 reputation, yellow faction, gem, coin

Rin

Introduction (Read First)

(Shardling and Rin are recommended for a 2-player game)

Your name is Rin and you were recently widowed.

As a lizardfolk living in a human city, you felt out of place at first. But your husband, Gen, was so outgoing and charming that you quickly made many good friends. Gen worked as a prison guard and he even made friends with the inmates, often telling you all about them.

Gen was kind and always saw the good in people. And in return he was killed by an escaping prisoner.

In your grief and anger you find yourself remembering your mother's old book and the stories she used to tell you of a place with the power to grant the heart's greatest desire—a place known as the Last Ruin.

N1 ☐ The funeral is over, but you're not ready to let go, so you prepare for one final celebration of Gen's life. Although your house is old and small, you do your best to clean it and make it presentable, throwing open the doors and setting up a nice outdoor picnic area.

Most of the guests are friends and family, people you know well. You chat with them throughout the night, laughing and remembering. It brings you some comfort.

You also invited some of Gen's coworkers from the prison, people you never really knew yourself. They mostly stick to their own group, uninterested in mingling with anyone else. You make some small talk with them when they arrive, but other than that, they ignore you in favor of the buffet.

You're setting out a fresh plate of boiled snails when you overhear one of Gen's coworkers, a red-headed human, saying, "He got what was coming to him, if you ask me. Making friends with the inmates like that? What did he think was gonna happen?"

Skill 6
GIVE HIM A PIECE OF YOUR MIND.
It takes only a few sentences from you to reduce the man to a stuttering pile of apologies. You wipe a tear from your eye as you tell the man to get out.
6: +1 reputation, blue faction, N2
8: 2 food

Combat 4
KICK HIM OUT.
He's an experienced prison guard, but you're an angry widow, and you have claws. You leave a long scratch across his face before he runs away, calling you crazy. You shout at the rest of the crowd to get out. When they've all left you collapse into your old rocking chair by the fire, your head in your hands.
4: -2 reputation, green faction, 2 food, N2
6: coin

~ Brenna Asplund

N2 ☐ Your sister Jan, always the social creature, lives in the middle of a vibrant city of Stead. It takes a few days of travel, and then a few hours of being lost, but you eventually find her home—a ground floor apartment in a four-story, bright-pink building.

You pound on Jan's door until she lets you in. You demand that she return the book your mother left you. She shrugs. "I thought you didn't want it, so I gave it to the library. Why do you need it?"

You refuse to tell her, afraid that she'll try to stop you. The truth is that, before she died, your mother told you that the book held the secret to the Last Ruin. You're planning to find the secret, go to the Last Ruin, and bring Gen back.

It takes only a few minutes to find the library, an impressive, stately building, with columns painted a salmon-pink. The people of Stead seem to really like the color pink.

-1 coin, Skill 6
BUY THE BOOK BACK FROM THE LIBRARY.
You approach a bored, hogfolk librarian wearing impressive cats-eye spectacles and she asks why you so desperately need a simple book on ornithology.

Wanting to be persuasive, but not reveal too much, you tell her that the book contains a hidden code.

"Really?" asks the librarian, perking up. "Then you might want to seek out Alvera, the famous code breaker. I'll tell you where to find him if you promise to return one day and tell me what you discover."
6: +2 reputation, yellow faction, N3
8: 2 food

Skill 6
WAIT UNTIL DARK AND STEAL THE BOOK FROM THE LIBRARY.
You break the lock in the middle of the night and sneak into the unguarded library. You have to spend a few hours digging through unsorted stacks of donations, but you eventually find your mother's book. The cover says "Birds of The Rocky Plains," but you know it contains so much more than simple ornithological information. You grab a few valuables on your way out. After all, you have to fund your journey somehow.
6: -2 reputation, green faction, 2 coins, N4
8: gem

~ Brenna Asplund

N3 ☐ You follow the librarian's directions to an old cottage deep in the woods. Some sort of blue-flowered vine grows everywhere here—over the trees, up the cottage walls, even through some of the cottage windows. A short, disheveled man wearing normal peasant's clothes and a knight's helmet is chopping logs out front.

You introduce yourself and show him the book. "A code, you say?" Alvera asks, raising the visor on his helmet. You give him a quizzical look and he taps on the helmet. "You never know who's listening," he says by way of explanation.

Alvera takes the book from you and quickly flips through the pages. "I see no code here," he says, handing the book back to you. "Stop wasting my time, lizard."

Combat 8
TEACH HIM TO BE LESS RUDE.
Anyone who says the word 'lizard' to you in that tone of voice deserves to be kicked in the head and robbed blind.

So that's exactly what you do.

All of the legends say that the Last Ruin is in the east, so you head that direction. Your mother once told you that the key to unlocking the book was the phrase "in the tall grass." At least that's somewhere to start.
8: -1 reputation, green faction, 3 gems, N5
10: coin

Skill 7
CONVINCE HIM THAT THE CODE IS REAL.
You tell Alvera, in great detail, everything that your mother used to tell you about the book and the secret of the Last Ruin.

Intrigued, he takes the book back into his cottage, shutting and locking the door behind him before you can follow him inside. You camp in front of his house for three days, spending your time examining the strange, flowered vines.

Finally, Alvera opens the door and hands the book back to you. "The full key phrase to decode the book is 'buried in the tall grass.'" He gives you a reward. "Thanks for bringing me this puzzle. I had fun with it."
7: +1 reputation, blue faction, gain keyword BURIED, N5
9: coin

~ Brenna Asplund

N4 ☐ You travel through thieves' circles, stealing to finance your journey. One night you're sitting in a seedy inn when a fishfolk guest wearing a heavy gold necklace sits next to you. "Looking for a job? My name's Arnold," he says reaching out his hand. "The bandit king Eyim recently escaped from prison and he's looking to rebuild his organization."

You feel your blood run cold. "How did he escape?" you ask, carefully keeping a blank face.

Arnold shrugs. "Killed a few guards, I think. Who cares? You in?"

ACCEPT THE JOB TO FIND YOUR HUSBAND'S KILLER.

TURN IMMEDIATELY TO N14

Combat 6
TURN HIM DOWN AND FOCUS ON YOUR QUEST.
"You can't just leave," Arnold says, pulling out a jeweled dagger.

You knock the knife out of his hand and pull him into a headlock. "You tell Eyim. . ." you begin, but you can't think of anything you want to say. So you let the fishfolk fiend go and leave the inn.
6: +2 reputation, red faction, N5
8: coin

~ Brenna Asplund

N5 ☐ You see a guard, a young boy, hanging up a wanted poster on the side of the road and go to take a closer look. "Wanted: Eyim, Bandit King. For murder, jailbreaking, and general banditry." Reading over the poster you realize that this *is* the man who killed Gen.

You ask the guard why there's no picture. He scratches the back of his head, looking embarrassed. "We've been getting a lot of conflicting reports about what he looks like," he says. "Some people say he has blonde hair, others say brown. Some say long hair, some say short. We just don't know what he really looks like."

"If you had him imprisoned, then you must know what he looks like," you insist.

The guard shrugs. "Maybe he used magic to make himself look different or something."

Skill 8
OFFER TO HELP CATCH EYIM.
The young guard protests that there's nothing you can do, but after you've explained your connection with Eyim, he shows you some compassion.

"Here," says the young man, dropping a stone and a badge in your hand. "You're officially a deputy. We use stones like these to communicate between guards. If you find out anything at all about Eyim, contact us with that."

"Do you have the jurisdiction to arrest him if you find him? Can you arrest people outside of your home city?"

The young man shrugs. "Sure," he says. "I work for a kind of international group of policeman who are authorized to work across borders. Since we're international police, we're known as Inter-lice for short."

You nod and thank him, turning to leave, but he calls you back.

"Hey, if you find him, don't try to get revenge, and don't try to arrest him alone," he says. "Eyim is bad news."
8: +2 reputation, yellow faction, gain keyword COPS, N7
10: 2 hearts

Combat 5
TAKE THE WANTED POSTER WITH YOU AND CONTINUE ON YOUR JOURNEY.
"Hey, I just put that up!" says the guard. "Wanted posters don't grow on trees, you know!"

But you ignore him. You'd like to find Eyim, but you can't afford to be sidetracked. It won't matter who killed Gen if you can find the Last Ruin and bring him back to life.
5: red faction, food, N7
7: gem

~ Brenna Asplund

N6 ☐ You travel with the thieves for a while, pulling a heist here and there. You learn that Eyim is gathering a sort of army of bandits in the east, and your team has been called to go join them.

You're eager to find Eyim, although you're not sure what you'll do when you see him, and you haven't yet lost sight of the true goal of your journey—find the Last Ruin, bring back Gen.

You're camping in the woods, poring over your mother's book, trying to crack the coded message within. You've just made a breakthrough when Cliff raises the alarm. "Coppers!" he shouts. "They've found us! Skedaddle!"

Combat 5
STAND AND FIGHT.
Three policemen come bursting out of the trees, along with a couple of police dogs. You have no chance of beating them, but you manage to buy your comrades enough time to gather your loot before running away.
5: -1 reputation, green faction, gem, N7
7: gem

Skill 5
SKEDADDLE.
You all run as three policemen and a couple of police dogs come bursting out of the trees. You get away, but you're forced to leave most of your loot behind.
5: yellow faction, N7
7: coin

~ Brenna Asplund

N7 □

If Keyword ROBBERS read N7,
Otherwise, read N7a

You're walking down the road with the thieving crew, heading east, towards where Eyim is gathering his bandit army.

Cliff walks next to you in silence for a moment, then he glances at you, and casually asks, "So what's that book you're always looking at?"

You can feel the rest of the crew listening in.

"It's none of your business," you say.

"Is it valuable? Are you holding out on us?" asks Cliff, stopping in his tracks.

Everyone else stops as well, turning to look at you, their eyes hostile. "Just show us the book," says Belle.

"Yeah, why not share with your friends?" says Arnold, drawing out a jeweled dagger. Cat hisses at you. Cliff lunges for your bag and you barely dodge him, clutching your bag close to your chest. You can't let them have the book.

Then you hear a new voice. "Don't worry, ma'am, I'll protect you." A stranger with his face covered appears out of the trees, his weapon drawn, apparently ready to take your side.

Skill 5
HIDE AND WATCH THE FIGHT.
The heroic stranger is struggling to keep up with attackers from four sides. He's trying to push a spitting, biting Cat off of him when the cloth covering his face slips.

Then the fight comes to a halt. "I'm sorry, I'm sorry!" says Cliff. "I didn't know it was you!"

"Please, take this, it's yours," says Arnold, putting his jeweled dagger on the ground.

"Let's get out of here!" shouts Belle, and Cat meows in agreement.

This mystery man's face was apparently enough to make the whole thieving crew run away, leaving their valuables behind them.
5: -1 reputation, red faction, gain keyword SUSPICIOUS, N8
7: gem

Combat 7
JOIN IN THE FRAY.
Two against four is much better odds than one against four. You and the stranger fight viciously enough that the thieving crew eventually retreats, leaving a number of valuables behind.

"Eyim will hear about this!" shouts Belle, before she disappears into the trees.
7: +1 reputation, green faction, 2 coins, N8
9: gem

~ Brenna Asplund

N7a ☐ You pore through the book as you walk, searching for clues that will help you on your quest. You're so absorbed in your work, that you don't notice a bunch of brigands blocking your way until one of them says "Your money or your life."

The attackers are a hogfolk, a fishfolk, a human, and a cat. They surround you and the cat hisses at you, whiskers twitching.

"Or if you have no money, perhaps you could give us that pretty book you're carrying," says the fishfolk thief, brandishing a jeweled dagger.

Then another stranger appears, his face covered by a cloth, and stands at your side, his weapon at the ready. "Don't worry, ma'am," he says. "I'll protect you.

Skill 5
HIDE AND WATCH THE FIGHT.
The heroic stranger is struggling to keep up with attackers from four sides. He's trying to push a spitting, biting cat off of him when the cloth covering his face slips.

Then the fight comes to a halt. "I'm sorry, I'm sorry!" says your hogfolk attacker. "I didn't know it was you!"

"Please, take this, it's yours," says the fishfolk thief, putting his jeweled dagger on the ground.

"Let's get out of here!" shouts the human, and the cat meows in agreement.

This mystery man's face was apparently enough to make the bandits run away, leaving their valuables behind them.
5: -1 reputation, red faction, gain keyword SUSPICIOUS, N9
7: gem

Combat 7
JOIN IN THE FRAY.
Two against four is much better odds than one against four. You and the stranger fight viciously enough that the bandits eventually retreat, leaving a number of valuables behind.
7: +1 reputation, green faction, 2 coins, N9
9: gem

~ Brenna Asplund

N8 ☐

The stranger removes his mask and you can see now that he's a human with long blonde hair pulled up in a ponytail, and a scar across his left eye.

The man walks with you towards the nearest town. He strikes you as the heroic type, and he's a good fighter. He might be useful to have around on your journey.

You decide to share your story with him and see how he reacts.

"When my mother died she left me an old book," you tell him. "She said it contained the secret of The Last Ruin. I never planned on using it, but. . . my husband, Gen, was a prison guard back west. He died when a prisoner escaped. I'm going to find the Last Ruin to bring him back. I'm not used to traveling and I could use a companion. Will you come with me? I'll pay you."

The man stops in his tracks, looking like he's seen a ghost.

Turn immediately to N10

~ Brenna Asplund

N9 ☐

The stranger removes his mask and you can see now that he's a human, with long blonde hair pulled up in a ponytail, and a scar across his left eye.

The man walks with you towards the nearest town. Being attacked by bandits has made you realize how dangerous traveling can be, and you could use a heroic companion. For some reason, you feel as though you can trust this man, and you find yourself opening up to him.

"When my mother died she left me an old book," you tell him. "She said it contained the secret of the Last Ruin. I never planned on using it, but. . . my husband, Gen, was a prison guard back west. He died when a prisoner escaped. I'm going to find the Last Ruin to bring him back. I'm not used to traveling and I could use a companion. Will you come with me? I'll pay you."

The man stops in his tracks, looking at you as though he's seen a ghost.

Turn immediately to N10

~ Brenna Asplund

N10 ☐

You ask the man what's wrong, and he hesitates for a moment. Then he speaks, his eyes lowered. "I am Eyim," he says, his voice breaking. "I'm the one who killed your husband. I'm so sorry."

Skill 4
REFUSE TO BELIEVE HIM AND CONVINCE HIM TO TRAVEL WITH YOU.
What he's saying doesn't make any sense with the information you already have about Eyim. "No, that can't be," you say. "Eyim, the man who killed my husband, is gathering a bandit army in the east. Everyone says so. You can't be him."

He insists that the other Eyim must be an impostor, but you still don't buy it.

The man calling himself Eyim finally goes quiet, apparently not wanting to argue any further. "Fine, I will travel with you," says Eyim. "I'm also seeking the Ruin to. . . undo what has been done." He's quiet for a moment. "It will be good to have some company."
4: red faction, N11
6: gem

If Keyword SUSPICIOUS (OPTIONAL), Skill 6
BELIEVE HIM BUT CONVINCE HIM TO TRAVEL WITH YOU ANYWAY.
"Then you're not gathering a bandit army in the east?" you ask. You don't want to believe him, but you saw how the bandits reacted to seeing him. He must be who he says he is.

He shakes his head. "That other Eyim must be an impostor," he says. "I've been. . . seeking the Last Ruin, just like you. To undo the past."

You've wanted to meet Eyim for so long now, to. . . what, get revenge? Honestly, you were never quite sure what you would do if you found him. But now that you're face-to-face--your husband's killer staring at you with an apologetic hope in his eye—you're so full of sadness that there's no room left for anger. "You have to travel with me," you say. "You owe him and me that much, at least."

He simply nods in agreement.
6: +1 reputation, blue faction, N11
8: gem

If Keyword SUSPICIOUS and Keyword COPS (OPTIONAL), BELIEVE HIM AND TURN HIM IN.
"Then you're not gathering a bandit army in the east?" you ask. You don't want to believe him, but you saw how the bandits reacted to seeing him. He must be who he says he is.

He shakes his head. "That other Eyim must be an impostor," he says. "I've been. . . seeking The Last Ruin, just like you. To undo the past."

You've wanted to meet Eyim for so long now, to. . . what, get revenge? Honestly, you were never quite sure what you would do if you found him. But now that you're face-to-face, you know exactly what to do. "Wait here for me," you tell him.

You walk a few feet away into the trees and pull out your communication stone. "Are you there?" you speak into the stone, not quite sure how it works.

Then you hear a fuzzy voice inside your head. "Yes, this is dispatch. What can I do for you?"

"I have information on the whereabouts of the infamous bandit king, Eyim," you say, explaining what you know. They tell you to continue traveling with Eyim, keeping them informed, until they can get someone out to your location to assist with the arrest.
+2 reputation, yellow faction, gem, heart, gain keyword COPS-2, N11

~ Brenna Asplund

N11 ☐

You and Eyim (or so he claims, and you have nothing else to call him anyway) decide to stay in an inn for the night. You eat your dinner, discussing the book and trying to figure out the best way to proceed in your journey. You explain the code words to him, and he has a few useful ideas on ways to interpret the text.

You're almost done with your meal when two men attack you.

"Give us the book!" shouts one, pointing a crossbow at you.

Combat 5
STAND AND FIGHT.
You shout for Eyim to take the book, then dive forward, knocking the man to the ground before he can get off a shot. Then you spin around, ready to attack the other one as well.

Once Eyim has escaped with the book, you disengage from the fight, running out into the street to meet back up with Eyim.

But you can't find him. And he has the book. You spend some time looking for him, but eventually you're forced to move on. You'll have to navigate by your memories of the book and the secrets it contained. Perhaps you'll run into Eyim again on the way.
5: +1 reputation, green faction, N12
7: coin

SKILL 6
RUN AWAY.
You shout for Eyim to take the book, and then you both dive in opposite directions. You hear a crossbow bolt shoot through the air above you and bury itself in the wood above your head.

Ducking and weaving between the tables, you somehow manage to get out of the inn while avoiding the crossbow fire. The men follow you, but you quickly lose them in the city streets.

However, during the chase you become separated from Eyim, and he has the book. You spend a day looking for him with no luck. You have no choice but to continue on your way, navigating by your memories of the secrets the book contained. Perhaps you'll run into Eyim again on the way.
6: red faction, gem, N12
8: coin

~ Brenna Asplund

N12 ☐

As you travel east you run into a large group of refugees heading in the other direction. You ask a young man what they're running from and he responds, "The bandit king Eyim! He's conquered a town and now he's capturing everyone he can to sell as slaves. If you're heading in that direction, be careful."

Further down the road you discover a heavily-armed group herding a bunch of scared-looking townsfolk into a series of wagon-cages. And presiding over the grim scene is Eyim himself.

And it is Eyim. The man who you hadn't wanted to believe when he told you who he was. The man who had claimed to be sorry for murdering your husband.

But there's something that looks. . . strange about him. A sort of shimmering around the edges that makes it hard to look directly at him for very long.

With all of the villagers in the wagons, Eyim climbs on his horse and shouts, "Let's go!" They haven't spotted you, but if you're going to act, now is your last chance.

COMBAT 9
TRY TO FREE THE TOWNSPEOPLE .
You attack quickly, hitting people just hard enough to force your way past them, but not letting yourself be distracted by any one fighter. Your main goal is the cages.

Your sudden presence causes chaos, doubly so once you get one of the cages open and townspeople start running everywhere.

By the time the slavers manage to catch up to events and mount a counter-attack, you've already opened 3 of the 5 cages.

Soon enough you're forced to flee, but the rescued villagers won't soon forget your brave deeds.
9: +2 reputation, green faction, 2 coins, N13
11: 2 hearts

SKILL 7
FOLLOW THEM STEALTHILY.
The slavers are careful about watching their backs with scout patrols, but you're very stealthy. You even manage to sneak directly into their camp to steal supplies once or twice.

From your various hiding positions, you watch Eyim interact with his crew. He looks exactly like the Eyim who was traveling with you, except that he doesn't. The way he carries himself, his gestures in speech, his facial expressions, and a thousand other small things are different, wrong. You're feeling more and more confused by the whole thing. Are they twins? Who is the real Eyim? Who killed your husband? What is the truth?

You're deep in thought, staring at this "Eyim", when a patrol finally catches you. You're brought before "Eyim," who barely gives you a second glance before ordering his crew to toss you into one of the wagon-cages. As you're carried off to a cage, you manage to fight off your captors and you escape.
7: yellow faction, food, N13
9: 2 food

~ Brenna Asplund

N13 ☐

You follow the slaves to the conquered city and hide in an alleyway. You watch as the new captives—lizardfolk, birdfolk, and even a few creatures that you recognize as glogos—are herded into a series of cages surrounding the main square.

On the other side of the square, "Eyim" sits on a great throne made of intricately carved wood.

The square is bustling with bandit activity, but there's an intense, oppressive fear hanging over the whole scene. Even the most hardened-looking men, sharpening impressive-looking weapons, occasionally glance up at the throne and "Eyim" apprehensively.

If Keyword ROBBER
You spot your old thieving crew off to the side of the square, playing some sort of game involving a board, dice, and some tiny wooden people. Belle catches your eye and shrugs apologetically. You can barely make out Arnold shouting at Cliff about something called "worker placement." Then Cat walks across the board and ruins their game.
Turn immediately to N16

Otherwise
Turn immediately to N16
~ Brenna Asplund

N14 □

Arnold brings you out to the alley to meet the rest of his crew. There's a large, hogfolk brute named Cliff, a middle-aged woman named Belle, and a cat. Not catfolk, just a cat. Named Cat.

"Where's Eyim?" you ask.

"Don't get ahead of yourself," says Belle. "Before you can even think about climbing high enough in the organization to meet Eyim, you're gonna have to pass an audition. Even *we* don't get to see Eyim much."

"We used to know him before he went to jail!" says Cliff, proudly.

"Yeah, but it's like he's been avoiding us since. . ." mutters Arnold.

"Anyway," says Belle. "We're looking for someone small and stealthy. Prove that you can be what we need."

Skill 4
PICKPOCKET A PASSERBY.
You go out into the street. After a few moments to prepare, you pull a classic pretend-to-bump-into-someone-but-really-you-took-their-wallet maneuver.

"Not bad," says Belle, who is watching from the alley. You've passed the audition, and they let you keep what you stole.
5: -1 reputation, green faction, coin, gain keyword ROBBERS, N6
7: coin

Skill 8
STEAL ARNOLD'S GOLD JEWELRY.
You puff yourself up, trying to look impressive. "I'm gonna steal the best thing ever, just watch—woops!"

You trip, and Arnold catches you as you fall, helping you get your footing.

The crew laughs at you. "You're off to a good start," says Cliff, snorting.

"Yeah, I'd say so," you say, holding up Arnold's gold necklace. Arnold pats his neck in a panic, suddenly noticing the missing necklace.

Everyone laughs again, this time at Arnold. You've passed the test, and made a good impression. They let you keep what you stole. "If he couldn't hold onto it then he doesn't deserve it," says Belle.
8: -1 reputation, green faction, 3 coins, gain keyword ROBBERS, N6
10: gem

~ Brenna Asplund

N15 □

You find Eyim alone in a grassy field. He's on his knees, staring at the ground, your book in his hands. He looks utterly defeated.

"This is where the book leads," he says quietly. "I'm sure of it. But there's nothing here."

"So you're the real Eyim after all," you say, sitting next to him. He nods. "I was a famous bandit leader for a long time. When I was imprisoned it was. . . hard for me. I was so proud and important on the outside, and in prison I was nothing, nobody. But Gen befriended me. He showed me kindness, talked to me like I was a person. None of the other guards, or even the prisoners, did that. But I was so desperate to get out of there. When the chance to escape came, I took it. I didn't think . . . I didn't think he would get in my way, and then I had to. . . No, didn't have to. I should have just stayed where I belonged. The look in his eyes. . . it haunts me, even now. I don't want to hurt anyone else, not anymore. I wanted to use the power of the Ruin to undo what I had done. To bring Gen back."

FORGIVE HIM.

"You never tried to hide what you'd done from me," you say, "And it would have been easy to. And from what I can tell, you've tried to live a good life since." You sigh. "To tell the truth, I used to be a criminal, too. Long ago, back before I met Gen. I was just a thief, though. I never killed anyone."

Eyim looks at you, shocked.

His face is so funny it makes you giggle, lightening the mood a little. "I forgive you," you say, then stand up. "Now come on. Let's both give up this foolish quest and get on with our lives." You help Eyim up and the two of you walk away, leaving the book and its deceptive secrets behind in the grass.

If Keyword ROBBERS

When all the confusions and misunderstandings have been cleared up, your old thieving crew is happy to welcome you back. You become their new leader, traveling the land with Cliff, Arnold, Belle, and Cat. You commit crimes, sure, but you always try to target those that can afford it, and help those that need it. You know in your heart that Gen would be disappointed in you, but he's not here any more, and you are. And you have to get along somehow.

-2 reputation, green faction, 2 coins, gem

If Keyword COPS

You don't turn the real Eyim in, but you help Inter-lice to track down and arrest the remaining members of the fake Eyim's bandit army. They're so impressed by your work that they offer you a job, and you quickly gain the rank of captain. Gen might not have been happy to learn that you had gone into a career as dangerous as law enforcement, but Gen isn't here anymore, and you are. You have to get along somehow. You might as well do some good while you're at it.

+2 reputation, yellow faction, food, 2 hearts

Otherwise

You go home. Not really sure what to do with yourself, you end up moving in with your sister. The days feel long and empty without Gen and with nothing to do, but you're sure you'll find your way eventually. For the first time since Gen died, you feel as though you might one day heal.

+1 reputation, red faction, coin, 2 food

(cont. on next page)

REFUSE TO GIVE UP.
You tell Eyim to give you the book and leave and he obeys, head bowed, tears in his eyes.

It won't matter whether or not you want to forgive him. If you can succeed in finding the Ruin and bringing Gen back, none of this will have really been real.

You remember the key phrase for the book, and decide to use that as a starting point.

If Keyword BURIED
"Buried in the tall grass," that's the phrase that Alvera told you. So you find a shovel and you dig.

You don't find any grand ruins. What you do find is a small urn. As you hold it, you can feel the air sizzling the way it does before a summer lightning storm.

The Last Ruin is said to grant your heart's desire. So you say that desire out loud. "Bring Gen back to life."

And two weeks later, as you're walking home, you get your wish. He looks a bit worse for wear. He mumbles rather than speaking and shuffles rather than walking. At first, you're afraid, but he doesn't attack you or anything. He just kind of. . . follows you around.

It's not the same. Maybe you should have learned to let go. But it could be worse.
-2 reputation, blue faction, gain the "Stubborn Determination" card

Otherwise
You search and search and search and search, refusing to let go, forever searching for the ghost of Gen until you become little more than a ghost yourself. But you're sure, absolutely sure, that you'll soon find the power to bring your love back.
-2 reputation, red faction, gain the "Stubborn Determination" card

If Keyword COPS (OPTIONAL)
TURN HIM IN.
"It doesn't matter whether or not I forgive you," you say. "What you did was wrong, and you need to pay your debt."

You use your communication stone to call it in. Eyim is resigned to his fate. He doesn't fight back.

Interlice is so impressed by your capture of Eyim that they offer you a job on the spot. You quickly move up the ranks to become a captain. Gen might not have been happy to learn that you had gone into a career as dangerous as law enforcement, but Gen isn't here anymore, and you are. You have to get along somehow. You might as well do some good while you're at it.
+3 reputation, blue faction

~ Brenna Asplund

N16 □

Then a second Eyim appears, walking calmly through the square to the throne, the bustle of activity falling silent around him. The new Eyim looks more worn out and ragged than the resplendent "Eyim" on his throne. The newcomer carries something in his arms. Not a weapon, not a shield, but what appears to be a simple book on ornithology.

The "Eyim" on his throne sneers at the newcomer, "I wondered how long it would take you to find me."

"You're John, aren't you?" says the newcomer. "When I told you I wouldn't join your new organization, you found some sort of spell to make yourself look like me."

"I needed your name," says the throned Eyim, apparently actually named John. "But you wouldn't let me use it, so I took it."

John snaps his fingers and a group of tough-looking bandits begins to converge on the true Eyim.

COMBAT 10
BREAK OUT THE PRISONERS AND FIGHT.
With the help of the prisoners, you force the lock on the cage open. Many prisoners run away, but others join the fight.

You push your way through the crowd until you reach the real Eyim. He meets your eyes, his expression unreadable, but you're both too busy fighting off bandits to have any meaningful conversation.

When the bandits have all been defeated and John, his Eyim glamour now gone, is safely tied to a tree, you realize that the real Eyim is nowhere to be seen. Looking around desperately, you catch sight of him slipping out of the camp. You quickly follow, determined not to lose track of him, or your book, again.
10: green faction, 3 coins, N15
12: coin

If Keyword ROBBER (OPTIONAL), COMBAT 9
ENLIST THE HELP OF YOUR OLD THIEVING CREW.
You shout at your old thieving crew, telling them that their leader is an impostor, asking them to remember the good old times.

They look hesitant at first, but then Cliff uses his brute strength to break the lock on the cage and the others leap into battle against their own comrades. Cat quite literally leaps onto a bandit's head, her claws out.

You fight your way through the crowd until you reach the real Eyim. He meets your eyes, his expression unreadable, but you're both too busy fighting off bandits to have any meaningful conversation.

When the bandits have all been defeated and John, his Eyim glamour now gone, is safely tied to a tree, you realize that the real Eyim is nowhere to be seen. Looking around desperately, you catch sight of him slipping out of the camp. You quickly follow, determined not to lose track of him, or your book, again.
9: green faction, 2 coins, heart, N15
11: gem

If Keyword COPS and Keyword COPS2 (OPTIONAL), CALL FOR BACKUP.
You're lucky for a few reasons. First, when the bandits searched you for valuables they didn't confiscate your communication stone because it just looked like a rock. And second, because you've been regularly updating dispatch on the situation, Inter-lice is already preparing to take down Eyim's organization.

So when you call for backup, it comes quickly, and it comes in force.

In the chaos of freed prisoners and captured bandits, you see the real Eyim slip away. You follow him, determined not to lose track of him or your book again.
+3 reputation, red faction, coin, N15

~ Brenna Asplund




Glogo Caverns
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Desert Labyrinth
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E
Glogo Fortress
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Drip Drip Mine
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Gate to Below (Beware!)
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Broken Plains
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Eye Tree
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Crimson Cave
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Srika Hills
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Witch Paths
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Soggy Inn
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Clarion Cliffs
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Beach Hut
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Gourmand's House
To Ratnest


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Starbed Lake


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Hot Springs
Macria
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Endless Storm
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Ko Lan
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Hovel
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Alchemist Shop
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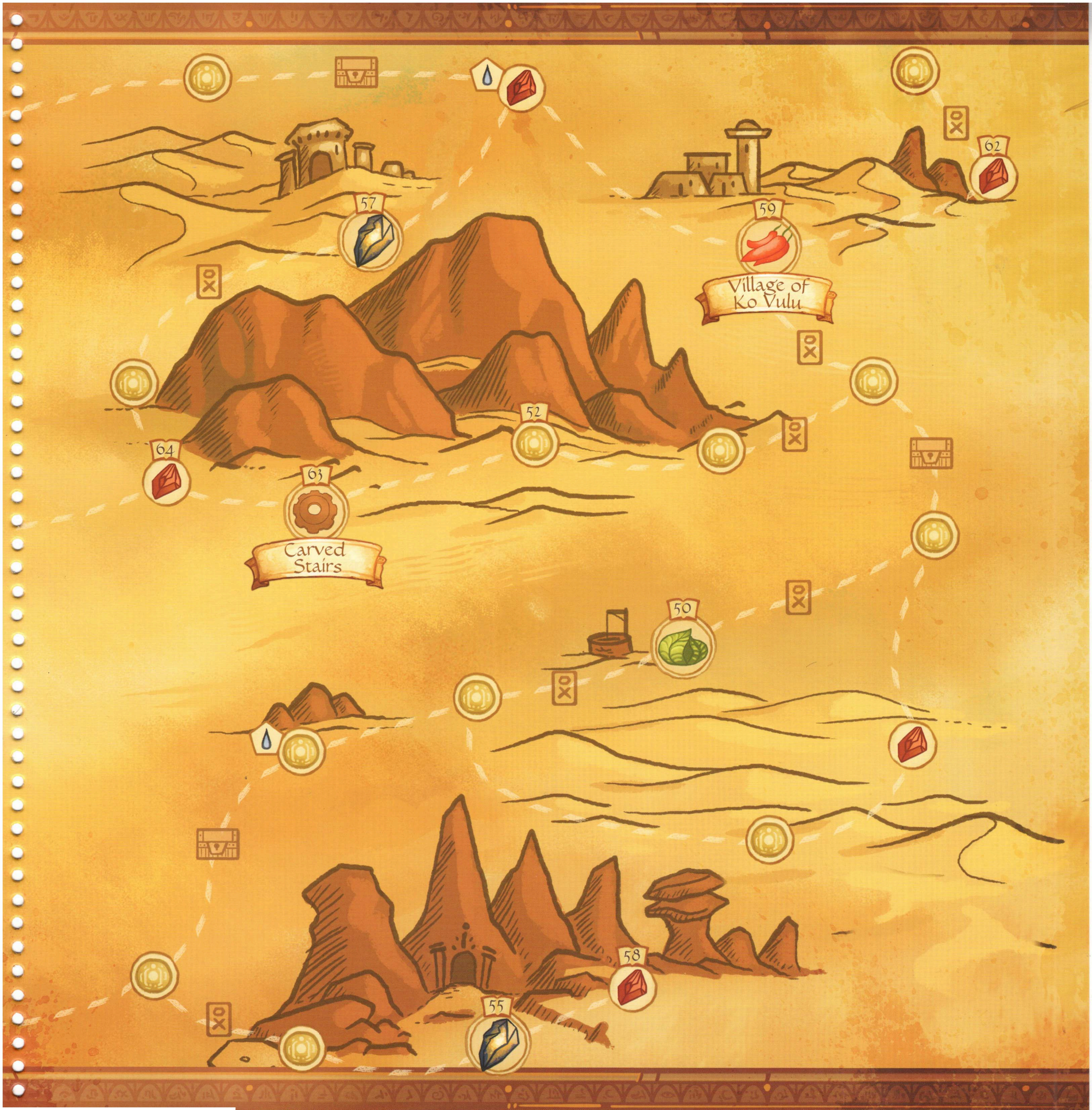
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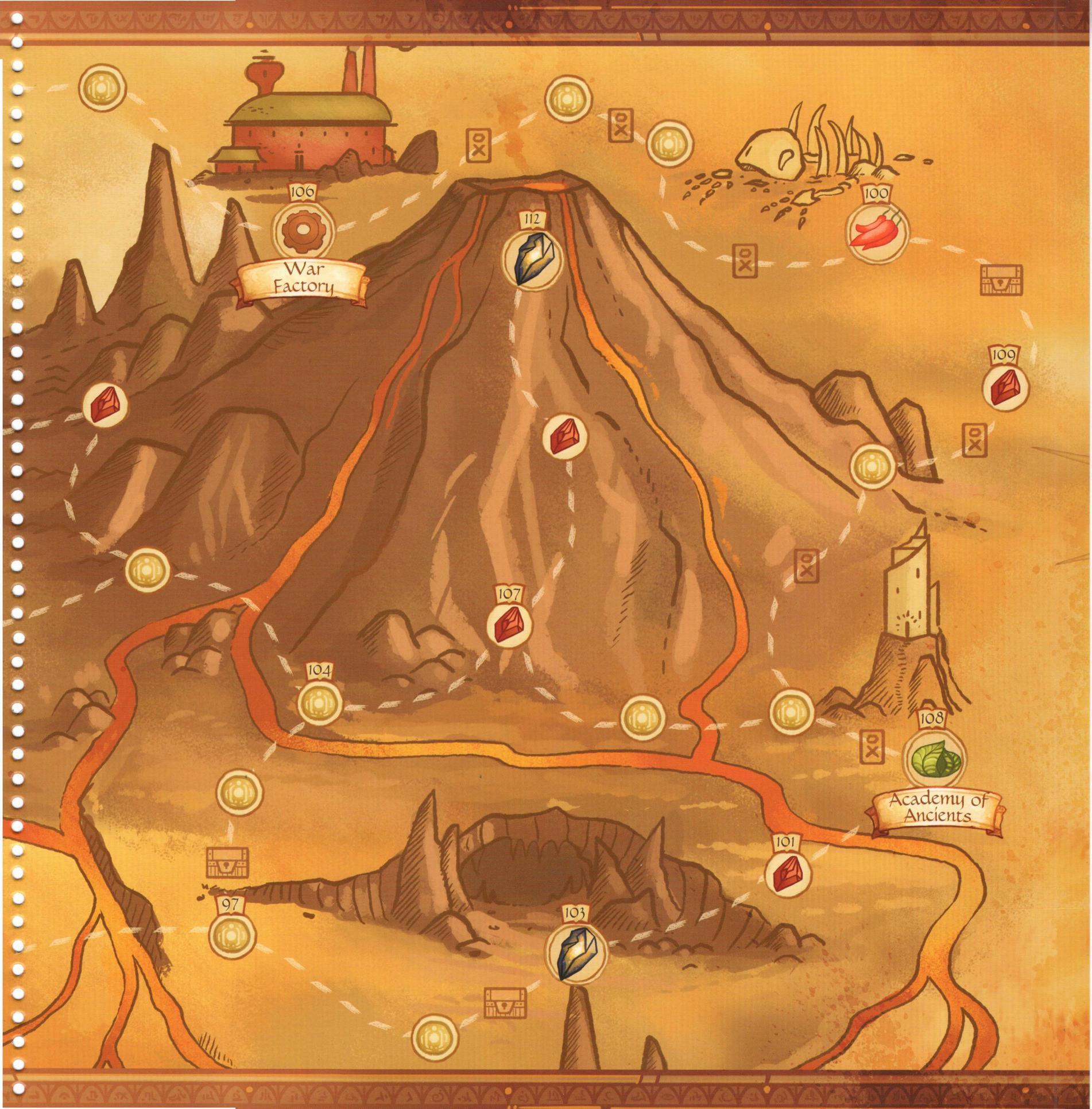
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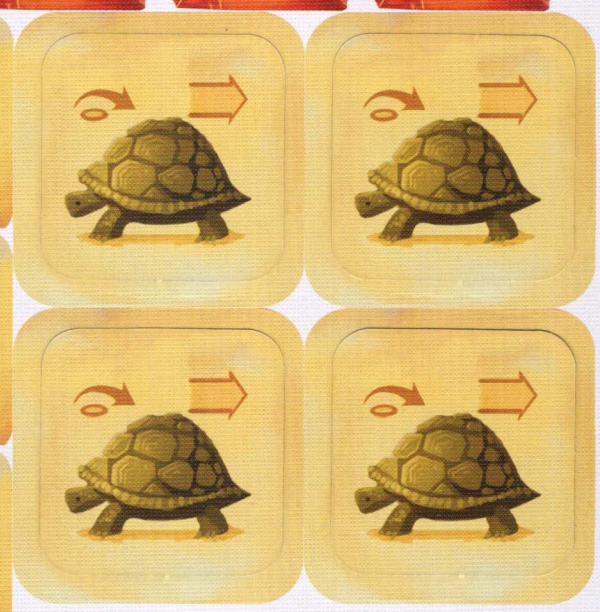
Punchboard 1-1








Punchboard 3-1



Punchboard 2-1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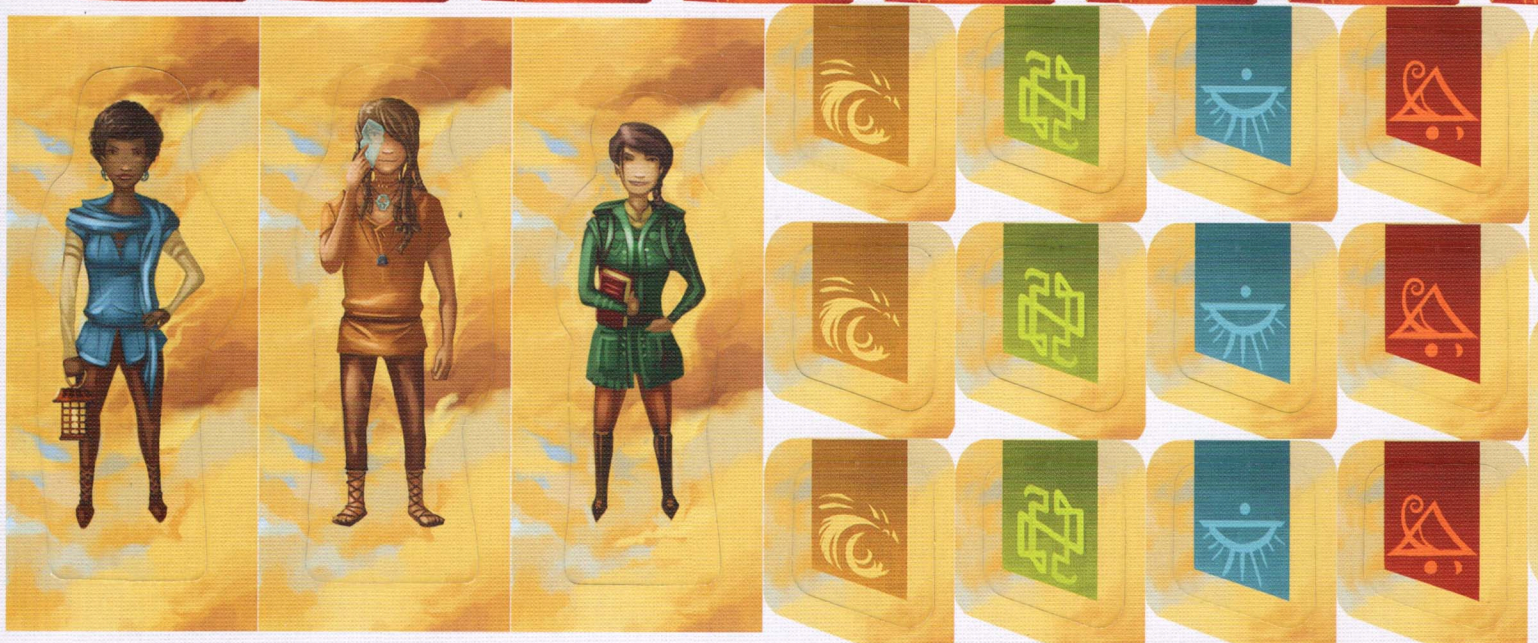

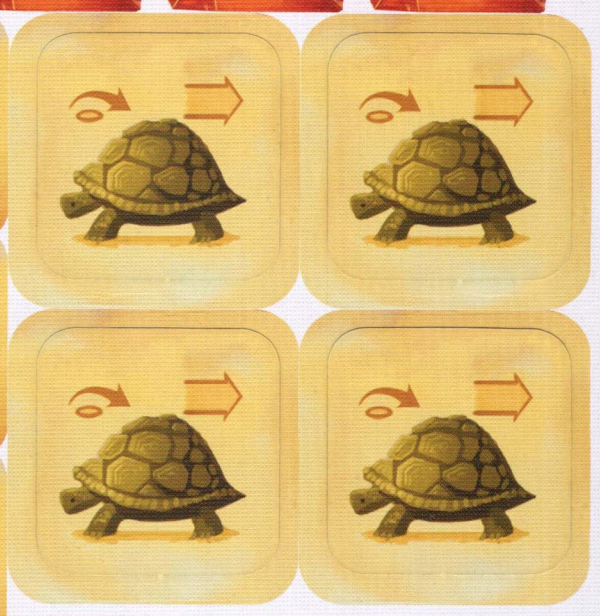


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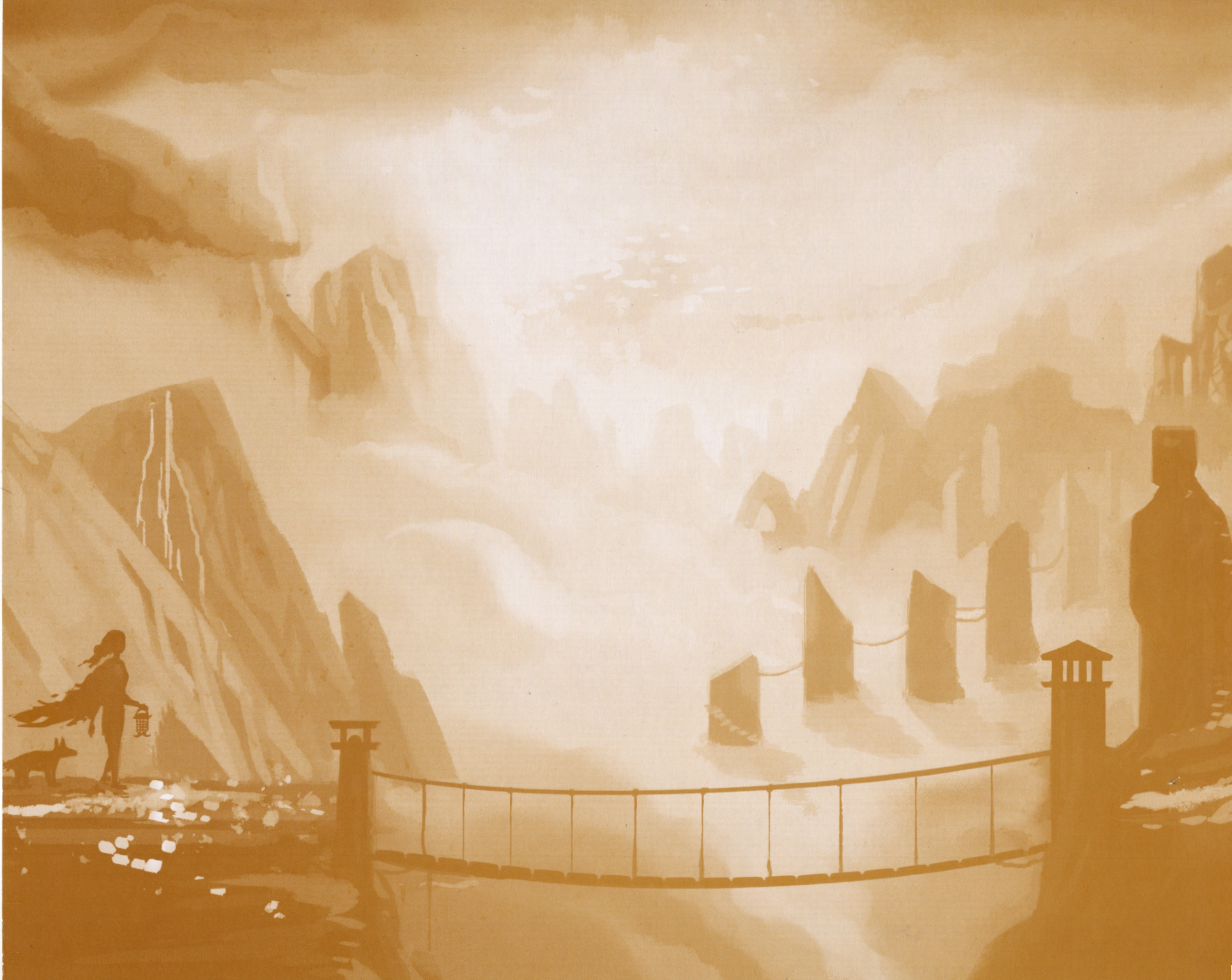


BREAR
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SIDEQUESTS


KIKU
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RIZA

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SIDEQUESTS

EYIM



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SIDEQUESTS

RIN



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SIDEQUESTS

EYIM



CAMPAIGN | CHARACTER

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SIDEQUESTS


SHARDLING
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sidequests


EVIM
CAMPAIGN
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sidequests


VERA
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CHARACTER
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TANIAN
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RIZA
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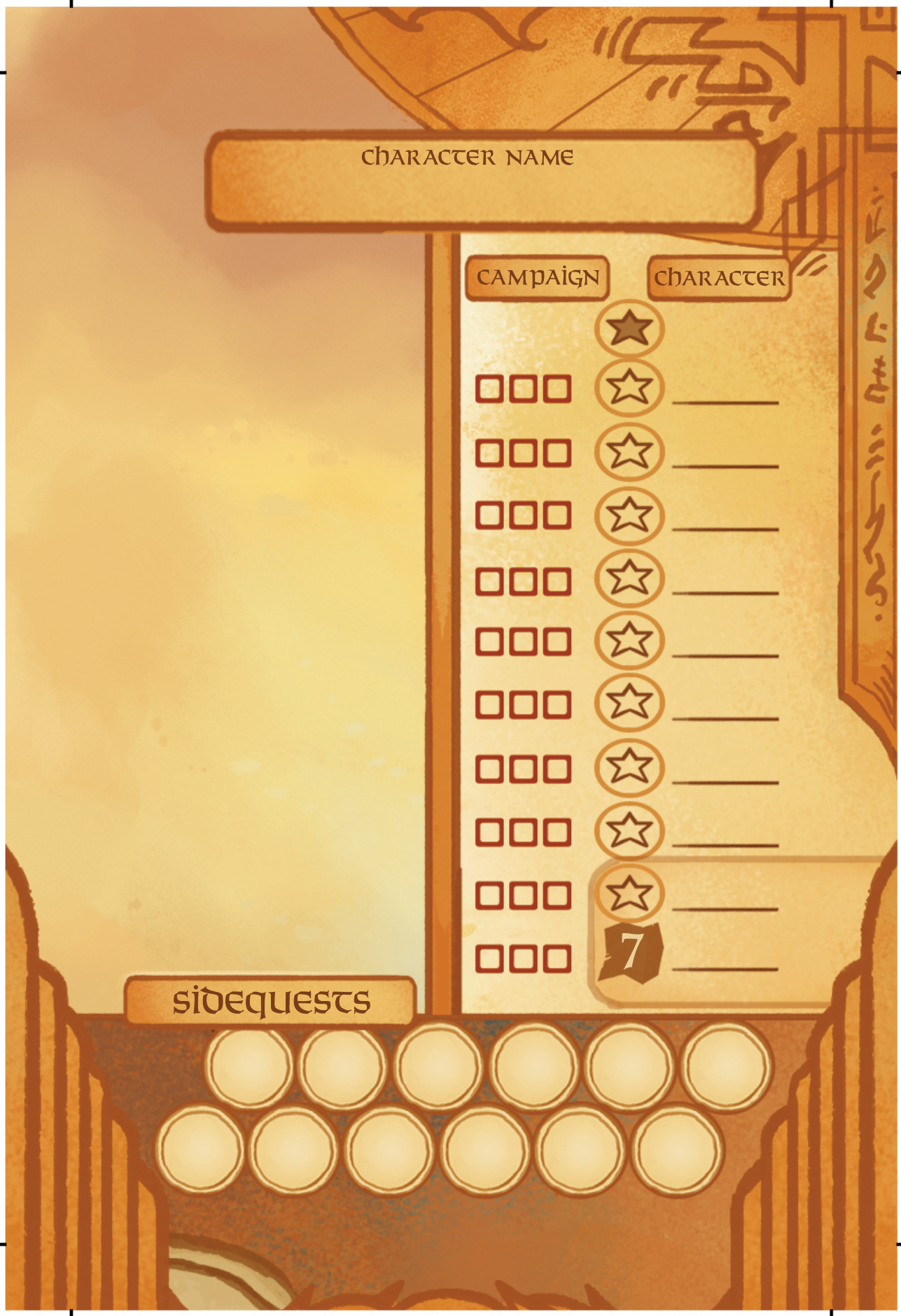
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SIDEQUESTS

MAPS

TALENTS

KEYWORDS

MYSTICS
Cleverness, Intelligence, Healing, Curing, Knowledge, Truth

NOMADS
Trading, Traveling, Loyalty, Respect, Freedom, Exploration, Persuasion

OUTLAWS
Fighting, Bravery, Stealing, Chaos, Hunting

LIZARDFOLK
Avoidance, Crafting, Repairing, Cooking, Machinery, Patience

MYSTICS
Cleverness, Intelligence, Healing, Curing, Knowledge, Truth

NOMADS
Trading, Traveling, Loyalty, Respect, Freedom, Exploration, Persuasion

OUTLAWS
Fighting, Bravery, Stealing, Chaos, Hunting

LIZARDFOLK
Avoidance, Crafting, Repairing, Cooking, Machinery, Patience

Skill: +1 to skill rolls. Also use at the Mine and Farm.

Combat: +1 to duels, fighting threats, and combat rolls in quests.

Movement: +1 movement.

Caution: If in party, may ignore threats.

Search: +1 coin/gem when you build a camp.

Heart: Represent stamina and morale. Use to build camps, move past empty spaces, and increase die roll results.

PLAYER ACTIONS

Choose one action per turn.

VISIT TOWN

Visit a building in town and perform the action there.

ADVENTURE

1. If leaving town: organize party, reset hearts, and place character on the town space on the map.
2. Move, attempt a quest, and/or build a camp. In that order.

FREE ACTION: BUY AN ARTIFACT

Can be done at any time in a player's turn, can be done more than once in a player's turn.

MYSTICS
Cleverness, Intelligence, Healing, Curing, Knowledge, Truth

NOMADS
Trading, Traveling, Loyalty, Respect, Freedom, Exploration, Persuasion

OUTLAWS
Fighting, Bravery, Stealing, Chaos, Hunting

LIZARDFOLK
Avoidance, Crafting, Repairing, Cooking, Machinery, Patience

8

+1 journey point at game end per nomad you have recruited.

UNEARTHED TREATY

3

4

3



8

THURM HAMMER

2

4

2



8

STORM SWORD

4

4

1



9

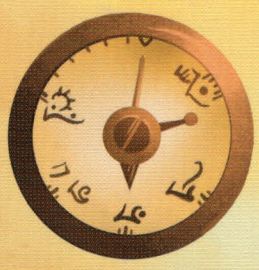
+4 points if you have the most unspent coins and gems at game end.

ANCIENT COMPASS

2

4

2



9

+1 journey point at game end per outlaw you have recruited.

GAMBLING DICE

-4

8



10

+1 journey point at game end per lizardfolk you have recruited.

SCROLL OF LEGEND

9

8



12

Lose no points at game end for artifact cards in hand.

INVINCIBLE BOX

1

8



12

+1 journey point at game end per mystic you have recruited.

CLOAK OF STARS

6

4

6



15

FIREFLY STAFF

8

4

12



15

TEMPLAR KNIFE

9

3

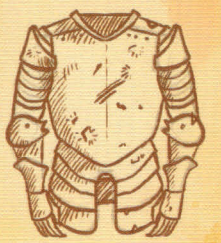
11





WORN-OUT ARMOR

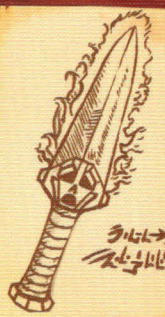
+1 reputation when you visit the Town Hall.



CURSED KNIFE



You cannot gain reputation. You may give this card to a player that you defeat in a duel.



GOLDEN FROG TATTOO



Each time you roll a die, you may reroll once.



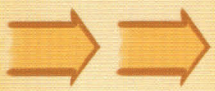
SMASHING OUTFIT

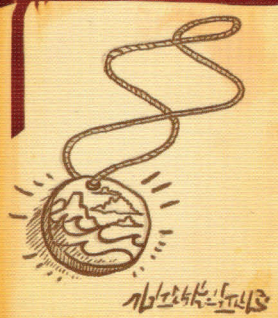
Any time you duel another player, that player must say, "My, what a smashing outfit you have," or pay you one coin.

Gain +1 reputation when you visit the Town Hall.



PENDANT OF THE SKY FISH

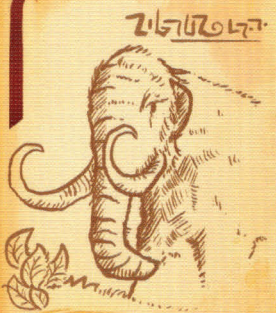




WOOLOO MAMMOTH



Ignore the heart cost of passing one empty space per turn.



BURNING SKIN

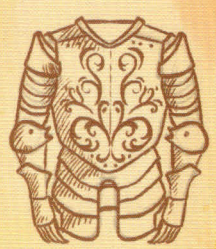
Lose one heart when you leave town.



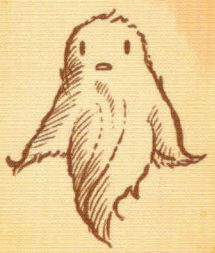
GILDED ARMOR



Gain two hearts when you leave town.



LITTLE GHOST



SHADOW OF POISON

+3 journey points at game end if you have the lowest reputation.

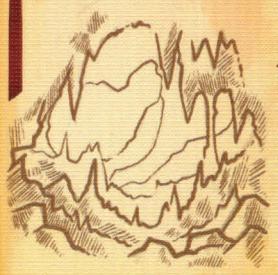


MECHANICAL MULE



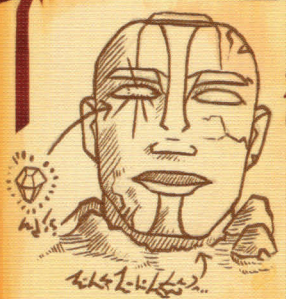
FEAR OF CAVES

-1 to all quest rolls in the land of Below (the caves area in map 1).



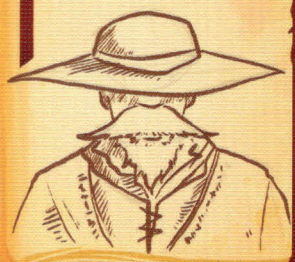
STONE HEAD

May reroll once per quest.



SAMRI

+1 to all die rolls.



ALGAE SWORD

+1 food when you defeat a threat.



POISONED LIMB

-1 to die rolls.



MARMIG

+1 reputation when you build on a trade route location.

1



INCOMPETENT PIRATE

Gain one coin when you defeat a threat.



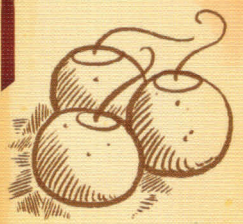
STUBBORN DETERMINATION

+2 journey points at game end if you have no artifact cards in hand.

SELF RESPECT

+2 journey points at game end if you have 7+ reputation.

BOMBS



MASKED WARRIOR

Each time you roll for a duel, you may reroll once.

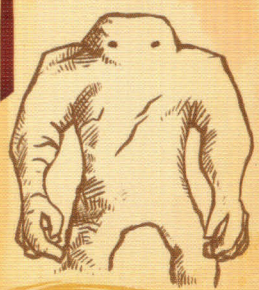


GIANT SQUID

Any time you duel a player, that player must say, "Thar she blows!" or lose the duel.



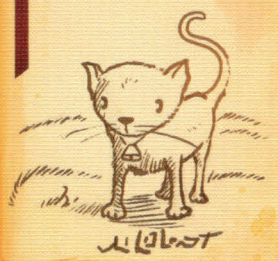
STONE GOLEM



ADORABLE KITTEN

+1 heart when you end your movement on a camp.

You may discard this card to lose 2 reputation and gain 1 food.



POISON



DOGFISH

Roll one extra die each time you must roll a die and take the highest result.

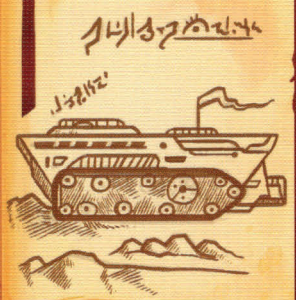


MARLIK

When you draw a treasure card, draw one extra and choose one to keep.



IRON CRAWLER



SOUL COIN

+1 to all die rolls.

+1 journey point at game end per blue faction token.





IKRA

+1 to all skill rolls.

+1 journey point per 2 unused gems at game end.



1

HORN BOW

2



1

SPYGLASS

2



1

You need not pay a heart for 1 skipped space per turn.

COOKING SPICES

2



1

You may reroll your die once per quest.

SRIKA HAIR ROPE

2



2

Gain 1 coin when you defeat a threat.

LOCK PICKS

1

-1



2

Gain 1 reputation when you build a camp on a gem space.

TOME OF TALES

2

1



2

Gain 1 food when you visit the Saloon.

MYSTICAL BREW

2



2

MESSENGER SHOES

2

3



2

ANCIENT TOOLS

2



2

Gain 1 food when you build a camp on a gem space.

SPIDER NET

2

1



2

TALKING STATUE

2

2



3

Gain 1 reputation when you visit the Saloon.

SINGING SKULL

2

1



3

Gain 1 heart when you end your movement at another player's camp.

GNARLED FIDDLE

2

1



3

PHASE MAP

1

2

3



3

When trading at the Town Hall, you may trade twice.

MERCHANT COAT

4



3

Gain 1 coin when you build a camp on a trade route space.

GOLD MAGNET

2

2



3

+2 to duel rolls.

FLINTLOCK PISTOL

4

-1



3

METEOR PICKAX

2

2



3

IRON HOUND

3

4



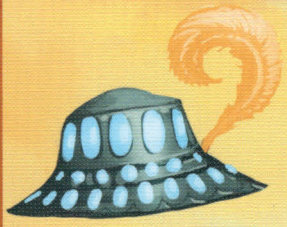
4

Gain 1 reputation each time you ignore a threat.

MIRROR HAT

3

7



4

Gain 1 food when you visit the Mine.

ZOMBIE CANDLE

1

1

-2



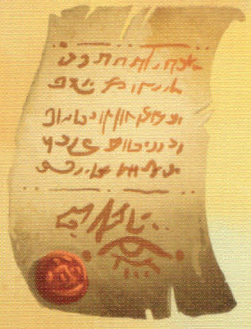
4

You may have up to 2 of the same faction in your active party (total remains 4).

MERCHANT CONTRACT

3

5



4

JUGGLING KNIVES

2



4

Gain 1 reputation when you build a camp on a trade route space.

TRADE TENT

2



5

CLOUD BOOTS

2

3

3



5

CURVED BLADE

3



5

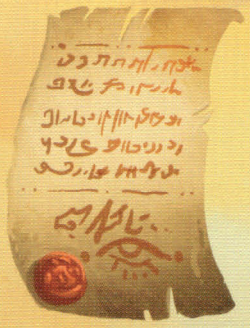
When you buy this card, build a camp on an empty space. Gain rewards.

MERCENARY CONTRACT

2

2

-2



5

Gain 1 food when you succeed at a quest.

COOKBOOK

2

3

3



5

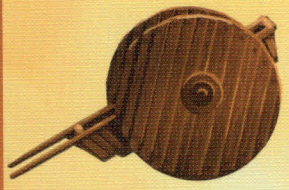
Gain 1 extra trade value when visiting the Town Hall.

GOODS WAGON

3

2

2



6

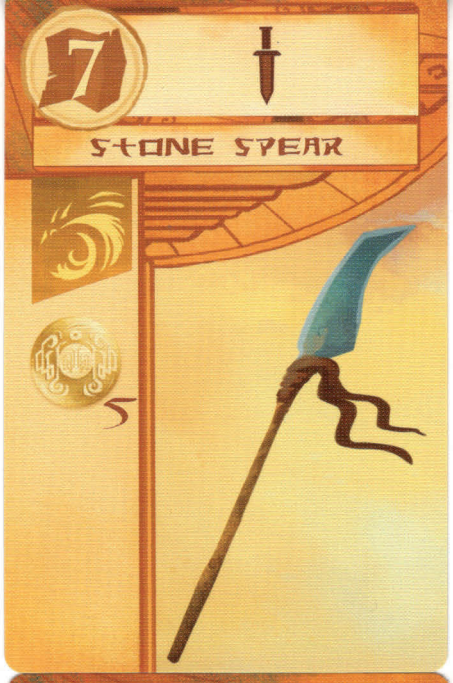
ENDLESS ELIXIR

2

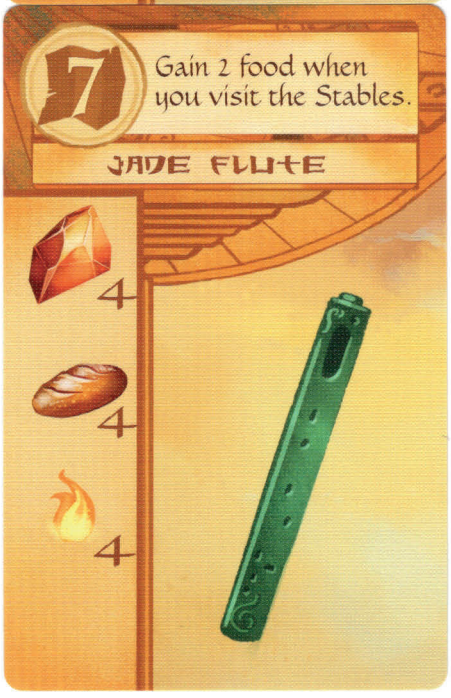
3




6
SWORD OF BOM
6


7
STONE SPEAR
5


7
RUSTBOT 2
6
2


7
Gain 2 food when you visit the Stables.
JADE FLUTE
4
4
4


7
RUSTBOT 8
2
4


7
HIGHLAND PIKE
1
3

7

Gain 1 food when you visit the Mystic's Hut.

CAULDRON

1

2

2



7

GHOST LANTERN

3

-3



7

You may visit occupied buildings in town without dueling.

SHADOW BRACELET

3

2



8

RUSTBOT 7

3

4

2



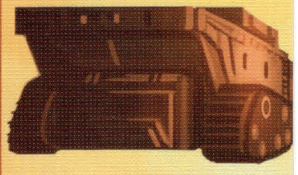
8

IRON CRAWLER

5

3

3



9

FLAME CROSSBOW

4

2

-2



10

You may visit an occupied building without dueling. Each player there must give you 1 coin.

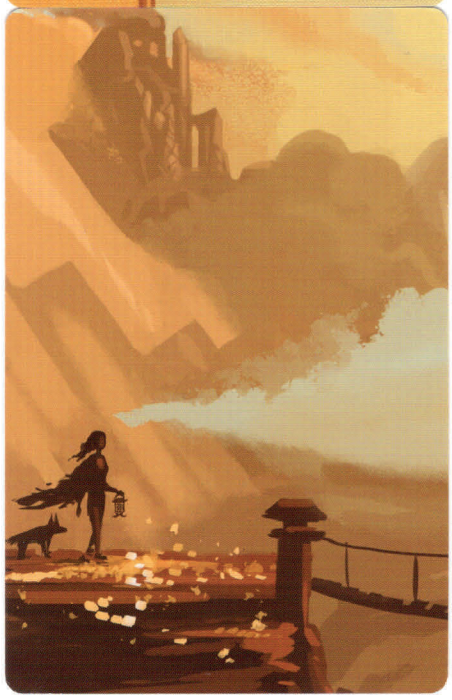
CROWN OF CRUELTY

6

2

-5





11

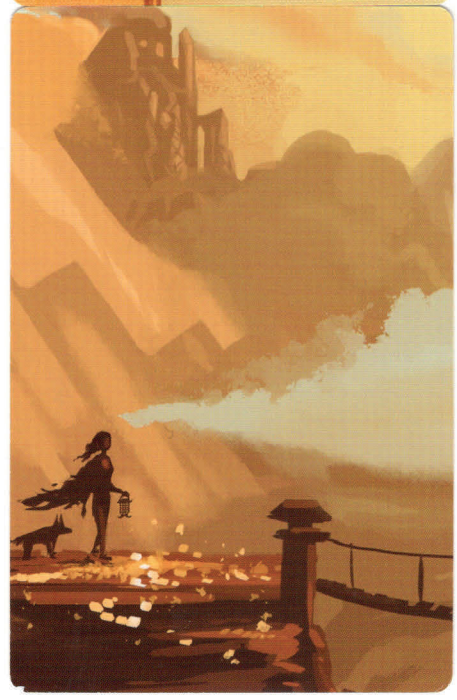
ONION BOMBS

5

2

2





11

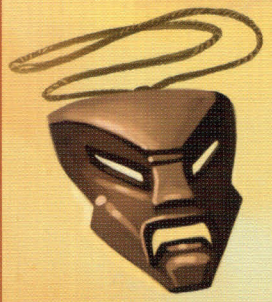
You may visit an occupied building without dueling. Each player there must give you 1 coin.

NIGHTMARE AMULET

7

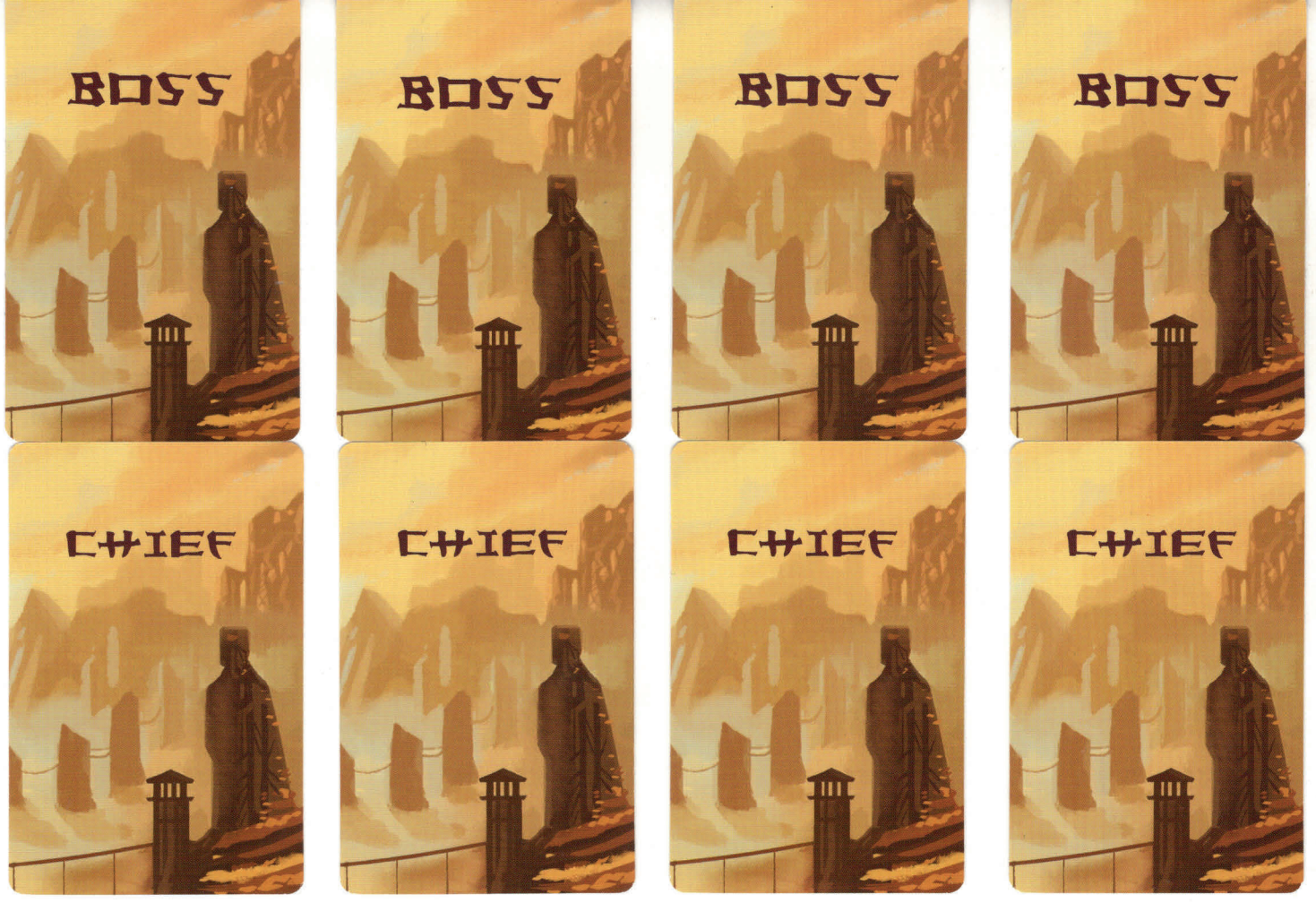
4

-6






7
10
ZAG THE TREASURE HUNTER
When defeated, read 164.
7
11
CAPTAIN SHREYA
When defeated, read 165.
8
12
THE IVORY QUEEN
When defeated, read 163.
9
14
THE RED KING
When defeated, read 162.
5
MYSTICS
4
5
NOMADS
4
5
OUTLAWS
4
5
LIZARDFOLK
4


BOSS
BOSS
BOSS
BOSS
CHIEF
CHIEF
CHIEF
CHIEF


1
BANDIT
4
2
STONE WARRIOR
7
2
RAIDER
5
2
RAIDER
6
2
STONE WARRIOR
8
3
ANCIENT ROBOT
10
3
BEZIAN BEAST
11
3
ANCIENT ROBOT
9
4
BEZIAN BEAST
12
5
SAND DRAGON
13
5
SAND DRAGON
14
7
BROKEN TITAN
15



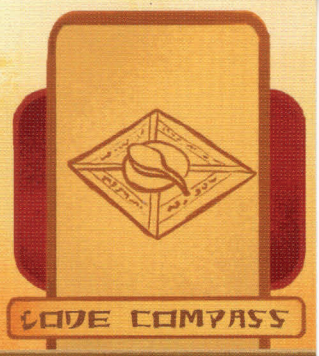
SCENTED OIL

+1 reputation when you visit the General Store.



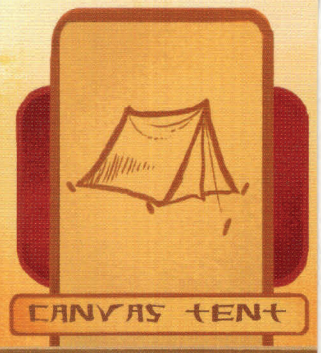
OLD RECIPE

Gain 2 journey points if you have the most unused food at game end.



CODE COMPASS

Gain 1 coin when you build a camp on a trade route space.



CANVAS TENT

Gain 2 hearts when you build a camp on a trade route space.

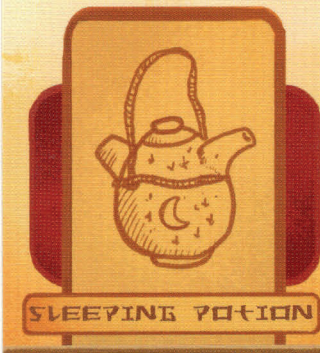


COIN PURSE

+2 points if you have the most unspent coins at game end.



WILD NUTS



SLEEPING POTION

You may ignore one threat per turn. If you do, gain 1 food.



ROUGH MAP



SLEEPING POTION

You may ignore one threat per turn. If you do, gain 1 food.



FIRE BOMB

Before each combat, roll a die. On 6, +2 combat. 4-5, +1 combat. 1-3, lose a heart.



RICE CAKES

The first empty space you pass on your turn costs no hearts.



NOOSE TRAP

Gain 1 food when you gain a treasure.



SLING SHOT





BRUSH AND PAINT

Switch one faction token for any other faction token when you visit the General Store.



SANDWICH

Gain 1 food when you visit the Mystic's Hut.



RADISH POTION





LETTER OF RECOMMENDATION

You may pay 1 food to visit an occupied building without dueling.



CLAY MASK

When you gain/lose reputation, you may ignore the reputation gained/lost.



TRAVEL DIARY

Gain 1 food when you successfully complete a quest.



SUPPLY PACK





TOOL KIT





OLD SHOVEL

When you build a camp, pay 1 food to gain 1 coin or, 1 gem.



OLD LANTERN

+1 to quest rolls.



CARROT BASKET

Gain 1 food when you leave town.



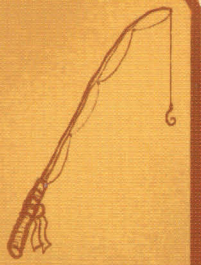
BATH SALTS

+1 reputation when you visit the Saloon.



BONE PICK

Gain 1 coin when you build a camp.



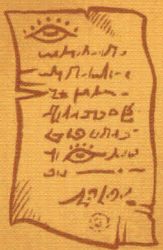
FISHING POLE

Gain 1 food when you buy an artifact.



SLING SHOT





BOUNTY CONTRACT

+4/+2 points if you have the most/second-most threat cards at game end.



LETTER OF PARDON

Gain 1 reputation when you visit the town hall.



CANVAS TENT

Gain 2 hearts when you build a camp on a trade route space.



OLD SHOVEL

When you build a camp, pay 1 food to gain 1 coin or 1 gem.



RUSTY BELL

You may recruit at the Mine.



FROSTED CAKE

Gain 1 food when you recruit an adventurer.



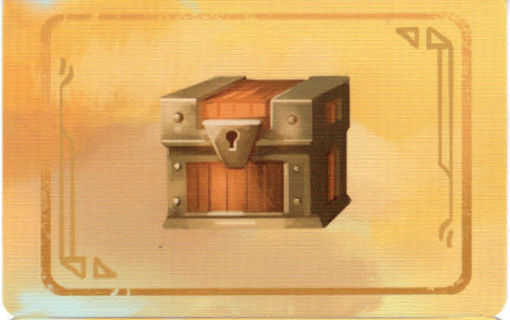
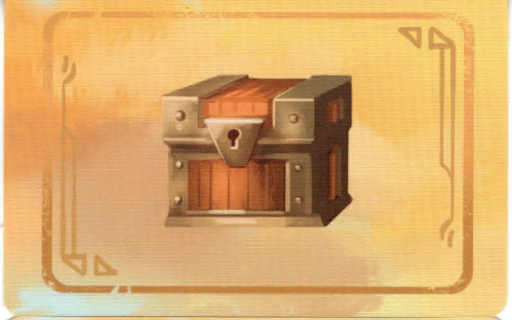
CIDER CASK

Adventurers cost 1 fewer coin.



OLD JOURNAL

When you successfully complete a quest, draw 1 artifact. You may keep or discard it.



Inconvenient Cliff

CLIMB Combat 7

7: +1 reputation,
green faction, gem
9: gem

CIRCUMNAVIGATE Skill 5

5: yellow faction
7: coin

Unseen Sinkhole

EXPLORE Skill 8

8: yellow faction, gem
10: +2 reputation

AVOID Skill 5

5: red faction, food
7: coin

Coordinated Snakes

ATTACK Combat 7

7: +1 reputation,
green faction, coin
9: 2 food

ESCAPE Skill 5

5: -1 reputation,
red faction, gem
7: coin

Six-Eyed Mammoth

AVOID Skill 6

6: blue faction
8: +2 reputation

HUNT Combat 8

8: -2 reputation,
green faction, 2 coins, 2 food
10: food, heart

Ancient Castle

EXPLORE Skill 10

10: blue faction, gem,
gain a pack bird
12: treasure

MOVE ON Skill 5

5: -1 reputation,
red faction, coin
7: 2 food

Incompetent Pirate

CAPTURE Combat 6

6: +2 reputation,
green faction
8: coin

RECRUIT Skill 8

8: yellow faction, gain
"Incompetent Pirate" card
10: coin

Contrary Lava-Monster

FIGHT Combat 7

7: -1 reputation,
green faction, 2 gems
9: coin

AVOID Skill 5

5: +1 reputation,
red faction
7: gem

Merchant Frog

HAGGLE Skill 5

5: yellow faction
7: +2 reputation

ROB Skill 7

7: -1 reputation,
green faction, 2 coins
9: coin

Mysterious Cave

SEARCH Skill 10

10: yellow faction, gem,
gain a pack bird
12: treasure

CAMP Skill 5

5: -1 reputation,
red faction, food, heart
7: food, heart

Unhelpful Walrus

FIGHT Combat 5

5: -1 reputation,
green faction, 2 food
7: gem

RECONCILE Skill 7

7: +1 reputation,
yellow faction
9: coin

Senile Witch

ASSIST Skill 8

8: +2 reputation,
yellow faction
10: gem

DEFRAUD Skill 6

6: -2 reputation,
green faction, 2 coins
8: coin

Meteor Shrine

PRAY Skill 8

8: +2 reputation,
blue faction
10: 2 hearts

PILLAGE Skill 5

5: -1 reputation,
green faction, coin
7: coin

Injured Lizardfolk

EXTORT Skill 5

5: -1 reputation, yellow faction
7: coin

HEAL Skill 9

9: +3 reputation, blue faction
11: coin

Unstable Rope Bridge

CROSS Skill 8

8: +2 reputation, green faction, gem
10: gem

AVOID Skill 5

5: -1 reputation, red faction, coin
7: 2 hearts

Famed Treasure Hunter

CHEAT Skill 5

5: -1 reputation, green faction, coin
7: gem

RECRUIT Skill 8

8: yellow faction, gain "Lamri" card
10: gem

Stone Head

DIG OUT Skill 7

7: +1 reputation, red faction, gain "Stone Head" card
9: gem

TAKE APART Skill 5

5: -1 reputation, coin, 2 gems
7: gem

Besieged Logging Camp

AID Combat 5

5: +1 reputation, green faction
7: coin

RAID Combat 7

7: -1 reputation, green faction, 2 coins
9: 2 food

Lost Miner

ATTACK Combat 5

5: -2 reputation, green faction, coin, food
7: gem

AID Skill 7

7: +1 reputation, blue faction
9: coin

Friendly Giant Squid

DISCOURAGE Skill 5

5: -1 reputation, yellow faction
7: coin

ACCEPT Skill 10

10: +2 reputation, blue faction, gain "Giant Squid" card
12: gem

Canny Prospector

HELP Skill 7

7: +1 reputation, red faction, coin
9: coin

TRAP Skill 5

5: -3 reputation, blue faction, coin
7: gem

Poison Well

USE Skill 6

6: +1 reputation, blue faction
8: coin

INVESTIGATE Skill 8

8: green faction, coin, gem
10: coin

Windmill Fire

AID Skill 8

8: +1 reputation, blue faction, food
10: 2 hearts

AVOID Skill 5

5: -1 reputation, red faction, gem
7: 2 food

Tentacle Beast

FIGHT Combat 10

10: +2 reputation, green faction, gem, heart
12: gem

FLEE Skill 5

5: red faction, food
7: coin

Raucous Fairies

JOIN Skill 6

6: +1 reputation, blue faction
8: coin

ROB Skill 8

8: -2 reputation, green faction, coin, 2 gems
10: gem

Impatient Bandit

FIGHT Combat 7

7: +1 reputation, green faction, coin
9: coin

OUTWIT Skill 6

6: +1 reputation, yellow faction
8: coin

Watchful Glogo

TALK Skill 6

6: +1 reputation, yellow faction
8: gem

ATTACK Combat 10

10: -2 reputation, green faction, 3 coins, gain a pack bird
12: treasure

Flying Fish

EAT Skill 5

5: red faction, food
7: food, heart

RACE Skill 7

7: +1 reputation, yellow faction
9: coin

Sudden Duststorm

TAKE COVER Skill 6

6: red faction, coin
8: food, heart

CONTINUE ON Skill 8

8: +2 reputation, yellow faction
10: coin

Busy Mine

WORK Skill 7

7: +1 reputation, red faction, gem
9: coin

RAID Combat 5

5: -2 reputation, green faction, gem, food
7: gem

Magical Basalt Chunk

DESTROY Skill 5

5: -1 reputation, red faction, coin
7: gem

COLLECT Skill 10

10: blue faction, 2 gems
12: coin

Terrifying Mermaid

FLEE Skill 5

5: -1 reputation, red faction, 2 food
7: coin

CONVERSE Skill 9

9: +1 reputation, blue faction, gem
11: coin

Condemned Criminal

RESCUE Combat 6

6: -2 reputation, blue faction, coin
8: coin

ADVOCATE Skill 5

5: yellow faction
7: gem

Possessed Tortoise

BEFRIEND Skill 5

5: -1 reputation, yellow faction
7: gem

EXORCISE Skill 7

7: +1 reputation, blue faction
9: gem

Worried Parrot

IGNORE Skill 5

5: -1 reputation, red faction, coin
7: coin

HELP Skill 9

9: +1 reputation, blue faction, coin
11: coin

Frightened Villager

PROTECT Combat 8

8: +2 reputation, blue faction
10: coin

PICKPOCKET Skill 6

6: -2 reputation, green faction, 2 coins
8: gem

Rock Scientist

ASSIST Skill 7

7: +1 reputation, blue faction
9: gem

PICKPOCKET Skill 5

5: -3 reputation, green faction, 2 coins
7: coin

Rusty Robot

CONVERSE Skill 5

5: +1 reputation,
red faction
7: coin

ROB Skill 8

8: -2 reputation,
green faction, 2 coins, gem
10: coin

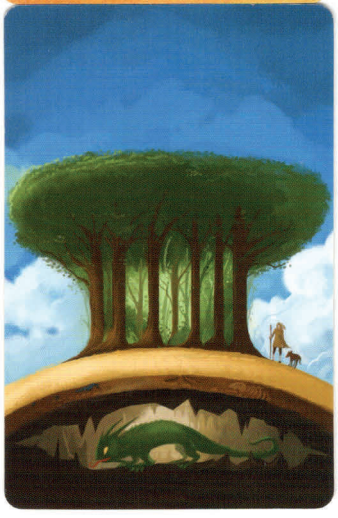
Confusing Dogfish

EAT Combat 5

5: -1 reputation,
red faction, 2 food
7: coin

ADOPT Skill 7

7: yellow faction, gain
"Dogfish" card
9: coin



Unearthly Lake

DIVE Skill 8

8: yellow faction, gain
"Pendant of the Sky Fish" card
10: gem

WAIT Skill 5

5: -1 reputation,
red faction, 2 food
7: 2 hearts



Ghost Village

HELP Skill 7

7: +1 reputation,
blue faction
9: gem

ATTACK Combat 8

8: -2 reputation,
red faction, 2 coins, gem
10: gem

NEAR AND FAR

- Search for a lost city in a strange and wonderful world of ruins
- Manage and recruit adventurers, each with a unique identity
- Read from a book of stories, creating a memorable tale each time you play!
- Choose your path in connected quest lines
- Includes a gorgeous atlas of 11 maps to play on!
- Buy skills for your character over a ten-map campaign
- 2-4 players, 90 minutes

Sequel to the hit game **Above and Below!**

Note: you do not need **Above and Below** *to play* **Near and Far.**





Game Board

Tons of beautiful tokens!



30+ Adventurers that also work in Above and Below!





11 Map Game Atlas

120+ Page Storybook



Over 150 unique cards!





2-4 PLAYERS **AGE 13+** **90-120 MIN.**

Contains: 4 dice, 4 chief cards, 1 town board (double-sided), 4 player boards, 4 animal companions, 36 adventurers, 20 gem tokens (cardboard AND plastic), 30 coin tokens, 18 quest tokens, 21 food tokens, 32 faction tokens, 40 arcade mode cards, 12 pack tents, 80 wooden camp pieces, 8 reputation markers, 1 first player token, 30 world cards, 4 wooden heart markers, 8 character standees, 55 artifact cards, 32 character cards, 36 treasure cards, 12 threat cards, 1 game atlas, 1 storybook, cloth bag, rule book, pencil, pad of character sheets, 4 player aid cards, 1 synthetic card, 4 basic cards.

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Warning! Not suitable for children under 3 years of age. Choking hazard.

Made in China

RVM015

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