

Rules Reference

Exploration Phase - pg 26

1. Roll dice pool onto your map.
2. Mark coastlines around all landmark dice.
3. Consult exploration table and sketch locations.
4. Return dice to dice pool.

Arrival Phase - pg 27

1. Choose location on map. If not closest, lose 1 food.
2. Draw dashed line to location. **Skip if first turn of game!**
3. Draw a card.
4. Consult journey table. **Skip if first turn of game!**
5. Consult location table.
6. Name location on map.

Rest Phase - pg 28

1. Lose all temporary dice.
2. Lose 1 other remaining die.
3. If at a settlement, roll 1d3 to determine ware value. If at an encampment, ware value is 1.
4. Perform 2 different rest actions. Gain 1 extra action for 1 coin.

Exploration Table

Roll	Landmark	Biome
1	Nothing	Forest
2	Encampment	Mountain (range if 2)
3	Town	Lake (river if 2)
4	City	Open Land
5	Settlement	Same as closest biome
6	Discovery	Same as closest biome

Settlement Rest Actions

Converse: Lose 1 coin, gain 1 temporary die. If in town, gain +1 temporary die.

Sleep: Gain 1 biome die. May choose to lose 1 food to gain 1 extra die.

Heal: Lose 1 coin, remove 1 wound.

Restock: Gain 1 food or ware.

Sell: Gain coin equal to this settlement's ware value for each ware you choose to sell.

Shop: If at a city or town, draw 3 cards, 1 extra card if in city. Roll dice for each card to determine price. Consult item table on **page 52** to see what's on offer. May buy 1 item.

Wilderness Rest Actions

Camp: Lose 1 food, gain 1 biome die.

Converse: Lose 1 ware or coin, gain 1 temporary die.

Hunt: Roll die and gain that much food. Lose 1 die.



Mountain range



Coastline

Ruin



Trail

Town

Discovery

Open Land

Forest

Lake

Mountain

City

