



Unyielding Spirit



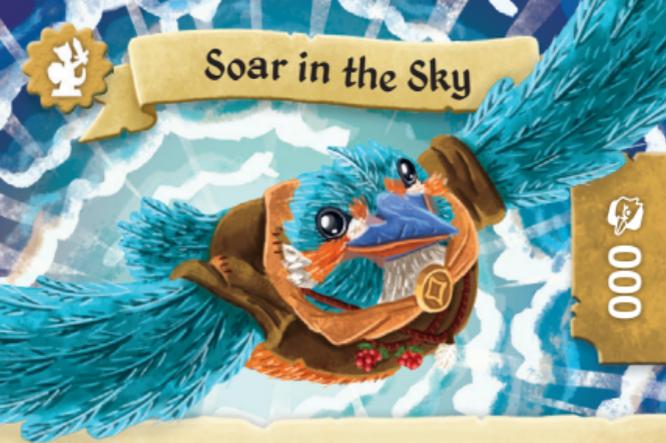
A life of adventure has shaped you, made you resilient and defiant. In a dire situation, when others would yield, your inner strength surges forth.

After a skill check but before revealing outcomes, you may **discard** to replace your dice pool with the dice below. Roll them and use the result.





Soar in the Sky



000

Through a life of uncertainty, you have learned to embrace the unknown. When the opportunity calls, you spread your wings and leave others in the dust.

During your **travel**, you may **discard** to get +3 **movement**.

Return your companions  without **Flight** to .





October



010

The weather keeps getting colder, prompting many to stay indoors. Thankfully, there's a slew of cultural events to comfort a weary traveller.

Use the **winter** side of both the game board and location cards.

Shuffle  088 (if available in ) into the event deck and replace this card with  011 from .





Gift Voucher

5



037

Surprise

Vouchers are the perfect gift – at least for the indecisive buyer. They are particularly popular among upper-class lemurs.

In a market scene, you may **discard** to take a presented item  for free.

At , you may **discard** to gain 5 .





Bottle of Acid

5



046

Toxic

Burglary

Mixing multiple toxins, such as those of a Gila monster or a strawberry poison frog, can create potent liquids with highly corrosive attributes.

Unlock

Get 1★ and reroll up to 1 🎲.

Force

Reroll up to 2 🎲.





Imprisoned



051

Isolated

You're trapped in a small, cold, and damp cell. Justified or not, it's time to bust out!

You cannot pick up quests , move, trade, or become a partner .



You are in jail



0101



Discard.





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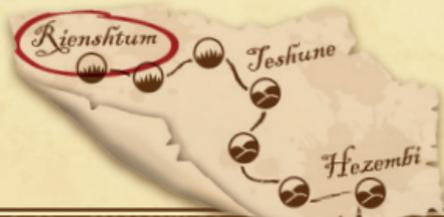
Kharimia's Vacation

Part 2

*I must see the Halls of Wonder
with my own eyes. Take me there!*

When picked up, take
 280 from  .

If you leave the spaces below or
Kharimia  is not with you, **abandon**.



Rienshtum



Visit the fair centre



0049

 112

Hezombi

*I always wanted to visit the
great city of Rienshtum.*

*Travelling alone isn't much fun,
so I would greatly appreciate if
someone could escort me there.*

- Kharimia, the Gila monster



Return Kharimia  to  .

Place on the noticeboard.

Kharimia's Vacation

Part 3

The Ducal Museum is next on my list of places to visit.

When picked up, take
280 from .

If you leave the spaces below or Kharimia  is not with you, **abandon**.



Sarewar



Visit the museum



0050



Return Kharimia  to .

Place on the noticeboard.



113

Rienshtum

*I was irresponsibly left all alone,
nearly ruining my vacation!*

*I'm waiting at the Rienshtum
market for help on the
next leg of my journey.*

- Kharimia, the Gila monster

Kharimia's Vacation

Part 4

I hoped to end my little vacation at the serenity of Yezden's temples.

When picked up, take
 280 from .

If you leave the spaces below or Kharimia  is not with you, **abandon**.



Yezden



Visit the temples



0051



Return Kharimia  to .
Place on the noticeboard.


114

Sarewar

I can't believe it! At the tail end of my trip, my guide abandoned me!

I'm waiting in Sarewar's city park for anyone who could help me get to Yezden.

- Kharimia, the Gila monster



Catch Bumir

Part 1

We're looking for a vile criminal.

If you are **Bumir**, you cannot **abandon** this quest , move, or become a partner .



115

You are Bumir



Surprise!



0033

with Bumir

Confront Bumir



0034

with Bumir

Ambush Bumir



0035



Shuffle  261 (if available in ) into the event deck. **Discard.**

Any settlement

Help with suppressing criminal activity required.

- City guard

Shuffle  261

(if available in ) into the event deck. **Discard.**





Catch Mor

Part 1

A rowdy lizard is avoiding justice.

If you are **Mor**, you cannot **abandon** this quest , move, or become a partner .


115

You are Mor



Surprise!

 0036

 with Mor

Confront Mor

 0037

 with Mor

Ambush Mor

 0038



Shuffle  262 (if available in ) into the event deck. **Discard.**

Any settlement 

A small crook wanted by law is on the loose.

- City guard

Shuffle  262

(if available in ) into the event deck. **Discard.**





Catch Aysala

Part 1

A troublemaker needs to be caught.

If you are **Aysala**, you cannot **abandon** this quest , move, or become a partner .



115

You are Aysala



Surprise!



0039

 with Aysala

Confront Aysala



0040

 with Aysala

Ambush Aysala



0041



Shuffle  263 (if available in ) into the event deck. **Discard.**

Any settlement 

Our staff is too busy with their own duties. Extra hands needed.

- City guard

Shuffle  263

(if available in ) into the event deck. **Discard.**





Catch Keridai

Part 1

A nefarious newt is on the loose.

If you are **Keridai**, you cannot **abandon** this quest , move, or become a partner .



115

You are Keridai



Surprise!



0042

 with Keridai

Confront Keridai



0043

 with Keridai

Ambush Keridai



0044

Any settlement 

A person is avoiding the law. Expertise and skills on tracking vital.

- City guard

Shuffle  264

(if available in )

into the event deck. **Discard.**



Shuffle  264 (if available in ) into the event deck. **Discard.**



Mercenary's Honour

Part 2

Perriv's latest client, a gull called Naridua, is the owner of Persistent Barriers brickworks in Sarewar. However, Perriv worked mostly with Naridua's son, Uistro, who demanded Perriv infringe the mercenaries' code of conduct.

Your best bet to understand the whole situation is to talk to Uistro directly. He should be at his mother's shop.



123

Sarewar



Meet Uistro



0105



Place  209 from  to the back of the quest slot. **Discard.**



Voyage of Mercy

Part 1

Rienshtum has been the pinnacle of cultural advancement, but has clung to violent traditions.

These outdated means of entertainment must be replaced with more civilised events.

We need help earning the support of the Rienian city council, which takes regular cruises from Hezembi to Rienshtum.

- Vequniel, the carpet chameleon activist


129

Hezembi



Join the cruise



0380

Sarewar

The fighting arena in Rienshtum has murdered and maimed countless folks.

Anyone sharing our views is welcome to join our protest to end this barbaric practice.

- Vequniel, the carpet chameleon



Place to the back of
the quest slot.

Kharimia's Vacation

Part 1

There's a famous theatre in Hezembi I desire to visit. Let's go!

When picked up, take
139 from .

If you leave the spaces below or Kharimia  is not with you, **abandon**.



Hezembi



Visit the theatre



0048



Return Kharimia  to .
Place on the noticeboard.

Arhin

*I came to Galzyr for
a little vacation.*

*The trip is already well-planned,
and I'd love me some company!*

- Kharimia, the Gila monster



Rebel Uprising

Part 1

Arhin's ruling elite families have trampled us common folks for too long! No more should they be allowed to abuse our laws for their gains! It is time for a revolution!

Join me and my hundreds of brothers and sisters in the march to end this tyranny! We must put them out of power!

- Jernin-jan, the chicken revolutionary

142

Arhin



Join the revolution



0303



Place to the back of
the quest slot.

Meratu

Help wanted: to free the oppressed Arhin from the yokes of tyranny!

Do you value personal rights and freedoms? Help us bring about a new era of equality!

- Common folk of Arhin



Waiting for Court



167

Isolated

Waiting to have your day in court with Cirin, your surroundings leave you less than satisfied.

During setup, place your figure at Sarewar.

You cannot pick up quests , move, trade, or become a partner .



Court day



0097





Fleeing Duelist



178

Admitting defeat is difficult for Harman, even when faced with a noteworthy foe or setback. He often disappears for a while and seeks fame and adventure elsewhere.

Replace this card with
177 from .

2



Discard.





Slumbering Giant



183

Durgir, Chabahr's beloved icon, shows signs of life. Many refuse to believe the gentle giant would harm them.

Place to Chabahr.



Warn Chabahrians



0383

Take 270 from .

Replace location  with

 226 from . Discard.

4





Gemsedian Patrol



185

Yezen's gold mines have tempted Gemsed for decades. Now a troop of Gemsedian soldiers has been spotted camping east of town.

Place to Yezen.



Visit the camp



0321



Place 188 from to .

Discard.





Peace Negotiations



196

While Rienshtum has the upper hand in the war, Arhin has stepped up in holding peace negotiations between the two sides. Peace is finally dawning.

Place to Arhin.



Visit the site



0346



Place  097 from  on the bottom of the event deck. **Discard.**





Peace Negotiations



Gemsed has shown its teeth and done such heavy damage at Rienshtum that Hezembí's embassy stepped up and is now hosting peace negotiations.

Place to Hezembí.



Visit the site



0347



Place  096 from  on the bottom of the event deck. **Discard.**





Peace Negotiations



 198

With heavy losses, Rienshtum and Gensed are willing to negotiate peace at last. Neutral ground, Teshune, has been chosen as an appropriate place to do so.

Place to Teshune.



Visit the site



0348



Place  098 from  on the bottom of the event deck. **Discard.**





Treasure Hunt

Part 1 & Part 2

*Travel towards the
lush, green forest from...*

199

*With one hint, you know where
to search for the next one.*

If you gain another **Treasure
Hunt** , **abandon** one.

Rienshtum, without **Clue**



Visit the wishing well

 0220

Closest  to



Locate treasure!

 00



Place to 



Treasure Hunt

Part 1 & Par

*Travel towards the
lush, green forest from...*

199

*With one hint, you know where
to search for the next one.*

If you gain another **Treasure
Hunt** , **abandon** one.

Arhin, without **Clue**



Visit the library

 0221

Closest  to



Locate treasure!

 00



Place to 

Treasure Hunt

Part 1 & Par

*Travel towards the vast
and open plains from...*



199

*With one hint, you know where
to search for the next one.*

If you gain another **Treasure
Hunt** , **abandon** one.

Hezembi, without **Clue**



Visit the theatre



0222

Closest  to



Locate treasure!



01



Place to 



Treasure Hunt

Part 1 & Par

*Travel towards the vast
and open plains from...*

199

*With one hint, you know where
to search for the next one.*

If you gain another **Treasure
Hunt** , **abandon** one.

Sarewar, without **Clue**



Visit the museum

 0223

Closest  to



Locate treasure!

 01



Place to 



Treasure Hunt

Part 1 & Par

Travel towards the perilous mountains from...

199

With one hint, you know where to search for the next one.

If you gain another **Treasure Hunt** , **abandon** one.

Yezen, without **Clue**



Visit the temples

 0224

Closest  to



Locate treasure!

 02



Place to 



Treasure Hunt

Part 1 & Part 2

Travel towards the perilous mountains from...

199

With one hint, you know where to search for the next one.

If you gain another **Treasure Hunt** , **abandon** one.

Chabahr, without **Clue**



Visit the hot springs

 0225

Closest  to



Locate treasure!

 02



Place to 



Coffee

4



200

Drink

Galzyr got its first taste of coffee when capuchin monkeys brought their foreign beans to Hezembí's market. Now local ruling families, just like the merchants themselves, can't go a day without the energising substance.

You may **discard** to return your **Freezing**  to , get **2★** if in  or  skill check, or both.





Place to Play

Part 1

We have a group of volunteers who have lined up a meeting with Rienshtum's city councillors in hopes of improving the usage of the Sports Centre.

Meet my dear friends, Lanni and Velmo, at the archives. Try to find something we can use to make the arena a place appropriate for everyone of all ages!

- Girgia, the red lynx volunteer worker



203

Rienshtum



Meet Girgia's friends



0381

Yezen

Rienshtum has recently gone through some changes for the better, but there is still a lot the city could do to improve its citizens' quality of life.

- Girgia, the red lynx



Place to the back of the quest slot.



Show of Violence

Part 1

I have gathered many former arena fighters, and we will hold demonstrations in the streets of Rienshtum. We will put on exhibition fights and show the Rienians what they have been missing.

Meet me there and help us restore the arena to its former glory.

- Reorack, the lion former arena champion



204

Rienshtum



Meet Reorack



0382

Teshune

Rienshtum's proud tradition of arena combat has been sorely missed by its citizens. They demand for the return of this cultural icon that enriches the lives of all Rienians.

- Reorack, the lion



Place to the back of the quest slot.



Wanted Poster

2



249

Shady

High self-confidence can be a dangerous weapon.

Only **Bumir** can use this card.

Intimidate

Get **2★** and roll .

1 - 2: Place 115 (if available in) on the noticeboard.

Fight

Reroll up to 2 .





Wanted Poster

2



115
249

Shady

High self-confidence can be a dangerous weapon.

Only **Mor** can use this card.

Intimidate

Get **2★** and roll .

1 - 2: Place  115 (if available in ) on the noticeboard.

Fight

Reroll up to 2 .





Wanted Poster

2



249

Shady

High self-confidence can be a dangerous weapon.

Only **Aysala** can use this card.

Intimidate

Get **2★** and roll

1 - 2: Place **115** (if available in) on the noticeboard.

Fight

Reroll up to 2 .





Wanted Poster

2



115
249

Shady

High self-confidence can be a dangerous weapon.

Only **Keridai** can use this card.

Intimidate

Get **2★** and roll .

1 - 2: Place  115 (if available in ) on the noticeboard.

Fight

Reroll up to 2 .





Underground Tunnels



276

Despite the constant threat of earthquakes in the area, the Grand Mole Efforts Labour Group managed to complete their high-speed underground rail network below the hills of Galzyr!

During your **travel**, you may spend 3 🐹 to transport your figure from one 🐹 to any other 🐹.



If this card was in play from the start of the game, **discard**.





Samuel & Julian

Wood Duck & Snow Goose



289

Passion

Flight

Swim

A duo always ready for a game.

Once on each of your turns,
you may spend 2  to roll .

4 - 12: Gain 6 .

Teshune



Delve into the ruins



0109

Discard.



5





New Player

Part 1

The Provisional Common Folk's Government has taken over our library, and is lost with their stolen leadership. My family, the Castermangs, has served this city faithfully for generations, and is better suited for the task.

Meet our agent, Coren, outside the library and help us save Arhin.

- Yirona, the striped polecat chamberlain


303

Arhin



Meet Coren



0304

Rienshtum

Arhin's Provisional Common Folk's Government is barely holding onto the peace. If nothing is done, the whole city will be plunged into total anarchy.

- The Castermangs



Place to the back of
the quest slot.



Short Reign

Part 1

The once-magnificent Arhin has been soiled by the Castermangs, implementing policies of ignorance and discrimination, turning our home into a prison of isolationists!

Seek out our guard captain and loyalists hiding in one of the windmills north of the city and help them retake Arhin!

- Rudonda Bluemill, the marbled polecat grand mistress



304

1 space north of Arhin



Join the loyalists



0305

Yezen

Arhin's trade is down, goods are dwindling, and outsiders are violently cast out of the city.

In good faith, we cannot support this isolationist reign any longer!

- The Bluemills



Place to the back of
the quest slot.