

Actions



Move / Backtrack



Be stealthy / Hide



Snowshoe / Ski



Fight



Swim / Sail



Hunt



Go see / Investigate



Fish



Pathfind / Escape



Climb



Spot / Observe



Dig



Search / Examine



Orientate



Craft



Pull / Push / Lift



Make fire



Balance / Jump



Eat / Drink



Rest



Take / Handle



Cure / Heal



Think / Compose myself



Listen



Decipher



Play music



Open / Lockpick / Close



Offer / Coax / Tame



Pray

Action consequences



Take a card bearing this number from the *Adventure Deck* (green by default; gold only if no green card is available).



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You may add together the number of the card you are to take and the number associated with the pictograph.



+5

E.g.: take a **159** card

OR one whose number is equal to $159+5 =$ **164**.



All involved characters move their figure to the same reachable *Terrain* card.



Banish this green card and replace it with a gold card bearing the same number.



Once it has been resolved, discard this *Exploration* card and replace it with an *Adventure* card that belongs there.




The active player may either add this card to their inventory or give it to another involved character, so that they add it to their own inventory.



Unless otherwise stated, the involved characters must remove a total of X pips, as chosen by themselves, across the values of the dice resting on their items.



The player must discard 1 card from the top of the Action Deck for each  they have in hand.

Resources



wood



bamboo



stone



foliage



vine



fire




bone



poison

Turn sequence

Take an  action and then **either** let another player take their turn or take another action if all other players agree.

Action icons



An action that players may take.



The related effect may only be applied during an action of this type (if the character is involved in it).



An action that all involved characters (and only them) must take.



This action has already been performed and may not be taken again from the attached *Terrain* card.

Fight action

Default cost of the action



Apply this consequence(s) if you succeed

Apply this consequence(s) if you fail

Minimum number of successes needed to successfully perform the action



Players must draw the exact number of cards indicated by the action, unless they choose to apply card effects from their hands and/or inventories.



This action may not be taken unless all characters are involved.




Players may not take the following actions on this *Terrain* card: *make fire* , *craft* , *rest* .


Action resolution



1. ITEM


All involved characters may use their items.


Lower the durability of each item you use by 1. 


2. COST

A. Determine the cost of the action:  cards to draw (shown in the blue diamond)

 /  as chosen by the players (collective action only)

 if the involved characters use card effects from their hands and/or inventories

 for each available resource (*craft* action only)

B. Draw as many cards as the action cost. You may draw more if the action is not . Place them face down in front of you.

3. RESULT

Reveal the cards drawn during the Cost step and count the successes (full stars).



Total is greater than or equal to required number of successes – **success**.

Total is less than required number of successes – **failure**.

4. SKILL


The active player may choose one  card from those that were revealed during the Result step and add it to their hand or to another involved character's hand.

5. DISCARD



Discard all the other  and  cards that were revealed during the Result step. Discard any item that has a durability of 0.

6. CONSEQUENCE

Success – apply the consequence(s) in the white section.

Failure – apply the consequence(s) in the black section. If more than one character is involved in the action, the active player takes a  card.

7. HAND SIZE LIMIT

If needed, discard the  and  cards of your choice until you have your allowed hand size.