

Action icons

- An action that the active player may take.
- An action that all the characters on the active player's *Terrain* card must get involved in.
- This action has already been performed and may not be taken again from the *Terrain* card this *Permanent Event* card is attached to.
- The related effect may be applied only during an action of this type.
- The related effect must be applied during an action of this type.
- This action may not be taken unless all conscious characters are involved.
- During the Draw step of the action, you must draw at least X cards from your Action Deck.
- During the Result step, you must take into account at least X successes for the action to succeed. Otherwise, it fails.
- The active player may take into account the successes on, at most, X revealed cards.

Actions

- | | | | | | |
|------------------|-----------------|--------------------|--------------------------|--------------------------|----------------------|
| Move / Backtrack | Spot / Observe | Be stealthy / Hide | Pull / Push / Lift | Think / Compose yourself | Hunt |
| Swim / Sail | Search | Dodge | Climb | Listen | Target / Aim / Throw |
| Go see / Visit | Examine | Jump / Balance | Dig | Greet | Saw / Cut |
| Pathfind | Fight | Eat / Drink | Take / Handle | Speak | Play music |
| Find my bearings | Cast a spell | Cure / Heal | Craft / Repair | Convince / Negotiate | Perform |
| Run / Flee | Read / decipher | Rest | Open / Pick lock / Close | Offer / Coax / Tame | Wait / Do nothing |



Consequences of actions

- The active player may add up to X cards revealed during the Result step to their hand.
- The active player may randomly take up to X cards from their Discard Pile and shuffle them back into their Action Deck.
- The active player must discard X cards from the top of their Action Deck.
- The active player loses X life points.
- The active player ignores up to X.
- Take a card bearing this number from the Adventure Deck (green by default; gold only if no green card is available). If it is not available, first return all the cards in the Past, unless the icon can be seen to the right of the number.
- There are possibly multiple versions of this card (bearing the same number).
- One of them is linked to a specific scenario – or card – and must be taken over any other if you are playing the corresponding scenario or if you have a card with the same pictograph.
- Read the corresponding chapter in the Dialogue Book.
- Move the die to the next row (setting it to a value equal to the action's difficulty). If there are multiple arrows next to the die icon, move the die one row per arrow.
- Once it has been resolved, discard this *Exploration* card and replace it with an *Adventure* card that belongs there.
- Increase by X / decrease by X the value of the corresponding tracker on the *Community* page of the Citadel leaflet.

Creatures' traits

- Ambush**
Skip the first Gear up step.
- Tough X**
During each Result step, ignore X successes taken into account.
- Unsettling X**
During the action, the active player may not apply the effect(s) of more than X cards.
- Evasive X**
During each Draw step, for every 3 cards you draw: .
- Regenerate X**
If the action fails, after applying its consequences, increase the die's value by X (max. 6).
- Reach X**
During each Consequence step, if the action fails, one random involved character must .
- Brutal**
During each Consequence step, if the action fails, roll a die. If you roll a 1, block 1 selected card with the keyword ARMOR and/or SHIELD. If you roll a 2, block 1 selected card with the keyword WEAPON and/or SECONDARY.
- Epic**
If several characters are involved in the action, none may be the active player two turns in a row.

Buildings

When you check a  symbol on the *Destiny* page, check 1  *Building* box next to the building of your choice below.
When a building has all of its boxes checked, it is considered built and you may apply its effect.

Watchtower

During the "Preparation" phase:

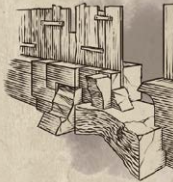
 +1



Outer wall

During the "Preparation" phase:

 +1



Grain silo

During the "Preparation" phase:

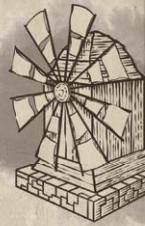
 +1



Mill

During the "Preparation" phase:

 +1



Gallows

During the "Preparation" phase:

 +1



Dovecote

During the "Preparation" phase:

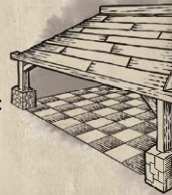
 +1



Forum

During the "Preparation" phase:

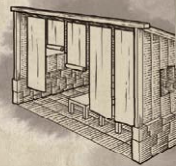
 +1




School

During the "Preparation" phase:

 +1




Place of worship

During the "Preparation" phase, if you are at the Citadel, take 2  049 cards (glimmer of hope).





Cemetery

At the beginning of the "Preparation" phase, if you are at the Citadel and the characters have a total of more than 10 life points, take 1  099 card (hope reborn).




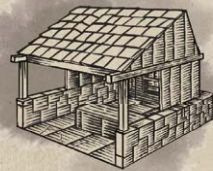
Market

During the "Preparation" phase, if you are at the Citadel, one player takes a  149 card (barter) and each player may return 2 cards with the keyword **BARTER** to take a  199 card (item).




Apothecary

During the "Preparation" phase, if you are at the Citadel, one player takes a  249 card (potion).




Gambling den

During the "Preparation" phase, if you are at the Citadel, one player rolls a die. If they roll a 4, a 5 or a 6, they take a  199 card (item). If the tavern is built, you may re-roll the die once.




Pen

During the "Preparation" phase, if you are at the Citadel, each player returns all of their cards with the keyword **ANIMAL**, and then one player takes a  180 card (animal).





Library

During the "Preparation" phase, if you are at the Citadel, take a  050 card (book).



Arena

During the "Preparation" phase, if you are at the Citadel, one player gains 1  *Reflex Skill* card, if available, and shuffles it into their Action Deck and/or players may return 2 cards with the keyword **WEAPON** to get:  +1



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Smithy

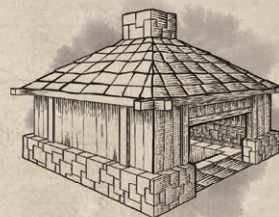
During the "Preparation" phase, if you are at the Citadel, one player takes a **190** card (gladius) or players collectively **unlock** up to 2 cards with the keyword **WEAPON** and/or **ARMOR** and/or **SHIELD**.



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Baths

During the "Preparation" phase, if you are at the Citadel, players collectively **unlock** up to 2 cards with the keyword **COMPANION**.



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Dispensary

During the "Preparation" phase, if you are at the Citadel, each character **returns** their "You are injured" card and takes 1 **049** card (glimmer of hope) if they did.



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Herbalist's shop

During the "Preparation" phase, if you are at the Citadel, each character **returns** their "You are ill" card, and takes 1 **099** card (hope reborn) if they did.



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Tavern

During the "Preparation" phase, if you are at the Citadel, you may take a **006** card (side quest).



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Sanatorium

During the "Preparation" phase, if you are at the Citadel, players share an additional 5 life points.



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Academy

When you check a symbol on the *Destiny* page, randomly take an additional 4 *Advanced Skill* cards to choose from.



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Guild

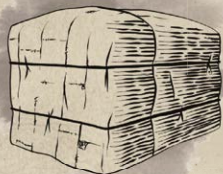
When you check a symbol on the *Destiny* page, apply the following additional effect:

+2 or +2 or +2 or +2.



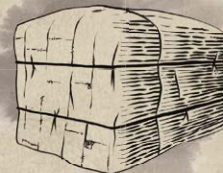
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Immediately after this is built, take all **234** cards. Choose one, write its title above, and **return** the other cards.



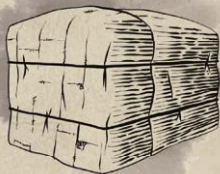
☉ ☉ ☉

Immediately after this is built, take all **234** cards. Choose one, write its title above, and **return** the other cards.



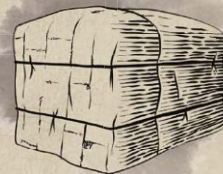
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Immediately after this is built, take all **345** cards. Choose one, write its title above, and **return** the other cards.



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Immediately after this is built, take all **345** cards. Choose one, write its title above, and **return** the other cards.



Community

Name of your community

Players taking part in the adventure

Characters' life points (when you save)

Threat being played

Groundshiver level



- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

Production

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Defense

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

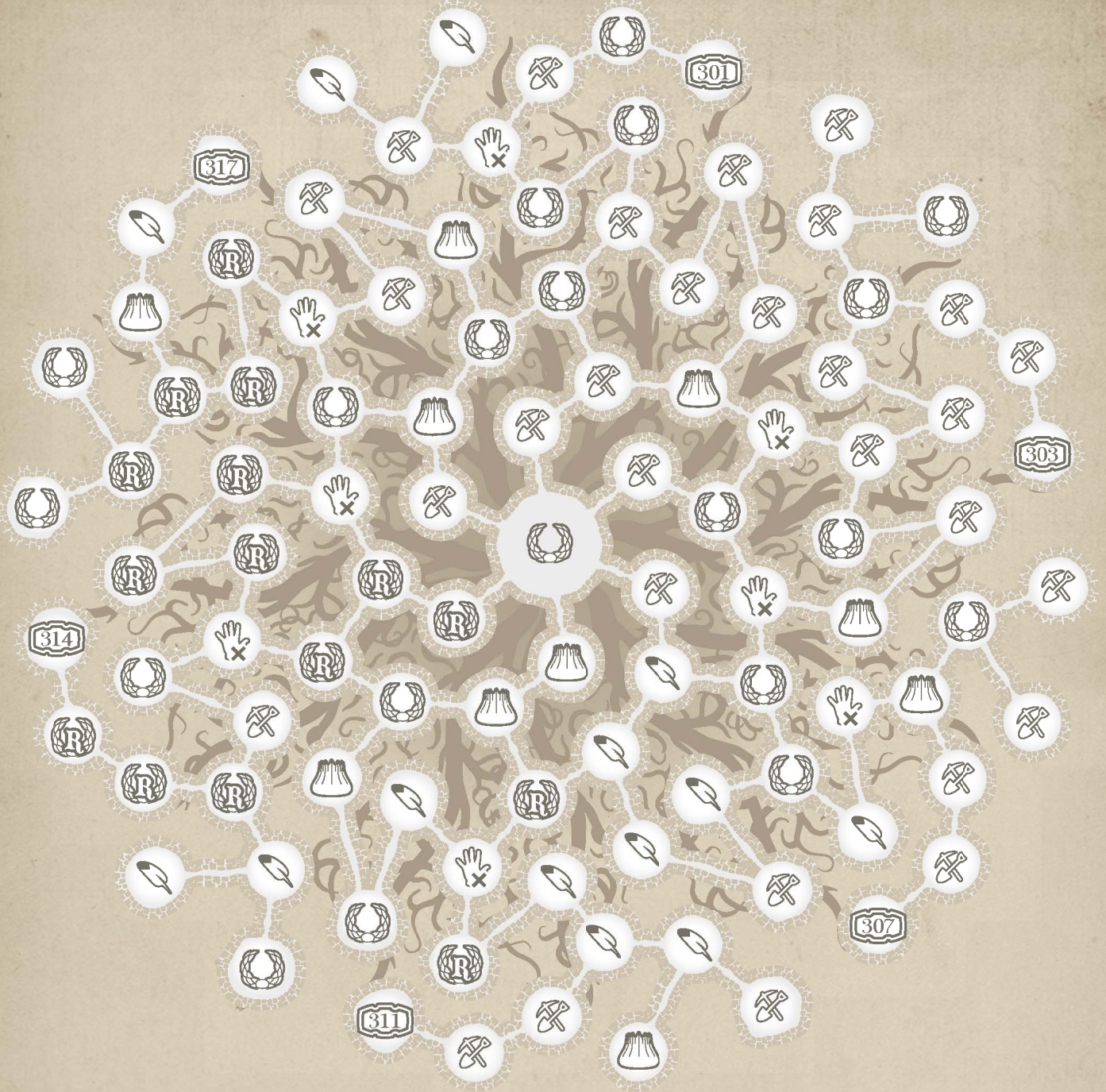
Knowledge

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Influence

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Destiny



If no symbol is checked yet, you must check the symbol in the center. Otherwise, check 1 symbol connected to a previously checked symbol.



Each person must find their place and serve the community to the best of their abilities. With this in mind, you have selected a handful of individuals with a range of talents to educate the others in the arts of writing, fighting, and farming.

Increase your or or or score by 2 on the *Community* page.



Using materials from the ruins of the nearby Citadel, work on the new building progresses slowly. Everyone is working hard as the future of the community depends on its completion.

Check 1 box on the *Buildings* page. When a building has all of its boxes checked, it is considered built and you may apply its effect.



Through training and experience, you have developed new abilities.

Randomly take 4 *Advanced Skill* cards from the game box. One player gains 2 of these cards – or two players each gain 1 of these cards – and shuffle(s) them into their Action Deck. Return any cards that were not chosen.



Honed reflexes will make all the difference when the time comes.

One player gains 1 random *Reflex Skill* card, if available, and shuffles it into their Action Deck.



You decide to focus on some of your skills at the expense of others.

One player returns 2 cards – or two players each return 1 card – from their hand, their Action Deck or their Discard Pile.



The Kel Protectorate has undergone such changes that your old map needs updating. To that end, you have sent a small group of scouts to map a region of the Collapsing Lands.

Take a card whose number is associated with a arrow on a card that is already in the World Map. Insert it into the World Map **without flipping it**, in the slot the arrow bearing its number points to.



The slave-gardener you once were is long gone, replaced by a wise and talented leader.

Take this card and, after revealing it, give it to the player of your choice.



Waterbank

Botto

Forgotten Wilds

Garrison of the Outer Edges

Newlywed Island

The Pebble

Burning Bramble Wood

Black Ocean

Valengarde

Sunset Mountains

Burnis Gorge

The Guardian

The Mire

Port Bile

The Orphan

Gadalroc

Canyon of Regrets

Bridge of Choice

Crossing River

Amber Tower

Plains of Nazibe

Chestnut Inn

Tooth Peak

Crowned Peaks

Stoneheap

Mordaba'lh



Endless Sea

Sandy Remains

Wingborne Forest

The Lockbolt

Gurging River

Karben Line

Drumbeat Wood

The Perch

The Lookout

Guiborg

The Plank

Smoking Plain

Inn of the Red Spiggy

Arboza Pass

Fort Shade

Calmwood

The Eighty-Four Hills

Venn Forest

Royal Road

The Great Sea

Kel

The Gord

Windswept Coast

The Eternal River

Fort Shore

The Puddle

Fort Cutthroat

Port Kirynne

Drythroat Inn

The Two Sisters



The Puddle

The Rytepath

Luldrop River

Barren Lands

