
Everdell
SPIRECREST
RULES OF PLAY

CONTENTS



33 Discovery Cards



12 Weather Cards



5 Big Critter Meeples



6 Everdell Map Tiles



24 Map Tiles



6 Foxes and 1 Frog Ambassador
(For use in Everdell: Pearlbrook)



15 Rabbit Travelers
(1 for each critter type in Everdell and expansions)



12 3-point Tokens



6 Plastic Saddles
(1 extra)



1 Mountain Board

OVERVIEW

Far beyond the comfortable boundaries of the Everdell Valley, deep into mysterious and uncharted lands, adventure is waiting to be discovered. Ancient ruins? Critters from foreign lands? Giants? Gather your traveling supplies and your courage, and get ready for a daring journey through the mountains of Spirecrest!

You will begin the game with a rabbit Traveler on the Mountain board. Every season you will have to face challenging weather that will alter how you are able to play. As the seasons change you will move your Traveler along the trail, gathering maps to plan a final Expedition, and making amazing discoveries. Smartly utilize the unique abilites of your Discovery cards, carefully plan for your endgame Expedition, and the story of your city–as well as your epic journey–will be remembered in Everdell for many seasons to come!

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SETUP

Follow the setup rules for the base game with these additions:

1) Place the Mountain board along the lower half of the main board.

2) Divide the Weather cards into seasons, then shuffle and place 1 facedown, unseen, on each corresponding season spot on the Mountain board. Return the remaining Weather cards back to the box, unseen.

3) Keep the Discovery cards divided into their 3 catagories: Foothills, Peaks, and Ridge. Shuffle each group individually and place them facedown on their corresponding spots on the Mountain board.

4) Give each player an Everdell map tile. Then shuffle the 24 map tiles and place 1 more than the amount of players faceup on the Foothills portion of the trail. Then place the same amounts facedown on the Peaks trail and Ridge trail. Return the remaining map tiles to the box, unseen.

5) Arrange the Big Critter meeples on the Mountain board (optional) or nearby.

6) Flip over the winter Weather card and place a Traveler meeple for each player on the Foothills icon at the beginning of the trail.





Note: *Spirecrest* adds substantial complexity to *Everdell*. When playing *Spirecrest*, it is recommended that you do not include other expansion material.

THE TRAIL

Your adventurous Traveler will be journeying through the mysterious Spirecrest mountains, braving treacherous weather and venturing into uncharted lands. Along the way they will discover hardy mountain folk, exotic locations, challenging trails, and even some of the fabled Big Critters who are rumored to roam these peaks.

Your Traveler begins the game exploring the Foothills and will then progress to the Peaks, then the Ridge, and then finally to your Expedition.

Every time after you perform a Prepare for Season action, you must perform the Explore action, which consists of the following 3 steps:

1) Chart

Take 1 of the map tiles from the area your Traveler is exploring and place the map at the end of your Expedition.

2) Discover

Reveal 3 Discovery cards from the area your Traveler is exploring and then play 1 into your area.

3) Travel

Move your Traveler to the next area on the trail, and reveal the Weather card and the map tiles if they are not already revealed.

Chart

Choose any of the faceup map tiles on the area of the trail where your Traveler is currently exploring. Take the map tile and place it at the end of your Expedition.

At the beginning of the game, your Expedition will consist only of the Everdell map tile that you received during set up. When you gain your next map tile, place it to the right of the Everdell map tile as shown below:



Other map tiles you gain will then be placed to the right of that map tile. Each player will gain a total of 3 map tiles over the course of the game. This forms the Expedition that your Traveler may embark on at the very end of the game.

The Expedition will be explained in more detail later in these rules.



Discover

After choosing and adding a map tile to your Expedition, then take the top 3 cards from the deck corresponding to the area you are exploring. This will be the Foothills deck the first time you Prepare for Season. Place these 3 cards faceup along the bottom of the Mountain board, beneath the cost markers on the board as shown below:



These cards represent different discoveries that your Traveler has made during their journey. You get to pick only 1 of these cards to play into your area. These cards do not count against your city size limit.

The first card in the row is free to play. To play the second card, you must either discard 1 card from your hand, or pay 1 of any resource. To play the third card, you must either discard 2 cards from your hand, pay 2 of any resource, or discard 1 card and pay 1 resource.

Play the Discovery card beside your city. Place the 2 Discovery cards that you did not play facedown on the bottom of their deck.

Types of Discovery Cards

There are different types of Discovery cards that you may encounter. All of the Discovery cards are outlined in detail in the Index at the back of this rulebook.

Discovery cards are considered "card-playing abilities" and therefore **may not** be combined with cards like the Innkeeper or the Crane.

Trails and Cities: Trails will challenge you to fulfill certain requirements in order to gain their endgame points. Cities, which are only found in the Ridge deck, will gain you endgame points based on card types that are not in your city.

Ongoing Effects: You will gain an ongoing ability that will remain in effect for the duration of the game, or as long as the card states.

Locations: These may be locations that only you can visit, or Open locations that other players can visit as well.

When Played: Some cards have abilities that you will perform immediately when playing them.

Big Critters: If you play a Big Critter card, take the matching meeple from the Mountain board. This Big Critter replaces 1 of your workers, and you may optionally use a plastic saddle clip to attach your worker to the Big Critter so they are riding them.

Big Critters are considered "workers," but possess unique abilities. They may visit all the normal locations that other workers can, such as resource gathering spots, Destination cards, etc. They may also be moved with cards like the Ranger.

Travel

After claiming a map and playing a Discovery card, move your Traveler to the next designated area on the trail. These areas are marked by symbols:



Foothills *Peaks* *Ridge*

If the Weather card for that area is not yet revealed, reveal it now; you must now follow the rule restrictions of this Weather card. If the maps on the trail of this area are not yet revealed, flip all of them faceup now. When you perform the autumn Prepare for Season action, first turn over the autumn Weather card if it is not already revealed. Then move your Traveler off the Mountain board and onto the Everdell tile at the beginning of your Expedition; while here, you must follow the rule restrictions of the autumn Weather card.





Weather



Winter *Spring* *Summer* *Autumn*

You will be exploring these areas during these seasons of the game: Winter: Foothills; Spring: Peaks; Summer: Ridge; Autumn: Expedition. While in each season, you must follow the rule restrictions of the corresponding Weather card.

After you Prepare for Season and move your Traveler forward to the next area, flip over the Weather card for that new season if it is not already revealed. You must now follow the rules of this new Weather card for as long as you are in the corresponding season. You are only affected by the Weather card in the current season.

Different players may be affected by different Weather conditions at the same time in the game, depending on which season they are currently in.

Note that cards like the Lookout ignore the Weather effects that apply to Forest and Basic locations.

Weather effects that force you to discard cards take effect at the end of your turn, after you have fully resolved your placement or card abilities.

If the Weather effect requires you to pay an additional cost to play a card, you may ignore this effect if you are playing the card for free (via occupied token or other effect).

EXPEDITION

At the end of the game, immediately after you pass, your Traveler may then embark on their Expedition. Each map tile of your Expedition will grant you endgame points, but only if you pay the listed cost to travel there first. You may choose how many map tiles you will travel through, if any. You must travel through your Expedition in the order that you charted it.

For example, you must pay the cost listed on the first tile to the right of the Everdell Valley tile before you can pay the cost on the second tile, and finally the third. Move your Traveler to the furthest map tile that you choose to explore. When you add up points, you will gain points for the map tile your Traveler is on, and all of the previous tiles to the left. You do not gain points for map tiles that you do not explore.

In the below example, the player pays 3 resin and earns 4 points, but cannot pay the 3 pebbles required to continue on their expedition.



SOLO RULES

Rugwort is on the move!

He never was known for his original ideas, and now he is literally following in your footsteps! Rugwort has heard of the amazing discoveries being made in the Spirecrest Mountains, and he has hired a shady critter to follow you around on your journey, trying to scratch up whatever you leave behind.

You must make sure that he wanders down the wrong path and doesn't return!

When playing the Spirecrest expansion solo, use the solo rules from the base game, including the 3 years of difficulty, with these additional rules:

- Place 1 Everdell Valley tile in Rugwort's area and place his Traveler on it.
- Place 2 map tiles on each area of the trail, with the tiles on the Foothills faceup, and the Peaks and Ridge tiles facedown.
- Rugwort ignores all Weather effects.
- Rugwort takes the map tile that you do not choose from each area. Place it at the end of his Expedition.
- Depending on which Discovery card you play, Rugwort will gain a certain amount of point tokens. Give him 3 point tokens if you play the 0-cost card, 2 point tokens for the 1-cost card, or 1 point token for the 3-cost card.



- At the end of the game, move Rugwort's Traveler to the end of his Expedition. He will score for every map tile in his Expedition.

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WEATHER CARDS

Winter

Blizzard: Whenever you gain resources from a Forest location, you gain 1 less resource. *Example: You visit the Forest location with 2 resin and 1 twig, and you choose to take 1 resin and 1 twig.* This does not apply to cards drawn at a Forest location.

Dense Fog: You must pay 1 additional resource of your choice to play a card from your hand. If a card costs 2 berries, you may pay 2 berries and any other resource to play the card. Critters played for free via occupied tokens are still free.

Freezing Rain: You may not visit any Forest locations. If playing with player powers (*Bellfaire* expansion), Lizards may still visit their exclusive Forest location.

Spring

Heavy Rain: Whenever you visit a Basic location, gain 1 less resource or 1 less card. *Example: You visit the 2 twig, 1 card space and choose to take 2 twigs but not draw the card.*

Lightning Storms: Each Construction costs 1 additional resource to play. This resource may be a berry or any other resource of your choice. This still applies even if you use a card-playing ability like a Crane.

Severe Wind: Every time after you play a card into your city and completely resolve its effects, you must then discard 1 card from your hand if you are able to do so.

Summer

Drought: Green Production cards do not activate when you play them.

Heat Wave: Each Critter costs 1 additional berry to play. This still applies even if you are using a card-playing ability like an Innkeeper.

Tornado: You may not play any cards from the Meadow. If an ability lets you draw cards from the Meadow into your hand, you may do so, then later play them from your hand.

Autumn

Flooding: Each card in the Meadow costs 1 additional resource to play. This resource may be any resource of your choice. This still applies even if you use a card-playing ability like a Crane or an Innkeeper.

Hail: After visiting a Basic or Forest location and fully resolving that location's effects, you must then discard 1 card from your hand if you are able to do so.

Wild Fire: You must immediately place 1 of your workers on this card permanently when you prepare for autumn. You will have 1 less worker to use in autumn.

Discovery Cards

Foothills

Archeologist: When played, place up to 3 Constructions beneath this card, either from your hand, the Meadow, or a combination of both. These cards do not count toward your hand limit. Later, when playing a card, you may choose to play 1 of these cards for a decreased cost of 1 less of any resource.

Cartographer's Caravan: When you place a worker here, draw 3 cards, then also gain 1 of any resource for each worker that is here, including the worker you just placed. Each player may only have up to 1 of their workers here. If an opponent visits this location, you gain 1 point token.

Everblossom Trail: Worth 4 endgame points if you have at least 3 purple Prosperity cards in your city.

Forager: Whenever you gain berries from any action you perform in the game, draw 1 card for each berry that you gained.



Greensprout Trail: Worth 4 endgame points if you have at least 4 green Production cards in your city.

Map Seller: When you place a worker here, you may draw cards from the Meadow or the discard pile (or a combination of the two) up to your hand limit. Do not refresh the Meadow until you have completed this action. Each player may only have up to 1 of their workers here. If an opponent visits this location, you gain 1 point token.

Mistrise Trail: Worth 4 endgame points if you have at least 3 tan Traveler cards in your city.

Starfall Trail: Worth 4 endgame points if you have at least 3 blue Governance cards in your city.

Stubblehoof (Big Critter): When you Prepare for Season, you may choose to not bring back Stubblehoof and activate the location where Stubblehoof is, and also draw 1 card and gain 1 of any resource. In a solo game, you may still activate a location even if Rugwort moves to it.

Sunblaze Trail: Worth 4 endgame points if you have at least 3 red Destination cards in your city.

Trail Guide: When played, place up to 3 Critters beneath this card, either from your hand, the Meadow, or a combination of both. Later, when playing a card, you may choose to play 1 of these cards for a decreased cost of 2 less berries. These cards do not count toward your hand limit.

Peaks

Ancient Orchard: You may place a worker here to gain 5 berries.

Bellsong Trail: Worth 4 endgame points if you complete every map in your Expedition.

Cloudrim Peak: When you place a worker here you must discard 5 different colored cards from your hand (1 of each color type in the deck). Then, gain 8 point tokens.

Grey Cloak's Hideout: You may move 1 of your deployed workers here to activate the location that worker was on before you moved them. This counts as your action. You may only have up to 1 worker here at a time.

Honeypaw (Big Critter): If you did not gain any berries from placing Honeypaw, then after you fully activate the location where you placed Honeypaw, you may also gain 1 berry for each resource that you did gain there, up to a maximum of 3 berries.

King Rhun (Big Critter): You may place King Rhun on any purple Prosperity card in your city to gain 1 of any resource equal to the base point value of that card. *Example: If you place King Rhun on a Castle, you would gain 4 resources of your choice.*

Moleia Mines: When you place a worker here, you may reveal cards from the deck equal to how many more cards you could draw into your hand. You may stop revealing cards at any time and draw the revealed cards, plus gain 1 point token for each card. If any of the revealed cards ever match a card in the Meadow, discard all revealed cards and gain nothing. Each player may only have up to 1 of their workers here. If an opponent visits here, you gain 1 point token.

Ruins of Spire: When you place a worker here, gain 3 resources consisting of either twigs, resin, or pebbles. They do not all have to be the same resource.

Stormvale: When played, draw 3 cards and place them faceup by this card. You or an opponent may play any of these cards just as if they were in the Meadow. You gain 1 point token each time an opponent plays 1 of these cards. Replenish any played cards from the deck.

Whisper (Big Critter): Whisper ignores the exclusive placement rule. You may place Whisper on a location already occupied by you or an opponent, including Destination cards, Forest locations, and Journey. You may not use Whisper to achieve an Event that another player has already achieved.

Windlore (Big Critter): You may place Windlore on top of the deck and then draw 3 cards from the deck. While Windlore remains on the deck, if an opponent draws cards, you may draw 2 cards from the deck. Also while on the deck, you may draw cards beyond

your hand limit, but then you must immediately choose which cards to discard from your hand to get back down to your hand limit. Do not use in a solo game.

Ridge

Bounty Hunter: When played, name any Critter card and then search the deck. If you find that Critter, you may draw it into your hand, even if your hand is full. If you do not find it, you gain nothing. Shuffle and return the deck when you are done.

Cloudsong: When played, name any Construction card and then search the deck. If you find that Construction, you may draw it into your hand, even if your hand is full. If you do not find it, you gain nothing. Shuffle and return the deck when you are done.

Everblossom City: Worth 6 endgame points and -1 point for each purple Prosperity card in your city.

Gatherwind Trail: Worth 4 endgame points if you have achieved at least 2 Events (basic and/or special).

Greensprout City: Worth 6 endgame points and -1 point for every 2 green Production cards in your city.

Hopewatch Trail: Worth 1 endgame point for each point you gained on Journey, up to 7 points.

Mistrise City: Worth 6 endgame points, and -1 point for each tan Traveler card in your city.

Serpent's Pass: Place this card at the beginning of your Expedition so it will be the first area you will explore when moving out of Everdell. You must pay 6 of any of any combination of resources to travel onto Serpent's Pass.

Sunblaze City: Worth 6 endgame points and -1 point for each red Destination card in your city.

Starfall City: Worth 6 endgame points and -1 point for each blue Governance card in your city.

The Distant Shore: Place this card at the end of your Expedition so it will be the last area you will explore. You must discard 6 cards to travel onto The Distant Shore.

EXCERPTS FROM THE JOURNAL OF TORRIN HARE

7th of Hopewatch

"A fool's errand."

Those words echo in my ears as we take shelter from a late winter storm. We are only seven days into our quest, and already the weight of what we are hoping to accomplish is heavy upon us. We have left the comfort of our homes to venture into these wildlands seeking aid from a king, who some still insist is only a legend. My companions are stout and hardy critters, but I recognize the seed of doubt in their eyes.

Our needs cannot be ignored. It will take months to rebuild from the carnage left by the tornado and the dangerous shortage of food from the drought. If the bitter frost of this winter continues, there will be little time to grow and harvest new crops this year.

I must remember the words that my father told me: "You were never meant to follow in my prints, Torrin, to live a comfortable life as a shopkeeper. You were born for greater things. Go with my blessing. I will be watching every day for your triumphant return."

I think I will encourage Chibblesqueak and Rose with a song. Chibs, in particular, has a droopy tail about the weather. It will do my heart good as well. A tune to help us muster our bravery once more.

19th of Hopewatch

I knew my rabbit instincts about that map seller were correct! He pressed us to buy a map with a so-called shortcut, and Chibs, eager to avoid any more freezing rain, paid the high price in shinies.

The whole business smelled foul to me, but seeing as how Chibs is an official member of the Cartographer's Guild, I begrudgingly decided to trust his judgment.

The map led us along a wayward and treacherous path, thick with foliage made damp by the continued onslaught of biting cold rain. It was approaching sunset when we broke from the undergrowth, only to nearly topple into a deep canyon stretching out before us.

Finally Chibs admitted the map was ludicrous and hurled the cursed thing into the canyon.

Then Rose spotted a bridge. It was a rope and plank structure, clearly ancient, and I was about to declare that it was not worth the risk, when she plunged ahead. In short order she was safely on the other side, where she announced that there was a dry hollow in which we could take shelter.

I encouraged Chibs to go second, knowing that if I left him for last, he might never follow us. I could see his tail trembling the entire way.

I swallowed my own trepidations and began the crossing. A shrill wind blasted through the canyon, swaying the rickety bridge. I folded down my ears and pressed forward, refusing to imagine my body breaking upon the rocks far below and then floating lifeless down the river...

Safe in the dry hollow, we were finally able to laugh at ourselves for trusting, of all critters, a weasel to give us directions.

22nd of Hopewatch

The day began wet and dreary as we plodded along the Mistrise Trail. I don't know how many hours we spent wandering through that shrouded valley, taking wrong turns and getting our fur positively soggy.



We were in quite a sour mood after midday, and decidedly lost. Rose scaled a tree to discover that we had only progressed a short distance from where we'd started. Chibs plopped to the ground and nearly started to weep.

Then, finally, a rare bit of luck!

A cardinal spotted Rose and landed for a chat. We were overjoyed to discover that this fine bird was actually a trail guide. He generously offered to help us. In no time at all, it seemed, we were out of the mist and resting happily on a grassy knoll at the other side.

We told the trail guide of our quest, and he suggested that we seek out a famed mountaineer of the area, who he said frequented a nearby traveler's inn.

23rd of Hopewatch

The inn was a prominent establishment just off the main trail, aptly named Wayward's Way. The tables were busy with a colorful assortment of mountain folk.

We learned from a rather plump hedgehog that no one knew the real name of the mountaineer, but that the locals called him Grim. A grinning prospector claimed he could help us find Grim, for a price. We declined.

It was getting late, and the innkeeper generously put us up in a room with a hearth and three dry beds. It had been weeks since any of us had felt a straw pillow against our whiskers.

The next morning we were surprised to meet a frowning red panda, who appeared to be waiting for us. "So this is it? I've seen stouter critters than you attempt to brave these peaks, never to return."

Grim downed a mug of something. "I will take you to Stormvale. The owls may know where you can find the king. But you are on your own after that... if any of you are still alive."

Month of Mistrise

Finally Grim has allowed us to rest and to light a fire! I can barely write, my paws are so frozen. This Bellsong Trail is a miserable road indeed.

I do not know the actual date. Grim has been driving us so hard, even demanding that we travel through the night at times. Does he never tire?

The cold! Oh, it is so miserably cold here. Hopefully Rose can light the twigs we carried with us. I'm sure that Grim would have some trick to get a fire going, but we aren't about to ask him.

3rd of Mistrise

I was convinced that Grim was going to drive us to our deaths, but by some miracle we survived the frigid road of the Bellsong Trail, and then the treacherous climb up to the tower of Stormvale. The glowing beacon at the tower's peak was certainly a light of hope for us.

The owls gave us a warm welcome, a delightful feast, and very comfortable lodgings. Grim was gone before we even noticed that he had left.

Sadly, for all their wisdom, the owls do not know where King Rhun is. They say that if anyone has seen him, it would be the great eagle, Windlore. An eagle! It will be truly astonishing to see this Windlore for ourselves.

For now, we will enjoy our time of rest in Stormvale. I hear that their library is magnificent.

9th of Mistrise

Windlore told us quite happily that he had seen King Rhun, just recently in fact, as he was soaring over the Ruins of Spire. He offered that we could ride upon his back. How could we decline?

The flight was truly the most exhilarating experience of my life; I think that Windlore took a certain delight in scaring us with his divings and swoopings. The weather darkened before we arrived at the ruins, and streaks of lightning forced us to land. Windlore told us that the ruins were not too far ahead, and that we could make our way to them easily enough once the storm had passed.

The eagle wished us well, gave us a wink, then leapt and soared away.

10th of Mistrise

The paths leading up to the Ruins of Spire are treacherous; the spring thaw has created icy rivers that carve over and around the stones. Rose fell and injured her left arm. It is clearly causing her pain, but I do not think it is broken. I believe that her pride was hurt more.

We are beginning to see some of the ancient settlements. Perhaps someday I will return here to explore them more, but for now we must press on, the quest at the forefront of our minds.

There was a time today that I felt a strange presence. Like we were being watched. Yet, when I turned around, we were alone.

11th of Mistrise

Astounding! We have reached the heart of the Ruins of Spire! From here we can see Everdell Valley as a green blur far in the distance. It is incredible to imagine that Corrin Evertail himself may very well have stood in this exact spot.

I had the same eerie feeling as yesterday: that we are being watched...

We have now spent an entire day exploring the ruins, and still no sight of King Rhun. I begin to wonder if I am losing my mind. All throughout the day I was looking back over my shoulder, positive that I would find eyes upon us.

I could not hide my intuitions from Rose or Chibs, and now I fear that they are beginning to feel it as well.

We have decided to remain here for one more night. If we have not found the king by the morning, then we will leave this strange place.

12th of Mistrise

We had a troubled sleep, convinced that we were surrounded on all sides by serpents or ghouls. When dawn finally broke, we nearly jumped out of our furs at the sound of a deep voice. We spun to find ourselves staring up at a towering mountain ibex. King Rhun himself!

He wore a weathered crown between his long, curved horns; his muscular frame held his stature tall and strong; his eyes were ancient and wise. We bowed low before him.

He said that he had been watching us for days now, and told us to speak our names and state the purpose for traveling into his realm. I did so, trembling in his presence.

After a moment of silence, with those deep eyes staring into each of us, King Rhun answered. “Not only is your bravery admirable, it is inspiring. You have climbed to the top of your world, risking your fur to seek aid from giants. Woe to me, woe to all critters if I, King Rhun of Spirecrest, should let you return without promise of hope and help. We will help you, as best we can. More than that, I shall descend to visit your king myself, to see what may be done.”

Chibs could not contain a squeal of excitement. My own heart was pounding.

“As for you three, your journey is not yet complete. You must travel onward to the Ridge, and visit the cities found leading away from that road. Speak with the leaders there, tell them I have sent you. Many of them are critters unfamiliar to you in Everdell, but they are all good-hearted.”

He told us the safest route out of the peaks and how we could find these foreign cities. Chibs took copious notes and drew maps, then showed his work to the king, who nodded approvingly. “You may have what it takes to become a famous cartographer one day, Chibblesqueak of Everdell.” (I think Chibs’s tail grew longer when he heard this).

The king said, “I see there is more, though, in your hearts. There is a yearning for something, is there not?”

Rose stepped forward. I was surprised to see that her eyes were moist. “I have lost all of my family,” she said. “There is nothing left for me in Everdell. I do not know where I belong anymore. I seek adventure, a purpose, a challenge. Is that wrong?”

King Rhun shook his head. “Never is it wrong to better understand one’s purpose in this world, young wild Rose. Should you decide to remain in Spirecrest, you will find adventure, you may even find great wealth. But know this:

purpose does not come from outside, but from within. Whatever you may gain in this life, it will not satisfy. It is what you give that will begin to make the difference you seek."

Rose stepped back, looking down at her injured arm. She said no more after that for quite a long time.

"And you," the king said, looking at me, "I can see the wanderlust in your eyes, Torrin Hare. You are not content to remain in Everdell either, are you?"

I had a comfortable life in Everdell, full of simple work... but I realized that my father was right, that the king was right. How many hours had I spent gazing up at these peaks, writing in my journal, dreaming and wondering?

"One day," the king said, "you may find yourself leaving this land to seek another, not unlike your hero of old, Corrin Evertail. My father spoke similar words to him when he passed through here many years ago."

I was truly humbled to be compared to Corrin Evertail, even in this small way. I stood speechless, pondering the implications of what the king was saying.

Then he laughed lightly. "But let your hearts not be troubled by my words. You must continue on your quest, and I must make my way down into your beautiful valley. Go, my brave little friends. Go onward, and may your journeys be blessed."

1st of Starfall

I still remember his words, though it has been months since he spoke them to me. King Rhun was right. There is a calling within me, a stirring for something more. Something beyond.

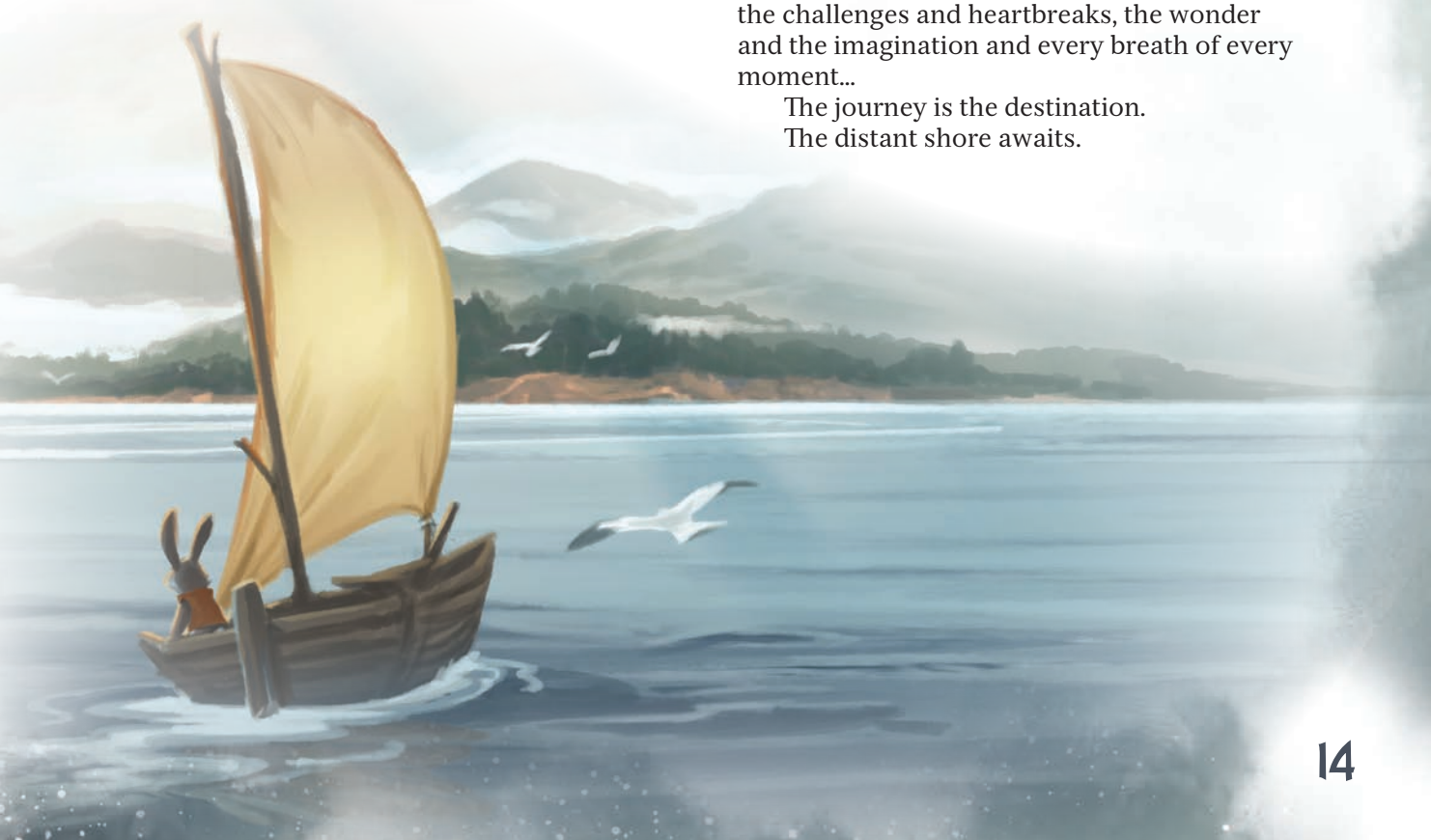
Rose did return to the mountains, and last I heard she had found great wealth exploring caves. I hope she will remember the king's words.

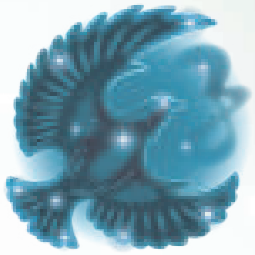
Chibs was so inspired by the king's approval of his mapmaking skills that he formed a Cartographer's Caravan to create an atlas of the entire world. He was never one for small ambitions.

I find myself gazing upon a sparkling blue sea, ready to board a vessel that will take me across to an unknown destination far beyond. But the destination is not what drives me. It is the daily travels, the surprises and delights, the challenges and heartbreaks, the wonder and the imagination and every breath of every moment...

The journey is the destination.

The distant shore awaits.





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