LANDS OF GALZYR

RULEBOOK

Prototype

This game is in development and is subject to change.

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Game overview

Lands of Galzyr is a story-driven adventure game where you explore a lively, open, and adventure-filled world. As an adventurer, your goal is to complete quests and perform noteworthy feats to earn prestige, which reflects your renown in Galzyr and among your peers.

Thanks to a saving mechanism, the game world is persistent, meaning that in the next game you continue your adventures right where you left off. This also means that your actions can have consequences that follow you to the next game and beyond.

Play competitively or co-operatively

If there are 2 or more players, you choose to play either **competitively** or **co-operatively** at the start of each game. In competitive games, the player who earns the most prestige wins the game. In co-operative games, the players work together to earn as much prestige as possible in a set number of rounds. Solo games function like co-operative games.

The game mechanics stay the same whichever way you play. However, the experience is drastically different. We recommend you try playing both ways to see which one you like more.

Digital storybook

The game uses a digital storybook called the **Book of Adventures** which you can access at *stories.daimyria.fi*. It is a web application which can be used online or alternatively downloaded and then used without internet connection.

stories.daimyria.fi

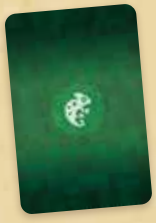
In each of your turns in the game, you choose an available **scene** and play it using the Book of Adventures. Each scene is a dynamic story in which you make decisions and attempt to use your skills to succeed in different challenges.

*If you have not already, you should read the separate **welcoming letter**! It will guide you through assembling some of the game's components before your first game.*

Components

480 cards


Item cards


Companion cards


Quest cards


Status cards


Event cards


Location cards

1 game board


1 game board

4 adventurer boards


4 adventurer boards

4 adventurer figures


4 adventurer figures

48 skill marks


24 small skill marks in 6 colours


24 large skill marks in 6 colours

18 dice


5 base skill dice


12 advanced skill dice in 6 colours


1 regular 12-sided die

57 tokens


4 prestige tokens


44 timer tokens *(22 pairs)*


6 quest tokens


1 day token


1 starting player token


1 souvenir token *(no gameplay use)*

3 trays


2 card trays
1 component tray

14 dividers


1 quest slot divider



7 library dividers


1 vault divider



5 save slot dividers

3 documents


1 travel guide


1 welcoming letter

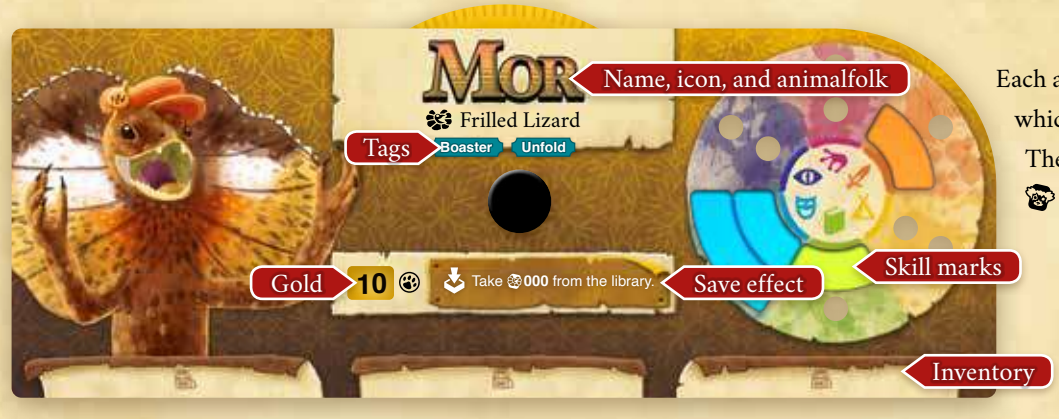

1 rulebook

Adventurers

At the start of each game, you choose an adventurer to play. While you can choose a different one from game to game, we recommend sticking to the same one so you can continue your story and experience the positive and negative consequences of your actions. You can find the adventurer introductions in the welcoming letter.

Each adventurer has their own adventurer board which you use to keep track of your skill marks, inventory, and gold. Whenever you receive or spend gold, rotate the gold dial on your board accordingly. The maximum amount of gold you can have is 20 and it is saved between sessions just like your cards.





Each adventurer also has a special ability which you can use once in each game. These are the adventurer status cards 000, 000, 000, and 000.





Skills and skill marks

There are 6 different skills in the game that form the skill circle on your adventurer board. Each skill represents a different facet of the adventurer's abilities, and adjacent skills have synergy with each other. You will use the skills to tackle the various challenges you come across on your adventures.

Each adventurer is better prepared for some challenges than others. This preparedness is represented by the skill marks on your adventurer board. You have a total of 4 skill marks, and each skill can have up to 2 marks.

During the game, you will have opportunities to swap your skill marks for different ones, helping you adjust to upcoming challenges or your preferred playstyle.



Skill checks



When you are faced with a challenge, you often have to perform a skill check by rolling dice. Normally, you use the five base skill dice. These are your baseline, and while you can succeed with them, harder checks are exceedingly difficult without additional help.

Your skill marks grant you access to the corresponding advanced skill dice. Compared to the base skill dice, these are vastly superior for their appropriate skill and good for the adjacent skills as well.

Additionally, items found during your adventures, among other things, can help you in skill checks.





Cards

This section goes over the different card types in the game. To avoid spoilers, most cards shown here do not appear in the actual game. In case of rule conflicts, the text on the cards overrides this rulebook.

Cards in play are kept faceup in the playing area, and you can look at them at any time. The quest and event cards are handled differently, explained in detail in their own sections.

Many cards as well as the Book of Adventures use bolded cyan **keywords** which are explained at the back of this rulebook.

Card trays

While not in play, cards are kept in the two card trays where the dividers and the cards behind them form different sections.

- The **library** is the largest and most often used section.
- The **vault** is a less often used temporary storage.
- The **save slots** are used to preserve the state of the world and adventurers between games.
- The **quest slot** holds only quest cards and is explained later.



The game tells you whenever you should take cards from the different sections of the card trays or place cards into them. Make sure that the cards in the trays are always facing to the front so that the card numbers are easily visible at the top. When you manipulate cards in the card trays, you should only look at the card numbers.

All cards in the library and vault are kept in numerical order (unlike in other sections). The order within the cards with the same number does not matter

When the game tells you to take a card with a specific number, it always tells you how to do so as indicated below:

Random **805**	Take 1 **random** card with the indicated number.
813	Take **any** 1 card with the indicated number (either there is only one of them or they are all identical).
827	Take the card whose icon matches the active player's adventurer icon (shown on their adventurer board).

Quest cards and quest slot

Quest cards provide you story scenes which you can complete for rewards, and they are the best way to earn prestige in the game. You can gain quests in various ways, including the **noticeboard** which always has a few quests you can pick up.

While on the noticeboard, the public side of the quest card should be facing upwards. When you pick up a quest into your hand, you can read its private side and ignore the public side. If you want to, you can show the private side to any other player.

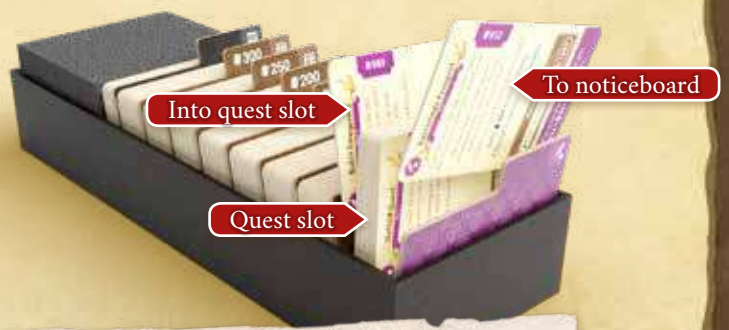
You can **pick up** and also **abandon** quests during your turn as long as you are not in the middle of a story scene.

- To pick up a quest, your adventurer figure must be at the pickup location shown on the quest card's public side.
- To **abandon** a quest, resolve its **abandon** effects on its private side. You can have a maximum of 3 quest cards. If you ever have 4 or more, you must **abandon** quests until you are down to 3.



The quest slot holds upcoming quests. Whenever the noticeboard has 2 or fewer quests, **immediately** fill it back to 3 from the front of the quest slot but avoid looking at the private sides of the cards.

When quest cards are placed into the quest slot, they are placed to the back of the slot.



Please be careful and read the instructions closely when you manage the card trays. Taking a wrong card or placing a card in the wrong spot can have far-reaching unintended consequences.

Item cards

Items provide various effects which are usually used during skill checks. Sometimes to use the effect, you have to **discard** the item, returning it to the library. Each item also has a gold value, which is used when the item is bought or sold, and **Tags** which can affect a story scene in various ways.



You can have a maximum of 3 items in your inventory, located below your adventurer board. If you ever have 4 or more, you must **discard** down to 3. Before **discarding** excess items, you can still use any effects that could be used at any time.

During your turn, you may freely **discard** items from your inventory even if you have room for all of them.

Companion cards

During your adventures, you may find companions who will temporarily join you. How long they stay depends on the companion. These are represented by companion cards, and you can have as many of them as you can find.

Companions have **Tags** as well.



Adventurer status cards

Adventurer statuses are various temporary physical, mental, and other states the adventurer can have during the game. You can have any number of different statuses, but you cannot have multiple copies of the same status card. If you would receive a status card you already have, simply reset any effects it may have.

Adventurer status cards can have **Tags** as well.



Local status cards

Local statuses always affect, and can be accessed from, a specific space on the game board. The space is always stated in the effect that brings a local status into play. Keep the local status card on the board so that the top left corner of the card points to the designated space.



Global status cards

Global statuses have effects that can affect all adventurers or the entire game. When one comes into play, place it near the game board next to other global statuses.



Event cards

Events list multiple story scenes with different prerequisites. When you take an event, the first applicable scene is chosen, starting from the top.

Unlike other cards, event cards are kept facedown in a separate deck and drawn only when you take an event scene.



Location cards

The 12 location cards form the 8 locations on the game board, offering story scenes that you can take when you are at that location.

Each location has a name on the board and is treated as a single space consisting of 1 to 3 cards. Location numbers ❓, terrain icons, and available scenes on those cards are shared within the location.

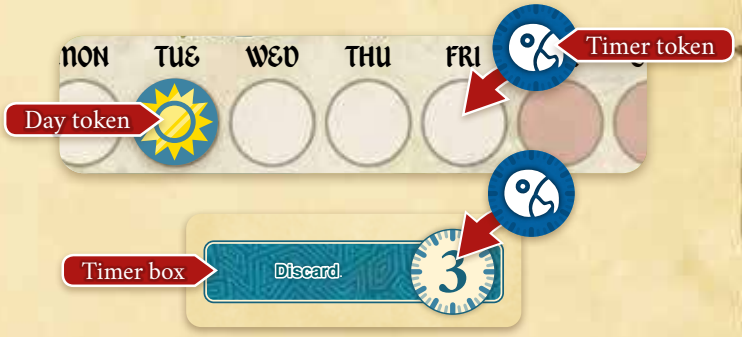
Both the game board and location cards are two-sided (summer and winter), so make sure to always use the appropriate sides of each.



Timed effects and calendar

Cards can have blue timer boxes whose effects are resolved after a certain number of rounds. You keep track of the rounds using the day token on the calendar at the bottom of the game board.

When a card with a timer box enters play, place an unused timer token on the calendar's day slot as many days forward from the day token as the number shown on the timer box. If there are already tokens on that slot, place the new one on top. Place the token's pair on the number on the timer box.



The effect is resolved when the day token reaches the timer token. The effect may also be **delayed** or **hastened**, moving the token further or closer to the current day but never past it. The days loop from Sunday to the next row's Monday. The last Sunday loops back to the first Monday.

When a card with a timer box is removed from play, remove its timer tokens from the card and calendar.

1

Place the **card trays** holding the library, vault, and save slots within everyone's reach.

Each player chooses an **adventurer** and takes all cards from their adventurer's save slot but keeps their cards aside until step 9.

Take all cards from the global save slot and sort them by card type. They will be set up in the following steps.



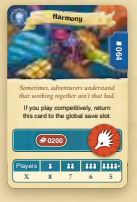
2

If there are 2 or more players, choose whether you want to play competitively or co-operatively.

Place the **global status cards** faceup within everyone's view. Read the cards now as they may affect the setup.

Timer tokens of any cards' timed effects will be placed in step 8.





3

Place the **game board** in the middle of the playing area, showing either the summer or winter side according to the month global status card. Place the **location cards** and any **local status cards** on the game board, on their appropriate places.



4

Shuffle the **event cards** together to form the **event deck** and place it facedown within everyone's reach.





5

Place the **quest cards** public side up in a row within everyone's reach to form the **noticeboard**.

For each quest on the noticeboard, place a **quest token** on the corresponding location on the game board. Place the remaining quest tokens near the noticeboard and update their positions whenever the noticeboard's contents change.





In your first game, the global save slot has no quest cards, so you have to fill the noticeboard with the 3 frontmost cards of the quest slot.

setup



6

Place each player's prestige token on the 0 slot on the prestige track. Whenever you earn prestige during the game, move your token forward on the track. The tokens have a +10 side in case someone gets over 10 prestige in a single game.

7



Gather all **dice, skill marks**, and **timer tokens** together within everyone's reach.

8



Open the Book of Adventures and use it to randomise the starting day. Place the **day token** on the appropriate slot on the top row of the calendar.

For each timed effect, place an unused **timer token** on the calendar as many days forward from the day token as the number in the timer box shows. Then place the token's pair on the number on the timer box.

If multiple tokens were placed on the same slot, randomise their order.

9



Each player takes the **adventurer board** and **figure** matching their chosen adventurer. The amount of gold is shown on your board and should not be altered.

Place your **item cards** faceup below your adventurer board, and **status** and **companions cards** faceup to the side. **Quest cards** are kept in players' hands.

For any timed effects, follow the instructions in the previous step.

10



The player who has most recently completed a task given by another person receives the **starting player token**. Alternatively, you can randomise this in any way you see fit.

Beginning with the starting player and going clockwise, each player places their **adventurer figure** on the game board on a location card of their choosing.

If you have less than 3 quests when you place your figure, you may **pick up quests** matching your location from the noticeboard. Fill the noticeboard to 3 after each pickup.

If you use an adventurer that has not been used before, you cannot pick up quests as you have to place your figure on your **111** *quest card during setup.*

Book of Adventures

The **Book of Adventures** is a web application which you can use on any device with a modern internet browser. We recommend a tablet or a phone, as those are easier to pass around the table. Feel free to use multiple devices if you want, but make sure each device shows the correct month and day at all times.

Browse to *stories.daimyria.fi* with each device you want to use. You can also download the book, so you can use it even without internet access later. You can find the instruction in the book itself.

stories.daimyria.fi



Each scene in the book is a story that **the story master** reads to the active player. In solo games those are the same person, but otherwise the story master should be another player, preferably the person to the right of the active player.

As the story master, you do not make any decisions during the scene. Your role is to present the story to the active player and perform the actions the book tells you to do, such as taking cards from the library.



The scene 0000 is an introductory scene that is not used in the actual game. Feel free to play through it if you want to see how the Book of Adventures works without any spoilers.

Round overview

- **Adventure phase** - Each player takes one turn in clockwise order
  1. **Travel** - Move your figure up to 2 spaces
  2. **Story** - Resolve a scene from the Book of Adventures
- **Calendar phase** - Advance to the next day

Adventure phase

In the adventure phase, each player takes a single turn in clockwise order, starting with the player with the starting player token. The player currently taking a turn is called the active player.

On your turn, while not resolving a scene, you may do any of the following any number of times. These may be done even if you have moves left or at the end of your turn.

- **Trade** with other players if your figures are on the same space. While trading, both of you may give and exchange gold and items. Both of you must agree to the trade before it is executed. Any promises about future trades or actions are **not** binding.
- **Pick up quests** from the noticeboard if your figure is on the quest's pickup location. Immediately fill the noticeboard back to 3 quests from the front of the quest slot.
- Voluntarily **abandon** any of your **quests**.

Ignore the public side of the quests in your hand. If you ever have 4 or more quests, you must **abandon** quests until you are down to 3. Remember to update the quest token positions whenever the noticeboard's contents change.

1. Travel

To travel, move your adventurer figure up to 2 times to an adjacent space on the game board connected by a route. This number can be modified by the **movement** keyword. Remember that you can **trade** and **pick up quests** even between your moves. If your figure is off the game board for any reason, you cannot move.

Each location is treated as a single space even if it consists of two or more location cards. Each space can hold any number of adventurer figures.

When measuring the distance between spaces, count the number of spaces between them connected by a route.



2. Story

After travelling, you **must** begin and resolve a single scene.

Choosing scenes

First, check if any cards available for you have mandatory scenes. If yes, you **must** choose one of them. Mandatory scenes are marked with a lightning bolt icon.



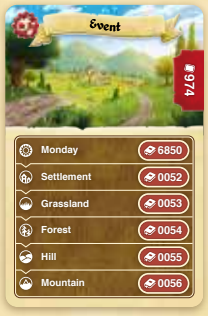
If you do not have any mandatory scenes, you can pick the scene yourself from multiple available options.

- **Quest card** you have (you can tell the scene number to the story master without showing the card)
- **Adventurer status card** you have
- **Companion card** you have
- **Location card** with your figure
- **Local status card** attached to the space with your figure
- **Event card** from the top of the event deck

To choose a scene, you must meet any prerequisite it may have written on its scene box. These prerequisites usually specify where your adventurer figure must be on the board.



If you cannot choose anything else, or do not want to, you can begin a scene from an event card. If you do so, the story master draws one from the top of the event deck, privately looks at it, and chooses **the first scene from the top whose prerequisite you meet**. Usually the prerequisite is the current day or type of terrain you are currently on.



The story master keeps the drawn event card for the duration of the scene. At the end of the scene, the Book of Adventures will instruct you on where to place the drawn event card.

> *All scenes have a unique four-digit scene number. Card numbers have only three digits.*

Reading scenes

The story master selects the chosen scene from the scene list in the Book of Adventures and reads it aloud. They should specify when they read story, effects, or different options along with associated skill checks, difficulties, and gold costs.



The effects in the book must be resolved as completely as possible. Different effects affect different players as indicated by these icons:

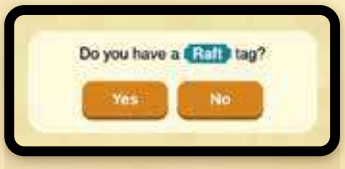
- Active player
- Partner (if there is one – explained on page 13)
- Everyone

Texts written in turquoise are an exception and are meant exclusively for the story master. These do not have to be read aloud but instead only performed by the story master.

The story master often presents you several options, and you must choose one to proceed. If you want, the story master can also show the options to you after reading them. To choose an option with a gold cost, you must spend the listed amount. The story master then selects your chosen option and continues reading. Options often have a skill check. Those are explained on the next page.

Questions

At times, the Book of Adventures asks a question. You must answer them truthfully, the story master selecting the appropriate answer. However, the story master answers turquoise questions secretly.

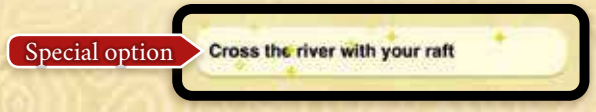


Question asked aloud



Question read in secret

Questions often check if you have a certain card, possibly giving you new options. These special options have a starry effect, and the story master should specify if one is available. If you choose one (or it is the only one available), you cannot voluntarily **discard** the card that gave you the option before or during that option.



Skill checks

Options often involve skill checks. Each skill check has multiple possible outcomes, and your performance in one of the 6 skills determines which one you will have.



Skill checks have 4 difficulty ratings: **easy**, **medium**, **hard**, and **unknown**. Each of them requires a different number of successes. While these numbers are the minimum needed to avoid failure, there are usually even better outcomes if you manage to get a higher number of successes!

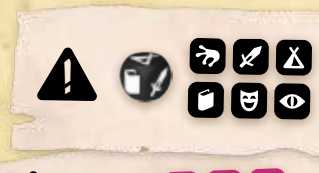
Difficulty	Easy	Medium	Hard	Unknown
Successes required	1★	2★	3★	?★

A skill icon on a die represents a success for that skill. Advanced skill dice have double successes too.

To perform a skill check, take 5 base skill dice to form your dice pool. Each skill mark on your adventurer board lets you swap one base skill die for a corresponding advanced skill die. Generally, you want to use advanced skill dice of the tested skill as well as those adjacent to it.



Then roll all dice in your dice pool. After the roll, you may **once** reroll **all** dice in your dice pool.



Base skill dice have only a single success for each skill.

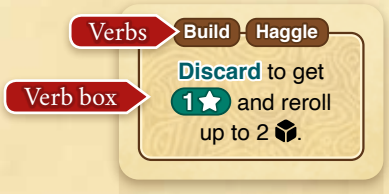


Advanced skill dice have two double successes for their own skill and two regular successes for both adjacent skills.



In a skill check, you may also use the effects on your item, companion, and adventurer status cards. If the effect is inside a verb box, you can only use it if one of the Verbs above the box also appears in the option name you chose. Verb boxes with purple Verbs are mandatory if you choose a matching option. You can use each effect once per check and can do so before or after the initial roll or the optional reroll.

A star icon represents a success and functions as the skill of the current skill check. A broken star icon represents failure and reduces the number of successes. The total number of successes can never go below 0.



Optional verb box



Mandatory verb box

After you have resolved the skill check, do not touch the dice until the next check or until the scene ends. The story master reveals the outcomes of the check in secret, counts the successes you got, and selects the **first matching outcome from the left**.

The story master then continues to read the story aloud and resolve any possible effects like before. Follow the same procedure until you reach the end of the scene.



Partner

When you begin a scene with a handshake icon, you may ask **one** other player on the same space to assist you as your **partner**. If they agree, you resolve the scene together. Assisting does not count as a turn for the partner. Having a partner can make you more likely to succeed, but the partner will also receive rewards if you do.

Remember that you can still only begin scenes originally available to you – you cannot begin scenes from possible partner's cards.



You make all the decisions during the scene while the partner may at any point choose to give you access to any of the following. You may use them as if they were yours until the end of the scene.

- Any skill marks (you cannot swap your partner's skill marks)
- Any items
- Any companions
- Any adventurer statuses
- Any amount of gold
- Any **tags** on their adventurer board

In skill checks, the maximum number of each advanced skill die is limited to 2, just like when resolving a scene without a partner.

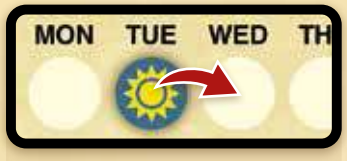
You may **trade** gold and items with your partner during the scene.

Calendar phase

After all players have taken a turn, it is time for the calendar phase. Move the day token to the next day on the calendar, and advance to the next day in the Book of Adventures as well.



Game board



Book of Adventures

If there are timer tokens on the new day slot, resolve their associated timed effects one by one starting with the topmost one.

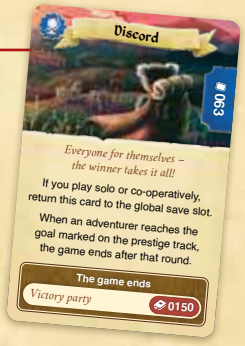


Now you are ready to start a new round. The player with the starting player token begins a new adventure phase by taking their turn. The first player token stays with the same player the whole game.

Game end

The game ends when a game end condition is met. This condition is different depending on your chosen game mode.

Competitive game mode



If you play **competitively**, when any adventurer reaches the prestige goal, the game ends after that round. The player with the most prestige is the winner, and if two or more players are tied for first place, they share the victory. The prestige goal depends on the player count as shown below and on the prestige track itself.

Player count	2	3	4+
Prestige required to end the game	8+	7+	6+

When the game ends, begin the scene 0150 as shown on the **Discord** global status card. The winner is the active player during the scene. If there are multiple winners, all of them are treated as active players.

Co-operative game mode



If you play **solo** or **co-operatively**, the game lasts a predetermined number of rounds. The total amount of prestige you gain determines how successful you are. The round limit depends on the player count as shown below and on the **Harmony** global status card.

Player count	1	2	3	4+
Rounds	8	7	6	5

When the game ends, begin the scene 0200 as shown on the global status card. Discuss and decide together who was the most valuable player or made the most memorable plays during the game. That player should be the one to read the scene aloud.

*In **Lands of Galzyr**, your actions have consequences that follow you from one game to the next. Thus the game has to be packed back in the game box in a specific way. Read more on that on the next page.*

Saving the game

Once the game is over, you must perform the following steps in order to save the state of the game world and the adventurers.

Note that the cards in save slots do not have to be in numerical order.

1. Remove all timer tokens from the calendar and the cards without resolving their timed effects.

2. Resolve all **save effects** on components in play, identified by having the save icon next to them.
   - **Adventurer boards**
   - **Items**
   - **Companions**
   - **Adventurer statuses**
   - **Local statuses**
   - **Global statuses**

Continue playing later

To store the game back into its box, follow the steps below.

3. Place the cards each adventurer has into each adventurer's own save slot.
   - **Quests**
   - **Items**
   - **Companions**
   - **Adventurer statuses**

4. Place all remaining cards into the global save slot.
   - **Quests** from the noticeboard
   - **Local statuses**
   - **Global statuses**
   - **The event deck**
   - **Locations**

5. Pack all components into the game box, making sure not to adjust the gold dials or skill marks on the adventurer boards.

Continue playing immediately

To continue playing and setup the next game, follow the steps below.

3. Take all cards from the global save slot.

4. Place all global status cards faceup and read them.

5. If needed, flip the game board and location cards.

6. Place any local status cards on their appropriate places.

7. Shuffle the event deck.

8. Reset each player's prestige to 0.

9. Randomise the starting day and adjust the day token.

10. Place timer tokens for each timed effect.

11. Randomise the starting player and place your figures on your chosen locations in clockwise order, possibly picking up quests.

Resetting the game

While Lands of Galzyr is designed to be played as an ongoing experience where your choices echo in the following games, it is possible to reset individual adventurers or even the entire game to its original state if you want to do so.

Reset individual adventurers

You can reset a single adventurer if for example a new player joins the game and would like to start with a clean slate.



To reset a single adventurer, make sure all cards are in the card trays and then perform the following steps.

1. Take all cards from the chosen adventurer's save slot.

   Abandon all quests. If any cards would be placed on the noticeboard, or into the event deck, place them into the global save slot instead.

   Place the rest of the cards into the library.

2. Take all cards with the chosen adventurer's icon (next to the card number) from the global save slot and other adventurers' save slots.

   Place the cards into the library.

3. Move cards **000** and **111** with the icon of the chosen adventure from the library into their save slot.

4. Set the adventurer's gold to **10**.

5. Reset the adventurer's skill marks as shown below.

   Bumir **Mor** **Aysala** **Keridai**

If you are resetting **Mor** and card **289** is in the library or in any adventurer's save slot, move the card into the vault.

If you are resetting **Aysala** and **290** card is in the library or in any adventurer's save slot, move the card into the vault.

Reset the whole game

To reset the entire game, make sure all cards are in the card trays and then perform the following steps.

1. Move all cards from the vault, the global save slot, and all adventurer save slots into the library.

2. Roll the 12-sided die and move the card with the rolled number from the library to the global save slot.

3. Move cards **064** - **091** (28 in total) from the library to the global save slot.

4. Take cards **124** - **148** (25 in total) from the library, shuffle them, and place them to the quest slot.

5. Reset all adventurers as described in the previous section, skipping steps 1 and 2.

Credits

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Rules: **Sami Laakso**

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SNOWDALE DESIGN

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Keywords

Abandon

To **abandon** a quest, resolve the effects listed at the bottom of the card. You may **abandon** a quest voluntarily during your turn when you are not resolving a scene.

Delay

To **delay** a timed effect, move its timer token further from the current day as many days as specified, on top of any previously placed tokens.

Delaying always refers to the timed effect on the same card unless stated otherwise.

Discard

When a card gets **discarded**, return it to its place in library.

If a card has multiple effects which all require **discarding** the card, only one of those effects can be resolved.

Discarding always refers to the card it is written on.

Hasten

To **hasten** a timed effect, move its timer token closer to the current day as many days as specified, on top of any previously placed tokens.

A timer token cannot be **hastened** past the day token. If a timer token is **hastened** all the way to the day token, resolve the timed effect immediately.

Hastening always refers to the timed effect on the same card unless stated otherwise.

Movement

Movement modifies the number of spaces you can move while you travel. This number can never go below 0.

Iconography

Skill-related

- Thievery
- Might
- Survival
- Knowledge
- Communication
- Perception
- **Success**, no matter which of the six skills is being tested
- **Failure**, reducing the total number of successes
- Verb — If the **verb** on a card appears in the chosen option's name, you may use the effect during the skill check
- Verb — The use of purple **verbs** is mandatory if the verb appears in the chosen option's name
- **Skill marks** grant the use of advanced skill dice

Card types

- Item
- Companion
- Quest
- Event
- Local status
- Global status
- Adventurer status

Terrain

- Grassland
- Forest
- Hill
- Mountain
- Settlement
- Pier

Adventurers

- Bumir
- Mor
- Aysala
- Keridai

Scene-related

- 0000 — **Scenes** are always accompanied with a number referencing the Book of Adventures
- You must choose a **mandatory scene** if there's one available in any of your cards
- In scenes marked with this icon, another player may assist you as your **partner** if your adventurer figures are on the same space, lending their possessions
- Rules in the Book of Adventures affecting only the active player
- Rules in the Book of Adventures affecting only the partner
- Rules in the Book of Adventures affecting everyone

Card-related

- Tag — Cards can have **tags**, used in the Book of Adventures
- **Abandon**
- Card
- When asked to take a card with this icon, pick the one matching the active player's adventurer
- Most cards are kept in the **Library**, in numerical order
- Vault
- Global save slot
- Effects which are resolved at the end of each game, also called **saving**
- Gold
- A skill die (all 6-sided dice)
- A regular 12-sided die
- Location number