

JOURNAL

XP:

HEARTS:

If 0, turn to 452

CRESCENTS:

MORALE:

If 0, turn to 453

If 10, turn to 457

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GEMS:

If 25, turn to 458

MEALS:

If 8, turn to 459

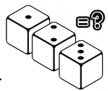
+1 ♥ or ✖ to 1.

PARTY MEMBERS

| = ready ✖ = exhausted.

If you have 0 party members remaining, turn to 455

If you have 15 or more party members, turn to 456.



1: ROGUE

Turn 3 consecutive hits (e.g. 2, 3, and 4) into any numbered hit.

⬆️: Turn a pair of hits into any numbered hit.



2: RANGER

Use 1 or 2 hits on any combat row.

SPECIAL: Exert ranger at wild region to gain 1 Meal.

⬆️: Use 3 or 4 hits on any combat row.



3: SMITH

Add 2 hits together.

⬆️: Add 3 hits together.



4: MAGE

Flip a hit so its opposite side shows.

SPECIAL: Exert mage after combat to gain 1 ♥.

⬆️: Flip 2 hits so their opposite sides show.



5: ADVENTURER

Reroll up to 2 hits.

⬆️: Reroll up to 4 hits.



+1/-1

6: HAWKGUARD

+1 or -1 to any hit.

SPECIAL: Gain 1 Morale when a Hawkguard joins.

⬆️: +1 or -1 to any 2 hits.

YOUR ABILITIES

POWER ATTACK (COMBAT ONLY)

Lose 1 ♥. Gain a bonus hit numbered 1-6.

Lose 2 ♥. Gain a bonus hit numbered 7-12.

INSPIRE (ANY TIME)

Lose 1 Morale to ignore exerting a party member.

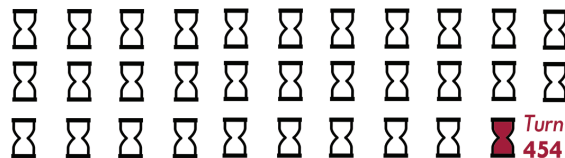
NOTES

QUEST ITEMS

QUESTS & JOBS

KEYWORDS

TIME



Turn to 454

ACHIEVEMENTS

CRESCENTS

Tick each Crescent when you gain it. Start subsequent games with each unlocked bonus.

BIRD CRESCENTS

Gain a **Hawkguard**.

- Canary
- Cormorant
- Crow
- Gull
- Magpie
- Merlin
- Sparrow
- Wren

FOOD CRESCENTS

Gain **2 Meals**.

- Berry
- Biscuit
- Bread
- Butter
- Cabbage
- Milk
- Mushroom
- Sausage

COLOUR CRESCENTS

Make a **stone Acquire** roll.

- Black
- Blue
- Green
- Grey
- Red
- Turquoise
- White
- Yellow

METAL CRESCENTS

Make an **armour Acquire** roll.

- Aluminum
- Bronze
- Copper
- Gold
- Silver
- Steel
- Tin
- Titanium

FLOWER CRESCENTS

Make a **survival Acquire** roll.

- Daffodil
- Dandelion
- Ivy
- Laburnum
- Lilly
- Poppy
- Rose
- Rosehip

MOON CRESCENTS

Gain **2 Crescents**.

- Beaver
- Blood
- Cold
- Harvest
- Hunter
- Mourn
- Super
- Worm

LIFE GOALS

Tick each life goal when you complete it. Start subsequent games with each unlocked bonus.

COLLECTOR: Have **10 Equipment**

Make a **general Acquire** roll.

EXPLORER: Have **16 keywords**

Make a **Talent** roll.

FIGHTER: Win **8 combat encounters**

Make a **weapon Acquire** roll.

LEAD: Have **15 party members**

Gain any **1 party member**.

LEARNED: Learn **6 Talents**

Make a **scroll Acquire** roll.

MEAL PLANNER: Have **8 Meals**

Gain **1 Meal**.

NEIGHBOUR: Visit **4 towns**

Gain any **1 party member**.

PARAGON: Have **10 Morale**

Gain **2 Morale**.

WEALTH: Have **25 Gems**

Gain **5 Gems**.

SAVE GAME: Entry number

Location number