




# MERCHANTS OF THE DARK ROAD

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# Introduction

On the frozen world of Lumi, life is possible only where the blazing quartz thaws the ice.

Here, where the dark of night lasts the whole winter long, there is work to be done. Even in darkness, merchants are needed to carry goods and travelers between the capital city, Highreach, and the smaller outlying towns. A clever merchant always journeys with some of the intelligent animals of Lumi.

With the aid of these animal companions, and by the light of lanterns, there is money to be made from selling goods and prestige from difficult deliveries. Whoever wants victory as a merchant must seek both.

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## Game Components



1 Kingdom Board  
(6 pieces)



4 Wagon Boards



4 Player Screens



60 Coins



5 Building Tiles  
(double-sided)



4 Player Aids



30 Commission Tiles



84 Goods Tiles  
(double-sided)



1 Market Wheel





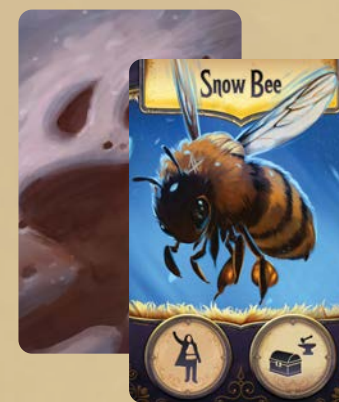
13 Event Cards  
(highway)



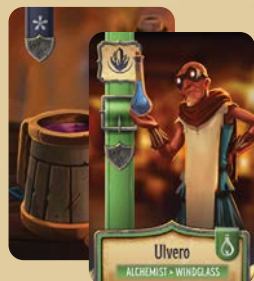
13 Event Cards  
(shortcut)



7 Steed Cards



22 Companion Cards



6 Starting  
Hero Cards



42 Hero Cards



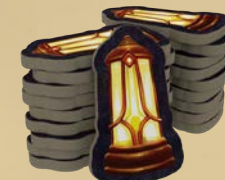
19 Deed Cards



24 Blazing Quartz  
Tokens



12 Horseshoe  
Tokens



16 Lantern Tokens



28 Night Dice



8 Illuminated Dice



5 Travel Dice



1 Dark Market  
Marker



6 Wagon Upgrade Tiles



4 Wagon Pawns



1 Oracle Die



1 Ruins Die



5 Market Dice



1 Ruins of Yin Marker



4 Prestige Markers  
(double-sided)

## SOLO PLAY COMPONENTS



1 Private Concern  
Wagon Pawn



1 Private Concern  
Prestige Marker  
(double-sided)



10 Private Concern  
Action Cards



6 Guild Notice  
Cards



3 Sarcophagus  
Cards



1 Private Concern  
Goods Marker



6 Delivery Tiles  
(double-sided)



1 Solo Rulebook



# Overview

Each player is a traveling merchant equipped with a wagon and a trusty steed. As a merchant of Highreach, your chief aim is to become rich and famous. Gain both money and prestige evenly throughout the game because, at the end, your base score is the lower of the two!

Each turn, use the value of one die to move around the five spaces of the Ringway on the board. Then, perform a main action by utilizing the services of one of the nearby districts.

There are two types of dice on your wagon—night dice and illuminated dice. When the night dice in your main reserve have been used, you will permanently discard one die and reroll the rest. In this way, the night dice act as a timer, counting down the 13 turns you have each game. When there are no night dice left for any player, the game is over.

Illuminated dice are rare and allow you to take extra actions in a single turn.

The districts on the left two-thirds of the board will allow you to get goods in a variety of ways, find heroes, and get commissions from the queen. And on the right one-third of the board, you can explore the Ruins of Yin, where you can find valuable upgraded goods, or travel to an outlying town.

Whenever a player chooses to travel to the outlying towns, anyone can join the leader to form a caravan. If you join, you participate in the danger as well as the rewards! When you initiate the travel action, you earn additional rewards, called good fortunes. (Good fortunes are the main way to get illuminated dice.) Know the risks, be prepared, and profit on other player's travel actions. On this road, you will find victory!

## Concepts to Know

*"Winter's long gloom may be upon us, but do not be lonely, for our roads connect each home to every other. And what is even the darkest road but a course along which life, praise, and profit may flow?"*

—From Queen Lumi's Winternight Speech

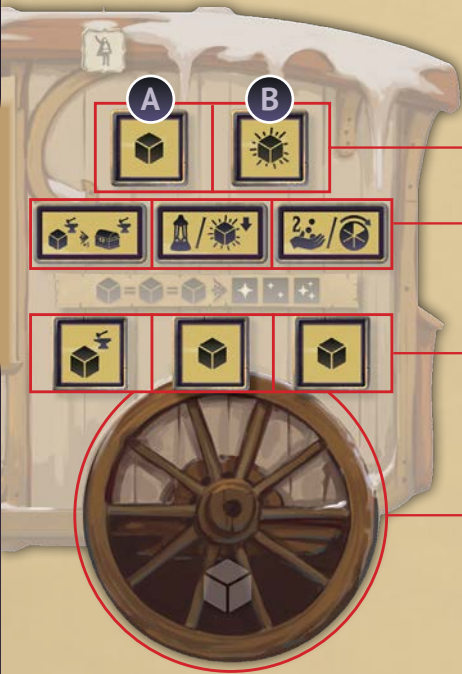
These concepts are here to help you better understand the dice, your wagon board, and the two different types of travel events.

Pip	Value
	1
	2
	3
	4
	0
	1

### DICE VALUES

The pip values of both night dice and illuminated dice, shown to the left, are primarily relevant when considering how far you want your wagon to move around the Ringway.

Travel dice have numerical values (1–6) and are used for determining benefits and costs during events, shown to the right.



**ACTION POOL**

A night die goes into the top-left slot (A) during your turn. An illuminated die goes into the top-right slot (B), but only via a special action.

**SPECIAL ACTIONS**

These three sections represent different special actions. When you bump a night die from your locked die slots to your action pool, you get one special action, depending on the die that is bumped.

**LOCKED DIE SLOTS**

The night dice in these three slots are locked, which means their values cannot be changed (except by resetting).

**MAIN RESERVE**

This is where night dice are kept until they are used.

## EVENT CARDS

When you are ready to lead an excursion along the Dark Road to the outlying towns, you will have a choice: the known highway or an untested shortcut.

### HIGHWAY

You've traveled this path many times before and can follow the highway without any lanterns. The rewards and dangers you might find on the way are both lessened.

### SHORTCUT

The shortcut is a decision to venture into the unknown. You'll need 3 lanterns to go along these less-traveled paths, where greater dangers and rewards can be found.

1 Good Fortune

Costs 1-2 Small Benefits 3-6

2 Good Fortunes

Costs 1-4 Large Benefits 5-6

\*example cost/benefit ranges only



# Wagon Overview

*“Look, fold this shelf back, and here’s your secret compartment right here. Now, I can install as many locks as you want to pay for, but remember this wagon’ll be your home away from home for days and you’re going to want comfort as well as security. This wagon rides three passengers, and with these padded bunks they’ll sleep sound as they’re still in Highreach.”*

—Yanna, Wagonwright

Your wagon board helps you organize and keep track of your night dice, illuminated dice, goods, blazing quartz, horseshoes, lanterns, commissions, and heroes.



## COMMISSIONS



Commissions are kept along the left side of your wagon. You have 3 commission slots. If you gain a commission when all slots are full, you must discard it unless you discard a different commission to make room. Place the discarded commission at the bottom of the matching commission stack.

## LANTERNS



Lanterns are hung from the top of your wagon. You have 4 lantern slots. If you gain another lantern when all of your slots are full, you must discard it.

## HEROES



Heroes are kept along the top of your wagon. You have 3 hero slots. If you gain a hero when all slots are full, you must discard them unless you discard a different hero to make room. Place the discarded hero at the bottom of the hero deck.

Whenever a bonus gives you a free hero, you also get their hero bonus (see p. 12).



## MERCHANT'S LOG

A face-down pile of delivered goods and heroes near your wagon (empty at the start of the game).

## STORAGE (GOODS)

Goods are primarily kept in your storage (see p. 12 for how some heroes also help storing goods). You may store your goods in any orientation as long as they fit completely within the grid. You may also rearrange the goods in your storage at any time. If you gain a good that cannot fit, you cannot keep it unless you discard other goods to make room.



## CRAFTING CHART

One of the special actions allows you to craft a basic good. When needed, reference this chart on your wagon board to determine which good you are crafting. See p. 21 for details.

## INVENTORY



Horseshoes and blazing quartz are kept in your inventory. You have 3 inventory slots. If you gain another resource when all slots are full, you must discard it unless you discard a different resource to make room.

## MAIN RESERVE (NIGHT DICE)



Night dice are kept in your main reserve until you move them to the locked slots. Night dice in your locked slots stay there until they are bumped into your action pool.

## SPECIAL RESERVE (ILLUMINATED DICE)



Illuminated dice are kept in your special reserve until you choose to move one to your action pool. You may have up to a maximum of 2 illuminated dice at one time and cannot gain a third.



# World Setup

The players can work together to carry out these steps.

## 1 Assemble the Kingdom Board

- Place the board, made up of six interlocking pieces, in the center of the table.
- Attach the magnetic market wheel.

## 2 Build the Resource Pools

- Place the dice, coins, lanterns, blazing quartz, horseshoes, and goods within reach of all players as the supply.

*The goods have two sides: basic and upgraded. Stack the goods by type with their basic sides face up.*



basic



upgraded

## 3 Erect the Buildings

- Choose 4 building tiles (either side) to use for this game and assign them randomly to the building spaces on the kingdom board.

*For your first game, we suggest using the Blazing Quartz Mine, the Oracle of Lumi, Otho's Lanternworks, and Yedl's Workshop. For later games, choose your own combination or select at random.*

## 4 Open the Great Bazaar

- Roll 1 market die to randomly determine a type of goods. Rotate the market wheel so that the matching section is valued at \$5.
- Place 1 market die on each of the first five sections, valued at \$5 / \$4 / \$3 / \$2 / \$1 (leaving the \$1 section closest to the \$5 section empty).
- Set the faces of all 5 market dice to show the types of goods that match their sections.

## 5 Arrange the Commissions

- Separate the commissions into six stacks, based on the names of the outlying towns.
- Shuffle each stack of commissions separately.
- Place all six stacks face up in the Queen's Commissions area.

## 6 Set up the Ruins of Yin

- Place the ruins marker in the bottom-left space of the ruins tablet in the Ruins of Yin area.
- Place the ruins die nearby.

## 7 Set up the Events

- Separate the event cards into two decks: the highway deck and the shortcut deck.
- Shuffle each deck separately and place both decks face down near the Travel area.

## 8 Stack the Upgrades

- Place 5 coins from the supply at the bottom of the good fortune track in the Travel area.
- Stack the wagon upgrade tiles in any order on the matching space of the good fortune track.

## 9 Call for Companions

- Shuffle the deck of companion cards and place it face down near the Travel area.
- Reveal the top 3 cards and place them face up in a row next to the deck.
- Add 1 travel die from the supply to the card farthest from the deck.

## 10 Contact the Dark Market

- Place the dark market marker in the south space of the dark market ring in the Dark Market area.

## 11 Patronize the Inn

- Separate the hero cards into two sets: starting hero cards, marked with an asterisk (\*) on the back, and normal hero cards.
- Shuffle the deck of normal hero cards and place it face down in the Ringway Inn area.
- Reveal the top 4 cards and place them face up in the slots next to the deck.

## 12 Identify Good Deeds

- Shuffle the deck of deed cards and place it face down in the Courtyard area.
- Reveal the top 2 cards and place them face up in the slots next to the deck.





The image displays the components of the board game 'The Curse of the Deep'. The central board is a dark blue sea with various locations and events. The board is surrounded by numerous cards, including 'Where to Find', 'Loving', and 'Dark Market'. There are also several dice, tokens, and a small illustration of a character reading a book.

**13** Determine a start player (Player 1) by any method. Then, in clockwise seating order, each player chooses a player color and takes the matching wagon board, wagon pawn, prestige marker, and player screen.

**15** Place your prestige marker, blank side face up, on the “2” space of the prestige track on the kingdom board.

**17** Take 7 night dice and 1 illuminated die from the supply. Place these dice on your wagon board as follows:

- 18** Draw 1 deed card from the top of the face-down deck. Look at it, without showing your opponents, then keep it face down behind your player screen.

**19** Take 1 horseshoe from the supply and place it in your inventory.

- ♦ **Player 1:** Take a good with a current value of \$5.
- ♦ **Player 2:** Take a good with a current value of \$4 -AND- take 1 coin.
- ♦ **Player 3:** Take a good with a current value of \$3 -AND- take 2 coins.
- ♦ **Player 4:** Take a good with a current value of \$2 -AND- take 3 coins.

Merry is a Bard of Farglen. He is wearing a blue tunic and a dark vest. He is holding a long, curved pipe. Red arrows point to his equipment: a bell on a chain, a shield, and a small green box with a bell icon.

## Hero Class

7



# Playing the Game

*"The Great Watchmaker has set the world of Lumi rotating but slowly, so that each cycle of day and night lasts an entire year. The spring dawn, the summer day, the autumn dusk, and the winter night each last for thirteen weeks. By this schedule we plan and profit! Winter's dark has just settled, but this long night is no season for sleep. To the road, and neglect not your lanterns!"*

—Merchant Guild's Commonplace Book

Each player has a total of 13 turns throughout the game. The start player takes the first turn, then each other player takes a turn in clockwise order. This sequence of turns continues uninterrupted until the end of the game is triggered.

When it is your turn, you must perform these four steps in order:

## 1. Plan

Use a night die from your main reserve to bump a locked night die into your action pool. Take the special action of that locked slot.

## 2. Move

Move your wagon pawn clockwise around the Ringway a number of spaces equal to the value of any 1 die in your action pool.

## 3. Activate

Activate 1 or both of the districts that are now adjacent to your wagon pawn, using the dice from your action pool.

## 4. Rest

Perform any necessary upkeep on the kingdom board. Reroll your night dice if your main reserve is now empty.

## STEP 1: PLAN

*"In preparing for this venture you must consider the next, and even the next. An eagle eye cast over the preparations of your neighbors might spot much to guide your own work."*

—Izaak Gale's Compleat Merchant

### Resetting — Easy as 1, 2, 3!

At the start of this step, if your three locked night dice all have the same face, you may choose to reset their values to "1" (slot #1), "2" (slot #2), and "3" (slot #3), just like you had during setup.



### Selecting your Actions

1. Choose a night die from your main reserve.
2. Use that night die to bump a night die from one of your three locked slots. The die that is bumped from the locked slot goes into the left slot of your action pool and the die from your main reserve takes its place in that locked slot.

**Note:** Make sure not to change the value of these dice when moving them.

3. After bumping a night die from a locked slot, take the special action associated with that locked slot. Each of the three locked slots has its own special action.



### Example:

Griffin chooses a "1" night die from his main reserve and uses it to bump the "2" night die from his second locked slot into his action pool. Griffin now gets to take the special action of that slot (slot #2).

## Special Actions



### SLOT #1

Craft a basic good. To do this, refer to the crafting chart to determine which basic good matches the face of the newly locked night die. Gain that basic good from the supply and store it on your wagon (see p. 21). **Make sure to use the face of the new die, not the previous die that was bumped into your action pool!**



### SLOT #2

Gain 1 lantern from the supply and store it on your wagon -OR- move an illuminated die from your special reserve to the right slot of your action pool (without changing its face). **This is the only way to move an illuminated die into your action pool (see p. 22)!**



### SLOT #3

Gain 2 coins from the supply -OR- rotate the market wheel 1 space clockwise.

**Important:** For your final three turns of the game, your main reserve will be empty, so there will be no dice with which to bump other dice. Instead, simply choose one of your locked night dice and move it into your action pool. Take the special action as normal.



When you take the special action of locked slot #1 during your final three turns, instead of referring to the crafting chart, gain 1 basic good of your choice.



# STEP 2: MOVE

*“By Requirement of the Queen’s Minister of Roads: All Traffic, Foot, Vehicle, and Mounted, Must Proceed in a Well-Ordered Fashion According to Such Signage as the Minister Has Posted.”*

—scroll announcing one-way signs along the Ringway



Choose **one die** from your action pool to count as your movement. Move your wagon pawn clockwise around the Ringway a number of spaces equal to the die value. If the value of the die is zero, your wagon pawn does not move at all.



If you have two dice in your action pool—a night die and an illuminated die—do not add their values together. Rather, choose the value of one of the two dice to count as your movement.

## Horseshoes

After you use one die for movement, you may spend a horseshoe to move your wagon pawn 1 space in either direction: clockwise or counter-clockwise. You may only spend 1 horseshoe per turn.



## Example:

Griffin bumped a “2” night die into his action pool, gained a lantern, and then moved 2 spaces. He then decides to spend 1 horseshoe to move an additional space clockwise.

# STEP 3: ACTIVATE

*“Highreach seemed to whirl about my wagon like a top. Raise up my hand and stretch it out, and I had just bought a lute. Lower my hand, and I had just treated everyone to wine at the Ringway Inn, and convinced a hard-bitten skirmisher to ride with me on the Dark Road...”*

—Yurg’s Memoirs

Your wagon pawn will always be adjacent to two districts after it moves around the Ringway. Activate one or both of the adjacent districts, using the dice from your action pool.



Each district has an action space where you can place a die. Place a die on the action space to indicate that you are activating that district. The die values themselves do not matter for activation purposes.

- If you only have a night die in your action pool, you will activate **one of the adjacent districts**. Place the night die on the action space in that district (A).
- If you have both a night die and an illuminated die in your action pool, you may activate **both of the adjacent districts and the connected building** that is between them (A and B and 1). Place the dice on the action spaces in those districts.

**Note:** Unlike night dice, illuminated dice are returned to the supply once they are used. These powerful dice are not easy to come by, but they can be regained by good fortunes through the travel action (see p. 15).



When you have two dice, you may activate the districts and building in any order, but you must fully resolve each action before moving to the next action.

## Districts

There are five unique districts, which are all always in play for every game. These districts and their actions are explained in detail on pages 10–13.



## Buildings

There are ten unique buildings, but only four are in play for any given game. These buildings and their actions are explained in detail on p. 19. Note that you do not place a die on the building you activate.



There are five wagon spaces on the Ringway, but only four connected building spaces. There is no building space between the Ringway Inn and the Great Bazaar. As a result, using an illuminated die to activate both districts will not activate a building, but this can still be a strong combination.

STEP 4: REST →



# STEP 4: REST

*“That bell? It’s time for sleep. Ignore it if you like, but everyone needs their rest. Keep working through the last bell and they say you’ll be trading days off the other end of your life for mere hours on this end.”*

—“Frostpine” the Tout

Retrieve the night die you used this turn, removing it from the kingdom board and placing it in a spent pile near your wagon board. **If you also used an illuminated die this turn, retrieve that die too, but return it to the supply instead.**

Perform any necessary upkeep on the kingdom board:

## A) MARKET DICE

If any market dice were set aside this turn, reroll them and place them in the matching sections of the market wheel. However, no more than 2 dice may be in any one section. If you get a result that matches a section with 2 dice already, keep rerolling until you get a valid result.

## B) COMPANION CARDS

If any companion cards were taken from the row this turn, slide all of the other companion cards toward the end of the row, then reveal new cards from the deck to refill the row to 3 cards. If the card farthest from the deck does not have a travel die on it, add one from the supply. (The value of the travel die does not matter.)

## C) HERO CARDS

If there are any empty slots in the Ringway Inn, refill them with hero cards from the deck.

## D) DEED CARDS

If there are any empty slots in the Courtyard, refill them with deed cards from the deck.

At the end of turns 4, 7, 9, and 10, your main reserve will be empty (that is, it will contain no night dice). When this happens, take 1 night die from your spent pile and remove it from the game. Then reroll the remaining night dice in your spent pile and place them back in your main reserve.

**Important:** At the end of the tenth turn, after removing 1 night die from your spent pile, you will have none left to reroll and place back in your main reserve.

# District Actions

## The Great Bazaar

*“Buy. Sell. Profit. Praise the Quartz.”* —Motto of the Great Bazaar

*In this district, you can spend coins to buy goods. The market dice on the various sections of the market wheel represent the types and quantities of goods currently available. The costs of the available goods are indicated by their current values.*

**When you activate this district, first you may perform one or both of the following actions in either order:**

- ◆ Rotate the market wheel 1 space clockwise.
- ◆ Change 1 market die on the market wheel to any face, then move it to the section of the wheel that matches the new face.

**Important:** You must still obey the limit of no more than 2 dice per wheel section.

Then choose which of the available goods you wish to buy:

- ◆ Add up their total cost, as indicated by their current values. The cost for each section is only counted once. **If you buy 2 goods from a single section, the second is free.**
- ◆ Spend coins equal to the total cost. For each of the goods that you buy, remove the matching die from the market wheel and set it aside, then take the matching basic good from the supply and store it on your wagon.



### Example:

*Susie visits the Great Bazaar. Because she is happy with the current prices, she decides not to rotate the market wheel. There is only 1 armor available, so she changes one of the potions to an armor. Susie then buys 2 armor (\$3) and 1 weapon (\$1) for 4 coins total. She takes those goods from the supply and stores them on her wagon.*





# The Queen's Commissions



"We know that people work hardest carrying out our orders when they're also getting rich at the same time. And very happy this makes us! If the people are content, the land is content."

—Queen Gicela's Minister of Roads

In this district, you can gain a new commission for delivering goods from the capital city to one of the outlying towns. Each commission shows which 3 goods are requested and which outlying town they must be delivered to.



When you activate this district, gain the top commission from the stack of your choice and place it in one of the commission slots on your wagon.

**Note:** You are not allowed to look through the commission stacks. Only the top commission in each stack should ever be visible.

## Requested Goods



Delivery Location

# The Dark Market



"By custom, goods and the licenses which regulate them are bought only at official sites. However, it is also customary to ignore custom when some better deal may be made in the shadows."

—Izaak Gale's Compleat Merchant

In this district, you can choose from an assortment of items offered by the vendors in the less savory part of the capital city: goods, commissions, and deeds.



When you activate this district, move the dark market marker clockwise around the dark market ring.

- You choose how many spaces to move it, spending 1 coin for each space.
- You must move it at least 1 space, but you may move it up to 4 spaces.
- You cannot move the marker more spaces than you have coins.

After moving the dark market marker, gain the benefit shown in whichever space of the dark market ring that the marker has stopped in.

The north, east, and west spaces provide pairs of goods. If the marker stops here, gain the 2 basic goods shown from the supply and store them on your wagon.

The south space provides a single commission or deed. If the marker stops here, gain 1 commission -OR- 1 deed and its bonus (see *Deeds*, p. 21). Note that a deed bonus is one way to gain horseshoes.

**Important:** Because you must move the dark market marker at least 1 space, you must have at least 1 coin to activate this district. If you have no coins, skip this activation entirely.

## Example:

Andrea visits the Dark Market. The dark market marker is currently in the west space of the dark market ring. She wants to move the marker to the east space, so she spends 2 coins in order to do so. Andrea then gains the pair of goods shown there, a book and a staff, from the supply and stores them on her wagon.





# The Ringway Inn



*"I can see by the look in your eye you're not ready for rest. Well, if you want to meet some friends who are also in the mood to ignore the bell, head 'round to the Ringway Inn. The crowd in the fireplace hall never sleeps! You'll hear tales of adventure enough to satisfy anyone, and some of them will even be true."*

—“Frostpine” the Tout

In this district, you can sell goods to a hero and convince them to join your party. You will earn coins for the goods you sell, and the hero who joins you will stay with you until you travel to the outlying town that is their desired destination.



When you activate this district, choose 1 available hero. Each hero shows which outlying town is their desired destination and which goods they request. You may meet any number of their requests by selling them 1 good per request. You must sell at least 1 good.

Alternatively, when choosing a hero, you may pay 1 prestige to draw 3 heroes from the top of the deck and sell to any one of the 7 available heroes. Then, place any remaining drawn heroes at the bottom of the deck.

Return the sold goods from your storage to the supply. Gain coins from the supply for the sold goods, based on their current values.

*In addition, gain 1 blazing quartz and 1 extra coin from the supply for each upgraded good sold.*

After selling the goods, take that hero and place them in one of the hero slots on your wagon. Immediately gain the bonus provided by that hero:



If the hero has a lantern icon, gain 1 lantern from the supply (see p. 22).



If the hero has a horseshoe icon, gain 1 horseshoe from the supply (see p. 22).



If the hero has a storage icon, the hero card itself provides storage space for 1 good of any size. This is treated as an extension of your wagon storage until the hero is delivered.



Requested Goods

Hero Bonus

Hero Name

Destination Icon

Destination

Hero Class

## Example:

Brian visits the Ringway Inn and chooses to recruit Atlantes, a wizard from Cursecairn.



Atlantes requests three goods: a staff, a book, and a potion. Brian has all of these goods, but he shrewdly decides to sell only the staff and the potion, based on current market values. He gains \$4 for the staff and \$5 for the potion, plus an extra \$1 and 1 blazing quartz because the staff is an upgraded good. Brian also gains 1 lantern as a hero bonus.



Atlantes will now occupy a slot on the wagon until Brian travels to Cursecairn.

**Note:** If all of your hero slots are full and you decide to discard the new hero instead of a different hero, you do not gain the new hero's bonus.



# Yurg's Excursions

*"In those early days, there were more bandits than merchants on the roads, and those who ventured to discover shortcuts through the woods were sure to encounter wolves, feral oxen, ildren, or worse. Nonetheless, the most intrepid (and lucky) travelers earned spectacular profits and fame. One such was Bartholomew Yurg, who retired his wagon a wealthy man, to open an outfitter's shop in Highreach."*

—Otto Witcomb's The Merchant Pioneers

In this district, you can either explore the nearby Ruins of Yin to find upgraded goods or travel to one of the outlying towns to deliver goods and heroes. If you travel to one of the outlying towns, the other merchants may choose to travel with you in a caravan.



When you activate this district, decide whether you are going to explore the Ruins of Yin or travel to one of the outlying towns. You cannot do both!

Once you have made your decision, announce it to the rest of the table and follow the instructions in the section for your chosen option.

# Ruins of Yin

*"Let the loremasters and wizards argue whether or not magic is real. What I came to know is that an adventure in the Ruins of Yin always yields extraordinary finds."*

—Yurg's Memoirs

When you explore the ruins, move the ruins marker around the ruins tablet clockwise. First, you must move it one space, and then you *may* move it up to one additional space for each hero on your wagon.



After moving the ruins marker, gain the benefit shown in whichever space of the ruins tablet that the marker has stopped in.

- ♦ The top-left, top-right, and bottom-right spaces each provide an option between two different upgraded goods. If the marker stops here, gain 1 of the 2 upgraded goods shown from the supply and store it on your wagon.
- ♦ The bottom-left space provides an upgraded good of your choice. If the marker stops here, gain 1 upgraded good from the supply and store it on your wagon.



Finally, you may return 1 lantern to the supply. If you do, roll the ruins die and gain the benefit shown by the rolled result. The possible benefits are listed below.



Take the Ruins action again, moving the marker at least 1 space clockwise and taking the benefits shown in the section. You may then spend 1 lantern and roll the die again.



Reroll the ruins die. If you roll this benefit again, take 1 illuminated die from the general supply, roll it, and place it in your special reserve. If you roll another benefit, take that benefit instead.



Take a basic good from the supply worth 1 coin based on market prices.



Take a blazing quartz from the supply.



Take 2 coins from the supply.



Take 1 hero from the Ringway Inn (either a face-up hero or the hero from the top of the deck) and gain their hero bonus. Place the hero on your wagon board. **Note: You do not sell to this hero.**

## Upgraded Goods

Exploring the Ruins of Yin is the main way of finding upgraded goods. Upgraded goods are also commonly found as benefits on shortcut events (see pp. 14 and 17) and on some buildings (see p. 19).

When sold to heroes at the Ringway Inn, upgraded goods sell for 1 extra coin and provide 1 more blazing quartz (see p. 12).

When delivered for commissions in an outlying town, upgraded goods gain you 1 additional prestige (see p. 15).



# Travel to Outlying Towns

*"Welcome, traveler! Knock the snow from your boots and come into our feasting halls, tucked beneath the boughs, where for a few days you can forget that cold, darkness, and sorrow exist in this world."*

—Augrame, Revels-Master of Farglen

When you choose to travel to the outlying towns, you become the leader of a caravan that the other players may join. As the leader, carry out the following steps:

## 1. Prepare the Caravan

Start by choosing a companion, the route, and the destination, determine who is traveling, and take the appropriate number of travel dice.

## 2. Resolve an Event

Reveal an event card and roll the travel dice. Each traveler must take a travel die, which results in gaining a benefit or paying a cost.

## 3. Visit Towns

You have arrived at your destination! All travelers may simultaneously deliver any commissions and heroes.

## 4. Receive Good Fortune

As the caravan leader, you receive 1 or 2 good fortunes, based on your chosen route.



### STEP 1: PREPARE THE CARAVAN

1. Choose 1 companion and place it—and the travel die, if applicable—next to your wagon board (see *Companions* on p. 20).



2. Declare which route the caravan will take: "I will take the highway" -OR- "Trust me, I know a shortcut." **In order to choose a shortcut, you must spend 3 lanterns.**



HIGHWAY

*The highway may not cost you any lanterns, but it is also not as profitable.*



SHORTCUT

*Shortcuts will cost you 3 lanterns, but the rewards can be worth the risk!*

3. Declare one of the six outlying towns as your destination.



4. Once the route and destination are known, each other player must declare with a "yes" or "no" whether they would like to travel in the caravan. This happens in clockwise seating order.
5. Take 1 travel die from the supply for every traveler (player in the caravan), including you. If you chose the companion with the extra travel die, add that die too.

### STEP 2: RESOLVE AN EVENT

1. Reveal the top card of the event deck that matches the chosen route and read it aloud.
2. Roll all of the travel dice in the current pool, group the dice by their face values, and place them next to the event card.
  - ♦ Each traveler must take 1 travel die. The order in which those travelers get to take their travel dice is determined by the chosen route:



HIGHWAY

The leader chooses first, followed by each other traveler in clockwise seating order.



SHORTCUT

The traveler on the leader's left chooses first, followed by each other traveler in clockwise seating order.

**Important:** Before a traveler chooses a travel die, they may spend 1 lantern to reroll all remaining travel dice once. They may repeat this multiple times.



When a traveler chooses a travel die, compare the die's face value with the event card to determine which benefit (dark icons) or cost (red icons) they receive. If you cannot pay the cost, ignore it. For further clarification, see *Events* on p. 22 and the *Icon Glossary* on p. 24.



After each traveler has taken a travel die and received their benefit or paid their cost, return all travel dice to the supply. Place the event card in a discard pile.



### STEP 3: VISIT TOWNS

The travelers may now visit the outlying towns. Each outlying town is in one of three regions, designated by color (blue, green, and purple).

- ♦ The leader may only visit the town they declared as their destination.
- ♦ Each other traveler in the caravan may visit that same town -OR- the other town in the same region -OR- pass.

All travelers may simultaneously deliver any number of commissions and heroes in any order to the town they have chosen to visit. (You do not have to plan to deliver anything in order to join a caravan.)

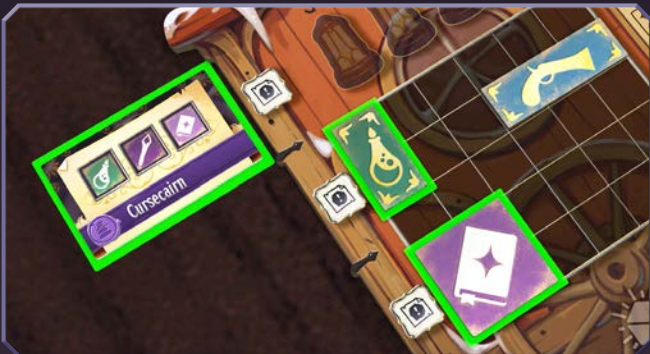
#### DELIVERING COMMISSIONS

Each commission shows which outlying town is requesting the goods, and which 3 goods they request.

- ♦ You may meet any number of their requests by delivering 1 good per request.
- ♦ You must deliver at least 1 good. Gain 1/2/3 prestige for delivering 1/2/3 of the requested goods on a commission.

**Important:** You gain 1 additional prestige for each upgraded good that you deliver.

- ♦ Return all delivered goods to the supply and place the completed commission face down in your merchant's log (a face-down pile of delivered goods and heroes).



#### Example:

The orange wagon joined a caravan going to Nightpoem because they have a Cursecairn commission. It requests a potion, staff, and book. They complete that commission and gain 4 prestige by delivering two of the three goods listed on the tile, the upgraded potion and the book.

#### DELIVERING HEROES

Every hero shows which outlying town is their travel destination. Each region offers a different benefit for delivering heroes (see *Region Benefits*, p. 22).

- ♦ Gain the benefit shown for that region on the kingdom board.
- ♦ Place the delivered hero face down in your merchant's log.



#### Example:

The orange wagon chose to travel to Northbreak because they have a hero, Agatha (a knight), riding with them who wants to go to Northbreak. The orange player delivers Agatha and receives 2 coins.

### STEP 4: RECEIVE GOOD FORTUNE

You now receive 1 or 2 good fortunes, as the caravan leader, based on the chosen route: one for traveling the highway or two for traveling a shortcut. If you receive 2 good fortunes, you may choose the same good fortune twice.



- A. Gain 1 illuminated die from the supply. Roll the die and place it in your special reserve. **Note: This is the primary way to gain new illuminated die.**
- B. Gain 1 available deed and its bonus in the banner next to it (or the top deed from the deck).
- C. Gain 3 coins. (The first player in a game to choose this good fortune gains the 5 coins placed here during setup instead.)
- D. Gain 1 available wagon upgrade. If your wagon already has an upgrade, you cannot choose this good fortune (see *Wagon Upgrades*, p. 23).



**Note:** For a full example of a travel action to outlying towns, see p. 17.



# Game End

*“The finest moment of winter is when the light of dawn first breaks up through the dark horizon. In spring, everything seems possible, easy even. It’s best enjoyed heading back to Highreach with coffers of coin weighing down your wagon.”*

—Yurg’s Memoir

The game ends after 13 turns have been played. During the 13th turn, each player will use the only night die that they have left.

When the end of the game occurs, all players get a special travel action. Each player may visit one outlying town of their choice in order to deliver commissions and heroes. However, nothing else happens during this final travel. That is, no companion is chosen, no caravan is formed, no event is resolved, and no good fortunes are granted.

Once the final special travel is complete, proceed to final scoring.



# Final Scoring

*“There are two methods of gaining wealth. The first is to gain valuable things; the second is to convince the world that what you already own is valuable. And forget not: the worth of a good reputation never dulls in day or night!”*

—Merchant Guild’s Commonplace Book

Each player calculates their final score separately. Follow these steps:

## 1. Coins & Prestige

Reveal and count up your coins and prestige. Reveal any completed deeds, in any order you choose, that give you coins or prestige and add them to your totals. Then compare your coins and prestige. The lower of the two values is your base score.

## 2. Victory Points

Count up your victory points (VP). Reveal any completed deeds that give you victory points and add them to your total, in any order. Add 2 victory points if you have the 2 VP wagon upgrade. Add 1 victory point for each illuminated die that you have but did not use.

## 3. Final Score

Add together your base score and your victory points. The combined total is your final score.

*The player with the highest final score is the winner!*

## Breaking Ties

In the case of a tie, apply the following tiebreakers in order: highest sum of coins and prestige > most gifts on loyal companions > most commissions delivered > most heroes delivered. If the tie still persists, the tied players share the victory.

### Example:

Brian has 37 coins and 39 prestige at the beginning of final scoring. He has two deed cards that provide additional coins and prestige, as well as a deed card that gives victory points.

First, Brian reveals 3 knights in his merchant log to gain 4 prestige. Next, he reveals three heroes to satisfy the condition of his other deed card (one hero delivered to Nightpoem, Northbreak, and Windglass, respectively) and decides to take 3 coins.

Brian now has 40 coins and 43 prestige, which makes his base score 40.



Brian then reveals his other deed card, which requires 12 or more delivered heroes and commissions. He has exactly 12 in total—5 commissions and 7 heroes—, so he adds 2 victory points to his base score. And because he has one remaining illuminated die on his wagon, he adds 1 victory point.



Brian’s final score is 43 points!



# Full Travel Example

Griffin visits Yurg's Excursions and decides to travel to one of the outlying towns.

## 1. Preparing the Caravan

### Choosing a Companion

Griffin chooses a Phoenix companion from the end of the row because he plans to take a shortcut. Not only does it offer an extra travel dice, but the Phoenix can also provide lanterns (see *Companions*, p. 20).



### Declaring a Destination and Route



Next, Griffin declares he is traveling to Scorchborn via a shortcut, which costs him 3 lanterns. As a result, the other players can join and visit either Northbreak or Scorchborn.



### Asking Others and Taking Travel Dice

Griffin asks others to come along. In turn order, the other players declare whether they will join the caravan. Susie says yes, Brian says yes, and Andrea says no. So Griffin takes 3 travel dice from the supply, one for each player in the caravan, and adds the travel die that was on his new Phoenix companion.

## 2. Resolving an Event

### Rolling and Drafting Travel Dice

Griffin reveals and reads the top event card of the shortcut deck.



Then, he rolls the dice and gets 1, 3, 4, 6.



Because the caravan took a shortcut, the player order is:

**SUSIE > BRIAN > GRIFFIN**

### Benefits and Costs

Susie chooses the "6" (gain 1 blazing quartz). Brian has no lanterns to reroll and takes the "1" (lose 3 coins) because he does not wish to lose any goods.

Griffin spent all of his lanterns to take the shortcut, so he uses a quartz to activate one ability on his Phoenix and gains 2 lanterns. He then spends 1 lantern to reroll the remaining dice and gets a 1 and 5.



Griffin takes the 5 (gain 1 upgraded instrument).

## 3. Visit Towns

### Delivering Commissions and Heroes

Susie doesn't have anything to deliver to an outlying town in this region, but the others do. Griffin delivers 2 heroes to Scorchborn for 4 coins (2 coins per hero, per the region bonus).



Griffin also has 1 commission for Scorchborn that requests an armor, an instrument, and a potion. He delivers an upgraded instrument and a potion for 4 prestige (3, plus 1 for the upgraded good).



Brian has no heroes to deliver and 1 commission for Northbreak that requests a weapon, a staff, and an armor. He delivers all three goods (basic) for 6 prestige.



## 4. Receive Good Fortunes

As the caravan leader, Griffin receives 2 good fortunes because the caravan took a shortcut. For the first good fortune, he chooses 1 illuminated die. He rolls it and adds it to his wagon. For his second good fortune, he chooses one of the available deeds and places it behind his player screen. Because he took the top deed card, he also gains 2 prestige (see *Deeds*, p. 21).



# Gameplay Tips

## Buying Goods

### Buying in Bulk

Visit the Great Bazaar to buy goods in bulk. Expect to spend some coins and try to buy more than one type of good. If the prices are high or you want to save some coins, try visiting the Dark Market instead.

### Getting a Deal

Buying goods at the Dark Market is one way to save some coins. If you keep an eye on the market prices, you may be able to buy goods cheaper than you can at the Great Bazaar. This can even help you make extra coins, if those goods match up with a hero's requested goods at the Ringway Inn.

### Finding Upgraded Goods

Don't like spending your precious coins on goods? Head to the Ruins of Yin and find upgraded goods at no cost. Bring a lantern (or two, just in case) to delve deeper for maximum profits.

## Travel Advice

### Travel Light, Travel Often

Traveling light and often can have its advantages over full wagon deliveries. The more you initiate travel, the more good fortunes you can earn. Use those good fortunes to outpace the competition.

### Joining the Caravan

Turn order is important when deciding to join another player's caravan. Do you draft a travel die first, second, or last? Do you have any lanterns for re-rolls?

Keep in mind that you can join a caravan without something to deliver to the region. Sometimes it makes sense to join just for a possible travel bonus.

Know the risks, be prepared, and profit on other player's travel actions whenever you can.

## Miscellaneous

### Companions and Quartz

In order to take advantage of your companions' bonus actions, you will need Blazing Quartz. The main way to find quartz is selling upgraded goods to heroes at the Ringway Inn.

### Heroes and Bonuses

Selling goods to heroes at the Ringway Inn is a great way to get coins, but remember that they also have a "Hero Bonus" when you sell to them, plus a bonus for delivering them to an outlying town. Don't have enough lanterns to take a shortcut? Sell to a heroes that give you lanterns. Need more prestige? Sell to the heroes going to Farglen or Windglass.



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*"Aye, I'm off to Scorchborn. If you and your wagon're ready for the road, I have just the one question: when do we head out?"*

—Cecily the Skirmisher

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# Additional Rules

## Drafting Variant

This variant allows for less luck of the draw during game setup. Instead of dealing steed cards and starting hero cards randomly, draft them in the following manner.

Shuffle the steed cards, then reveal a number of cards equal to the number of players plus one. Place these cards face up in a row on the table. Repeat this with the starting hero cards. Stack each starting hero card randomly on top of a steed card.

The players take turns drafting these stacks, beginning with the start player and continuing in clockwise order. Each player will end up with 1 steed card and 1 starting hero card. The remaining stack is returned to the game box.

## Private Concern Variant

Solo play, which is explained in a separate booklet, pits you against an automated opponent known as the Private Concern. Once you know how the Private Concern functions in solo play, you can even include the Private Concern in multiplayer games!

The Private Concern is included in the player count. This means that the Private Concern can be used to simulate a 3-player game (2 human players, 1 automated player) or a 4-player game (3 human players, 1 automated player).

The Private Concern takes its turns in the normal sequence, based on the player order decided at the start of the game, and functions exactly as it does in solo play.

## Buildings

*“By Appointment Only Excepting Guild Business” —sign at Queen’s Eyes Surveyor Office*



### Blazing Quartz Mine

Gain 1 blazing quartz from the supply.



### Queen’s Eyes Surveyor

Spend 2 coins or 1 blazing quartz to gain 3 prestige.



### Icebreaker Harbor

Gain 1 basic good from the supply of any type that is not currently available on the market wheel.



### Merchant’s Guildhall

Spend 2 coins or 1 lantern, then gain 2 basic goods from the supply: 1 good of any type and 1 good of a type with a current value of \$1.



### The Oracle of Lumi

Roll the oracle die and gain the benefit shown.



### The Candle & Quartz

Spend 2 coins or 1 basic good with a current value of \$1, then gain 1 available hero or 1 commission.



### Otho’s Lanternworks

Gain 1 basic good from the supply with a current value of \$1. Gain 1 lantern from the supply. Gain 1 prestige.



### Guildmaster’s Mansion

You may trade any number of the following items at a 1-to-1 ratio: 1 lantern, 1 blazing quartz, 2 coins.



### Yedl’s Workshop

Upgrade 1 good in your storage from the basic side to the upgraded side. Gain 1 lantern from the supply.



### The Frosted Filigree

Spend 2 coins or 1 good, then gain 1 upgraded good from the supply with a current value of \$1.

**Note:** There is one area between the Ringway Inn and the Great Bazaar with no connected building space.



# Companions

*“Pink sky over pink flower  
Icy petals drink the spring dawn  
Bees hum beneath snow  
Frigid hive buzzing awake”*

—Salomon, Poet of Old Yin

Companions are intelligent animals with powerful one-time abilities. When you activate Yurg’s Excursions and choose to travel to an outlying town, you select an available companion — one of the three face-up companions or the top card of the deck. You may have any number of companions, including multiple identical ones.

There are two different types of companions: loyal companions and stray companions. Companions grant their abilities in exchange for gifts like blazing quartz (see *Blazing Quartz* on p. 21).

You can only trigger companion abilities on your own turn but may do so at any time.







## Loyal Companions

A loyal companion ability requires a gift of 1 blazing quartz to trigger. When you trigger an ability, move the blazing quartz from your supply to the ability space on the companion card. The blazing quartz stays on the card to remind you that the ability cannot be triggered again.

Cave Dragon		Deliver 1 hero from the Ringway Inn to their destination and gain the region benefit (but not their hero bonus).		Gain 1 basic good from the supply of any type that is not currently available on the market wheel.
Ice Mouse		Gain 1 available commission.		Gain 1 basic good from the supply.
Phoenix		Gain 2 lanterns from the supply.		Move the ruins marker in the Ruins of Yin 1 space clockwise and gain the benefit shown.
Raven		Gain 1 illuminated die from the supply. Roll the die and place it in your special reserve.		Roll the oracle die and gain the benefit shown.
Snow Bee		Gain 1 available hero (and their hero bonus).		Craft a basic good using the die locked in slot #1. If the slot is empty, craft any basic good.
Threy Cat		Duplicate the value of any travel die and gain the benefit shown.		Add +1 or +2 to the face value of your travel die.

## Stray Companions

A stray companion ability is triggered by a variety of gifts. When you trigger an ability, return the gift to the supply. Then, pass the companion card to the player seated on your left.

Grace		Gain 1 available deed and its bonus. This companion requires a potion instead of a blazing quartz.
Flicker		If you choose to take a shortcut while traveling this turn, you may ignore the lantern cost. This companion requires a blazing quartz.
Cosimo		Gain 1 available wagon upgrade (if you do not have one) -OR- Move the dark market marker 1 space clockwise and gain the benefit shown. This companion requires a hero instead of a blazing quartz. Place this hero card on the bottom of the hero deck.
Li'l Dumplin'		Roll the ruins die and gain the benefit shown. This companion requires a horseshoe instead of a blazing quartz. Return the horseshoe to the supply.



# Blazing Quartz

*"Did you ever want to hold a miracle in the palm of your hand? The light and warmth given by blazing quartz is just that. Though don't hold on for too long, or too tightly. A miracle, clutched too hard, can burn!"*

—Ranolda, Priest of Lumi

Blazing quartz is primarily used to trigger companion abilities.

The most common way of gaining blazing quartz is by selling upgraded goods to heroes at the Ringway Inn. You can also get blazing quartz at the Ruins of Yin or at certain buildings, if they are in play. Some buildings offer alternate uses for blazing quartz.

# Crafting

*"How did I know I'd become the greatest of merchants? When I found myself up till dawn detailing a lute by hand just so I could fill one more commission for the Queen..."*

—Yurg's Memoirs

Crafting is a quick way to get a good tile. You can craft a basic good when you take the special action of locked slot #1 (see p. 8).



To craft a good, refer to the crafting chart to determine which basic good matches the face of the newly locked night die. Gain that basic good from the supply and store it on your wagon. It is possible to craft upgraded goods with a wagon upgrade (see *Wagon Upgrades*, p. 23).

**Example:**

Andrea chooses a "0" (blank) night die from her main reserve and uses it to bump the "2" night die from her first locked slot into her action pool. Andrea now gets to take the special action. As a result, she takes a basic instrument good tile and places it on her wagon.

# Deeds

*"You want fame? I have it for sale, step right this way."*

—Ygor of the Dark Market

Deeds are personal objectives that are evaluated at the end of the game. You can gain coins, prestige, or victory points by completing them.

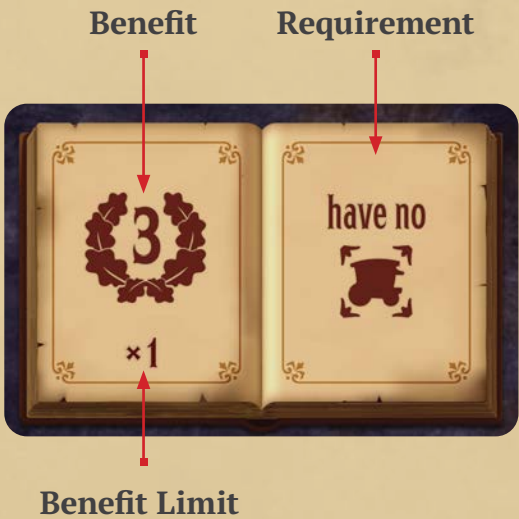


When you gain a deed, choose one of the two available deeds in the courtyard. Then, gain the bonus listed in the banner next to that deed slot.

Alternatively, you may instead choose the top card of the deeds deck, but you gain no bonus if you do.

Keep your deeds face down in your merchant's log. You may view them at any time, but do not reveal them to your opponents until final scoring. You can use the same commission or hero for fulfilling multiple deed cards.

Each deed card shows the benefit, requirement, and the benefit limit. The benefit limit is the maximum number of times you can score the benefit.



# Dice

*"A successful merchant must maintain order in their methods. The path you chart today affects where your wagon will be tomorrow. May your routes never become tangled!"*

—The Game of Commerce: A Primer





# Events



*“Without question, the road is the most wondrous discovery of humankind; be tempted not to blame the road that bad things as well as good may be found to move along it.”*

—Hethel of the Road Wardens Guild

Events are incidents that befall the caravans as they travel to the outlying towns.



Each event card has flavor text describing the situation. Read this aloud when the card is revealed.

Along the bottom of each event card are various effects linked to specific results on the travel dice. Some effects are benefits (dark icons) and some effects are costs (red icons). Benefits are things that you gain, while costs are things that you lose.

When you pay a cost, you lose the indicated resource. If you cannot carry out the effect fully, do as much as possible. You cannot go below zero coins or zero prestige.

**Example:**

The travel dice show a “6”, “2”, and “1.” First, Andrea chooses the “6” and gains a hero. Second, Brian takes the “2” but ignores the cost because he has no goods. Last, Susie takes the “1.” She has no goods, but she does have coins, so she must lose 2 coins.

# Horseshoes



After you move your wagon pawn, you may spend a horseshoe to move your wagon pawn 1 space in either direction: clockwise or counter-clockwise. You may only spend 1 horseshoe per turn.

You can get horseshoes through one of the deed bonuses (see p. 21), as well as by selling to heroes with the corresponding hero bonus (see p. 12).

# Illuminated Die



*“Light and hang our symbol on the prow of your wagon, and you will find that doors, previously shut, swing open to admit you.”*

—Brecht, Guild Minister

Illuminated dice provide extra wagon movement options and allow you to take extra actions in a single turn.



**Example:**

Griffin chooses a “1” night die from his main reserve and uses it to bump the “2” night die from his second locked slot into his action pool. Griffin now gets to take the special action of that slot. He decides to move the “1” illuminated die from his special reserve into his action pool. He then chooses to move his wagon one space, using the value on the illuminated die, and activates both of the adjacent districts and the connected building.

# Lanterns



Your wagon holds up to 4 lanterns. Lanterns have three main uses:

- To reroll travel dice (see p. 14).
- To take the shortcut when traveling (see p. 14).
- To roll the ruins die when exploring the Ruins of Yin (see p. 13).

Lanterns are primarily gained during step 1 of your turn (Plan) when you move a night die into the middle slot of your wagon board (see p. 8). Lanterns can also be gained by selling to some heroes at the Ringway Inn (see p. 12), as well as at certain buildings (see p. 19).

# Region Benefits



*Teacher: The brain of a merchant is almost always working out the best way to spin time into money.*

*Student: Almost?*

*Teacher: Certain things can be more valuable than money.*

—The Dialogues of Merchant Evelyn



**Northbreak and Scorchborn (Blue)**

Receive 2 coins per delivered knight (Northbreak) or skirmisher (Scorchborn), respectively.



**Windglass and Farglen (Green)**

Receive 2 prestige per delivered alchemist (Windglass) or bard (Farglen), respectively.



**Nightpoem and Cursecairn (Purple)**

Receive 1 prestige and 1 coin per delivered loremaster (Nightpoem) or wizard (Cursecairn), respectively.



# Steeds



*“When we set off, Master Hindergap’s stout horse Sugarfoot was almost invisible beneath the extra saddlebags, though she seemed not to even notice the weight.”*

—Report of Matilda, Merchant Guild Apprentice

Steeds are loyal mounts with permanent abilities. Each player has 1 steed, with an ability that is in effect for the entire game. The steeds and their abilities are listed below.

## Steed Abilities:

Brembizánt	When you buy goods at the Great Bazaar, receive a \$2 discount off the total cost. The cost cannot go lower than zero.
Longshadow	When you use an illuminated die, you may choose any 1 of the 4 buildings to activate, not just the connected building.
Lovebug	When you visit Yurg’s Excursions and choose to travel, gain 1 lantern from the supply.
Sugarfoot	When you move your wagon, you may move exactly 3 spaces, regardless of your dice values. You have a 2x2 extension to your wagon storage (thematically, a saddle bag).
Velvet	Your wagon can have unlimited upgrades (instead of 1). When you gain a wagon upgrade, gain 2 prestige.
Whisper	When you choose a travel die, you may add +1 to the face value.
Woolsworth	When you deliver a commission, you also gain 1 blazing quartz for each upgraded good that you deliver for that commission.

# Wagon Upgrades



*“That’s some nice custom wagonware. You bolt it on out in the wild? Here, let me tune that up for you...”*  
—Yanna, Wagonwright

Wagon upgrades are permanent additions to your wagon. You can gain a wagon upgrade as a good fortune when you lead a caravan to the outlying towns. You may only gain 1 wagon upgrade per game. The wagon upgrades and their effects are listed below.

## Wagon Upgrade Effects:

	Goes in locked slot #1 and replaces that special action. When you use that special action, craft an upgraded good instead of a basic good.
	Goes in locked slot #2 and replaces that special action. When you use that special action, gain 1 lantern from the supply -AND- you may move an illuminated die from your special reserve to your action pool.
	Goes in locked slot #3 and replaces that special action. When you use that special action, gain 3 coins from the supply or 1 prestige.
	Scores 2 VP at the end of the game. Goes in your wagon storage and must stay there for the remainder of the game. You may reposition it at any time, but you may not discard it.
	Goes in a lantern slot. When you travel to the Ruins of Yin, you do not have to spend a lantern to roll the ruins die. May not be discarded from the lantern storage area.
	Goes in an inventory slot. Immediately gain a second steed of your choice from the unused steed cards. You may not discard it to make room in inventory.

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# Icon Glossary


## Goods

-  gain any basic good of a type not currently available on the market wheel
-  gain any basic good (regardless of the market wheel)
-  gain any upgraded good
-  gain a good with the current value of the number shown (in this case, either good of value 1 coin)
-  gain a good using the current value of your crafting die (if that slot is empty, use any die value)
-  gain the specific good shown (in this case, an upgraded staff)
-  flip a basic good to its upgraded side
-  flip an upgraded good to its basic side
-  return one good of your choice to the supply
-  return your current most valuable good to the supply
-  storage space for any one good







## Cards

-  a companion
-  a steed
-  a deed

## Dice

-  a market die
-  roll the oracle die and gain the benefit
-  roll the ruins die and gain the benefit
-  a travel die
-  an illuminated die
-  a night die locked in slot #1
-  move an illuminated die from your reserve to your action pool (do not change its face)
-  reroll the die and gain an illuminated die if you roll this result again

## Outlying Towns

-  Northbreak
-  Scorchborn
-  Cursecairn
-  Nightpoem
-  Farglen
-  Windglass
-  any town

## Gained and Lost

-  gain the amount of prestige shown  
lose the amount of prestige shown
-  gain coins from the supply  
return coins to the supply
-  gain the number of coins shown from the supply  
return the number of coins shown to the supply
-  gain a lantern from the supply  
return a lantern to the supply
-  gain a horseshoe from the supply  
return a horseshoe to the supply
-  gain a blazing quartz from the supply  
return a blazing quartz to the supply
-  gain a hero and their bonus from the Ringway Inn (but do not sell to them)  
lose a hero from your wagon (return to the bottom of the hero deck)

## Locations

-  the Ringway and its 5 movement spaces
-  the Great Bazaar
-  the Queen's Commissions
-  the Dark Market
-  the Ringway Inn
-  the Ruins of Yin
-  travel to the outlying towns
-  an outlying town
-  a building in play

## Miscellaneous

-  a commission for the town shown (here, Northbreak)
-  a wagon upgrade
-  a good fortune
-  move the ruins marker the number of spaces shown and gain the benefit
-  move the dark market marker the number of spaces shown and gain the benefit
-  rotate the market wheel one space
-  draw a deed from the top of the deck
-  an action that can only be done once
-  exchange at the indicated ratio

# Travel Summary

## Step 1: Prepare the Caravan

1. Choose a companion.
2. Declare your chosen route, highway or shortcut (3 lanterns), and destination town.
3. In clockwise order, each other player declares, “yes” or “no,” whether they will travel in your caravan.
4. Take 1 travel die from the supply for every traveler in the caravan (including yourself). If you chose the companion with the extra travel die, add that too.

## Step 2: Resolve an Event

5. Reveal the top card of the event deck that matches the chosen route and read it aloud.
6. Roll all of the travel dice in the pool.
7. Each traveler must take 1 travel die. The order in which the travelers get to take their travel dice is determined by the chosen route:



**Highway:** You first, then in clockwise order



**Shortcut:** Traveler on your left first, then clockwise order, ending with yourself

*Each traveler may spend 1 lantern to reroll all remaining dice before they choose. They may repeat this.*

8. Each traveler receives a benefit or pays a cost for the value of their chosen die, as shown on the event card.

## Step 3: Visit Towns

9. Travelers visit the outlying towns to deliver commissions and heroes. You may only visit the town you declared as your destination. Each other traveler may visit that same town or the other town in that region.
10. Travelers gain 1/3/6 prestige for delivering 1/2/3 of the requested goods on a commission, plus 1 extra prestige for each upgraded good delivered. Travelers gain benefits for delivered heroes based on the region.
11. Each traveler places their delivered commissions and heroes face down in their merchant's log.

## Step 4: Receive Good Fortune

12. Receive good fortune based on your chosen route (leader only): 1 good fortune on the highway or 2 good fortunes on a shortcut.