

232 **WADE** or **TRAILBLAZE** north through the shimmering muck:

- **WADE:** Several energy sentients curse you for the disrespect. Gain curse **1395** and go to **237**.
- **TRAILBLAZE:** Roll 1 challenge die from the pool (if none are available, refresh a die from the center); if the result is 1 time, lose 1 time and place the die in the center (otherwise, refresh the die). Then go to **237**.

422 **ENTER** the green gateway to the west: Proceed based on whether or not you've disarmed the gateway:

- The gateway is disarmed: Go to **615**.
- The gateway is armed: Lose 1 health and go to **615**.

502 **WADE** north across the channel or add 2 to this cost to **TREK** north along the shoreline: | **WADE:** The scalding water boils your skin as you wade. Suffer 1 heat damage and go to **361**. | **TREK:** The terrain is unforgiving, but you can't help but admire the severe beauty of the volcanic coastline. Go to **361**.

145 **(K)** **SPY** on the sentient: An injured bird perches on the stone, and a splash of energy envelops its body. It flies away in perfect health. Gain ability **1483**, 2 boost, and 1 **help**; you may continue.

303 **(N)** **STUDY** the lorestone: As you trace the lines on the stone, three distinctly colored icons emerge. You may choose to focus on one of the three. If you choose the green icon, gain spell **1236**. If you choose the pink icon, gain spell **1237**. If you choose the blue icon, gain spell **1238**.

439 **(G)** **SOLVE** the artifact puzzle: Find card **802** (it's a large card) and place it on the table. Roll and place 2 skill dice on each of the circles. Also gain 6 cubes (time tokens). To escape from the time loop, you must manipulate the mancala so that all dice of each type are in their own circle—before it's too late. Lose a time token to pick up all dice from a single circle and then—clockwise—place 1 of those dice onto each successive circle. You may skip any circle that contains 1 or more dice of a given color and no other dice. Repeat this until you either run out of time tokens or all dice of each type are in their own circle (e.g., all orange dice are in the same circle, all green dice are in the same circle, and so on). When you run out of time tokens or succeed, read entry **439** in the Book of Secrets.

579 **DEFUSE** the situation involving the shocked occupants of the house: With great tact, a touch of wit, and a peace offering, you set the sentients at ease. Choose one:

- **Entertain the sentients with stories of your interstellar exploits:** They give you a forcefield generator (**982**) and an open invitation to visit them in the future (gain 1 morale); from now on, the **move-ENTER** action on **499** is always available for you. Exit to **499**.
- **Entertain the sentients and give them a memento of your travels (lose 1 flora, animal, or item):** The sentients, honored to have such a treasure, give you something of importance to them in return. Gain item **993** and exit to **499**.

530 **DUEL** the nearby sentient in a card and dice game: The sentient's eyes light up at the prospect of playing their favorite game. Place card **798** on the table (it's a large card) and follow its instructions, using card **1521** as the opponent's card.

910 **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this trap, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- **0:** You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- **1:** Catch a small but savory fish; gain 1 health.
- **2:** Catch a medium-sized fish; gain 1 health and 1 boost.
- **3:** Catch a large fish; gain item **1226**.
- **4+:** Catch a monstrosity; gain item **1232**.

1660 **FISH** in the friendly competition: Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- **0:** You don't catch anything other than a brief glimpse of fish. Gain 1 boost on your character; you may perform this **overpower-FISH** action again on a future turn.
- **1:** Catch a small but savory fish; gain 1 health and you may read **1660** in the Book of Secrets.
- **2:** Catch a medium-sized fish; gain 2 health and you may read **1660** in the Book of Secrets.
- **3+:** Catch a large fish; gain item **1226** and you may read **1660** in the Book of Secrets.

Note: All **"SHARE information"** entries on this page spread should end with "You may continue." **Tip:** mark the impacted entries with a dot (•): **020, 021, 023–026, 028, 030–039, 050.**

911 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this net, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

912 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this trap, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

913 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this lure, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

932 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this lure, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

558 ② **DUEL** a sentient in the card and dice game: Place card **798** on the table (it's a large card) and follow its instructions, using card **1522** as the opponent's card. Then exit to **271**.

1015 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this ship, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

1016 ③ **FISH** for food (use only on a location with water): Roll 3 skill dice up to 3 times (always rolling all dice); roll 1 extra die per boost you pay from this ship, plus 1 extra die if you pay a maximum of 1 boost from a food or flora. Based on number of **overpower** in the final results, gain the following:

- 0: You don't catch anything other than a brief glimpse of fish. Gain 1 boost.
- 1: Catch a small but savory fish; gain 1 health.
- 2: Catch a medium-sized fish; gain 1 health and 1 boost.
- 3: Catch a large fish; gain item **1226**.
- 4+: Catch a monstrosity; gain item **1232**.

1434 ④ **RIDE** the partial spaceship (if on land, sky, or ocean location; if not, choose another action): The craft is noisy but functional enough to lift you slowly through the clouds. Pair your current region (see **look** storybook) with its sky location (page 48 in the Book of Vantages), then go to that location.

123 ⑥ **HACK** the obelisks to show your location to your companions: The device is made to transmit information beyond this planet, including visuals. So you hack it to project a map of this part of the world into the sky. Open the Book of Vantages to page 4 so all players can see it; you are at the bottom of the NE-4 quadrant. Gain ability **1472**, 1 morale, and 1 boost.

781 ⑥ **DISARM** the sentient on the right: With a well-calculated gesture, you tear away what at first appears to be a weapon but is actually some sort of metal sieve. Choose one:

- **Return it to its owner:** They thank you profusely and offer you a reward (gain \$10) or their services as a guide (gain sentient **1336**).
- **Keep it:** Its owner yells at you as you walk away. Gain item **980** and curse **1390**.